

Zombie Hunter

Supplemental Material for the *All Flesh Must Be Eaten* Roleplaying Game (or any other Zombie Survival Horror tabletop roleplaying game)

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Disclaimer: This is support material for a game. This is not a set of instructions or an endorsement of any sort of violent behavior or survival in real life situations. Likewise, no endorsement of any firearms or manufacturers should be implied. Guns and other weapons in real life are dangerous as hell, are not toys, and should NEVER be viewed as anything other than killing devices - if you look at them as anything less, you are dangerous to yourself and others. They are also subject to bazillions of laws that change from state-to-state, so don't use this as a purchasing guide either.

CAVEAT: This is a long document dwelling primarily on combat and related topics. It may be boring to some gamers. If so, and there's another topic you'd like to see covered, drop me an [email](#) and I'll see what I can do.

Part 1: Coping With the Dead

So, the dead have risen from their graves and are trying to kill you. How can your character maximize his or her chance of survival?

Minimal survival gear with maximum versatility! The successful zombie apocalypse survivor will accumulate useful gear. Combine good gear and smart tactics and you're set to survive among the dead.

Things you'll want to acquire:

GUNS, GUNS, AND MORE GUNS. OH, AND AMMO. LOTS AND LOTS OF AMMO.

At least one heavy caliber long arm, either a rifle or a shotgun.

- If your character starts with or gets a chance to acquire a shotgun, go for either a 12-gauge or 20-gauge shotgun. 410-gauge shotguns are less damaging and have a much shorter effective range, and the other gauges are rarely found (likewise, ammunition for the rarer gauges can be expected to be hard to come by at least in the U.S.).
- Shotgun ammunition is either birdshot, buckshot, or slugs (in increasing magnitude of damage and effective range).
- NEW SKILL SPECIALTY IDEA:
Firearms (Shotgun) Specialty (Slugs): This specialty allows the character to fire slugs from a shotgun at near-rifle range. Well, okay, something more like 150-200 yards/meters. This can come in handy, but remember that slug velocity (and subsequent damage) fall off VERY quickly after 50 yards/meters or so.
- Single-shot and double-barreled shotguns are cool for hunting varmints and shooting trap or clay pigeons, but are not recommended when faced with hordes of the living dead (especially double-barreled shotguns lacking a shell ejector, requiring each shell to be manually pulled out and reloaded). Pump action or semi-automatic shotguns are (obviously) better. An average model will hold 6 rounds (5 in the magazine plus 1 in the chamber). Military and law enforcement versions may have higher magazine capacity (usually 8 - 10 at most - the longer the magazine, the more shells it holds, but it also increases the barrel length proportionally. A riot gun with an 18" barrel typically holds 5 shells

regardless of whether or not it is a civilian or law enforcement model.). There are some clip-fed models available, but I'm not familiar with them. You'll have to do your own homework on those.

- **Downside:** short range (accurate out to 50 yards/meters, maybe 100 yards/meters with slugs).
- **Upside:** easier to hit the target with a shower of pellets than a single bullet. High damage rating at close range.
- **Evil Zombie Master Tip:** Plastic shotgun shells get brittle with age and exposure to sunlight. Scavenging characters may have to use questionable ammunition. At best, the shell doesn't fire. At worst, it plugs the barrel or explodes in the chamber. This can be deadly to the unwary character. Also, shotgun shells are commonly available in 2 3/4" and 3" shells. Shotguns are chambered for either 2 3/4" or 3". Firing a 3" shell in a shotgun chambered for 2 3/4" shells can jam the shotgun (the shell expands into the barrel when it opens, requiring it to be knocked or pried out). Shotguns chambered for 3" shells can fire 2 3/4" shells without any problems.
- For a rifle, go for a .30-06 or .308 caliber gun. These are mostly bolt-action rifles, but there are some semi-automatic to fully-automatic .308 caliber rifles (semi-auto Springfield M1 in .308, some versions in .30-06, various Armalite and HK semi-automatic and fully automatic .308/7.62mm NATO). Civilian models tend to have between 1 and 6 shots depending on the make and model. Law enforcement/military models tend to be clip fed, with each clip holding 10 to 30 rounds depending on the size of the clip. 20 rounds per clip is average for an assault rifle in .308 caliber.
 - **Downside:** harder to hit the target with a single bullet compared to a shower of shot.
 - **Upside:** long ranges out to 600 yards/meters and up. High damage rating.
 - **Evil Zombie Master Tip:** Shells can get rusty or dented. Either situation can compromise the integrity of the shell resulting in duds, hangfires (where the primary ignites and smolders, and the shell goes off a few seconds later), bullets lodged part way down the barrel, chamber or breach explosion, etc.
- NOTE: There are at least two types of 7.62mm ammo out there. The 7.62mm NATO is a little shorter than a .30-06. There is also a 7.62X39mm round used in various European, Eurasian and Chinese assault rifles (and the Ruger Mini-30 semi-automatic carbine) that is more like a fat 5.56mm NATO round. The two types of ammunition are not interchangeable. I'm not sure which is the more reliable, as the ballistics of both .308/7.62 rounds are similar and both are going to be common to very common in the U.S. (Many apologies to readers outside the U.S. - I'm not sure what you'd expect to find in the way of firearms in other nations. Most of the Western Hemisphere is pretty gun happy, even if firearms might be hard to come by legally. .308 and .30-06 are still going to be pretty common, at least in Mexico and points south. I'm not sure what folks in Canada shoot their enemies with...).
 - **Evil Zombie Master Tip:** If the unwary character uses the wrong ammunition in a firearm, at best it fails to load or fire. At worst, a shell can become wedged into the breach and render the weapon useless until it is cleared. This takes at least some degree of gunsmithing knowledge to safely clear. **Keep in mind that most characters, especially those under a lot of stress (for example, surrounded by zombies), won't know (or stop to consider) the intricacies of ammunition unless they are highly skilled with firearms and accustomed to being swarmed by dead guys.** A .308 and a .30-06 shell look pretty much the same, and it'd be easy to get them mixed up... Likewise, .243 and .270 rifle shells are very similar in appearance.
 - **Evil Zombie Master Tip:** Toss in some exotic rounds if the characters are looting a gun store or ammunition bunker. Oddball shells like .32-40, 8.2mm, 7.65mm, 7 X 57, 7 X 64, .30-40, etc.

Some of these are hard to tell from more common rounds, and most are either old/antiques or custom jobs.

- Another good option is a lever-action .30-30 rifle. Ballistics are similar to a .30-06 at least at short range (100-200 yards/meters or less). .30-30s and similar caliber ammunition tend to rely on heavier mass rather than velocity, so they tend to not shoot quite as far as a .30-06, all things being equal.
- There are some other heavy-hitting rifles out there, but ammunition is likely to run short soon after the walking dead start eating people at the munitions factories. .45-70, .375 H&H, .300 Magnum, .405 British, etc. are good for shooting buffalo, elephants, dinosaurs, and zombies, but the ammunition is heavy and much less common than smaller caliber rifles.
- Yeah, I know there is the famous 5.56X45mm NATO (alias the .223 Remington). This caliber is fired by the M-16s and M-4 carbines (and a bazillion other Western assault rifles, semi-automatic sporting rifles, and bolt-action hunting rifles). It is good out to several hundred yards/meters, but penetration falls off rapidly afterwards. This may not be a bad thing, especially if being used in an early-Rise urban setting where there may be living folks behind the zombies.
- Don't get me wrong - I love shooting .223 rifles, but if faced with a horde of zombies, I'd prefer something heavier.
- Smaller caliber higher velocity rifles make up for lack of bullet weight by adding to the speed of the bullet. .25-06, .22-250, .22 Hornet, .270, and .243 are common calibers in the U.S. These are (as far as I know) invariably single-shot or bolt-action sporting guns (i.e. magazine either 1 round for single-shot rifles or 3 to 5 for bolt-action rifles). This type of ammo can really reach out and ruin a zombie's day at long range, but at shorter range (i.e. 20 yards or less) can sometimes blow right through a target and keep going, imparting very little energy to the target (i.e. you shoot the zombie or deer and it doesn't fall down).

There's another option - pistol caliber carbines. These are usually smaller rifles, with barrels about 8" shorter than hunting rifles. Some are clip fed, others are lever action. The advantage to this sort of firearm is being able to use the same ammunition in a handgun. This makes foraging/trading for ammo in the post-Rise world a little easier.

- Common pistol caliber carbines are 9mm and .45 ACP (both clip fed, typically ten rounds for civilian models (i.e. legal civilian ammunition clips), up to 30 rounds for 9mm police/military models); and .357 Magnum/.38 Special and .44 Magnum (both lever action, typically holding 8 to 10 rounds depending on barrel length).
- **Downside:** pistol bullets, even for heavier pistols, tend to be less powerful than rifle bullets, so you won't be killing any undead dinosaurs with these.
- **Upside:** uses same ammo as handgun, and usually hits a little harder because the increased barrel length allows greater compression (i.e. maybe +1 to +3 to the pre-multiplier damage roll, or upgrade to damage caused by a larger round). The recoil is also much less than from a standard rifle, making it easier for characters with STR 1 and 2 to use these firearms for sustained periods of fire..
 - **Evil Zombie Master Tip:** There are a lot of aluminum pistol cartridges showing up these days. Aluminum rounds can "stovepipe" when fired, meaning they expand to the point that you have to whack the spent shells out with a cleaning rod and a hammer sometimes. Brass rounds are better all round, especially as aluminum shells are even more likely to stovepipe when used in carbines.

At least one medium- to large-caliber handgun.

- There is a nearly infinity variety of handguns out there. .357 Magnum, .357 SIG, 9mm, .40 caliber, etc. As above, keep in mind the ease of finding useable ammunition. Some of the most common

caliber pistols and ammunition your character is likely to run across are: .38 Special, 9mm, .357 Magnum, .41 caliber, .44 Magnum caliber, .45 ACP, .45 Colt, .22LR (long rifle), and .25 caliber. Less common rounds are: .32 caliber, .40 caliber, .357 SIG, .380 caliber, .50 caliber, .45LR (long rifle), and 410-gauge shot shell. There are probably another hundred or so variants of these and other types of ammo, so if I've left off your favorite one, please accept my humble apology.

- .357 Magnum revolvers can also fire .38 Special shells (but .38 Special revolvers cannot fire .357 Magnum shells - this is because the .357 is a longer shell). .357 Magnum revolvers are very common in the civilian market as police have moved to semi-automatic clip-fed handguns in the 9mm to .40 caliber range. There's a lot to be said (in my opinion) for a handgun that fires two types of shells. Note, however, that .357 Magnum and .357 SIG shells are not interchangeable. .38 Special and .380 aren't interchangeable either.
 - **Evil Zombie Master Tip:** See above for using the wrong ammunition. Also, handguns are more prone to breakage than rifles due to the fact that the various mechanisms have to be smaller to fit into a smaller firearm. Also, badly secured revolvers can be accidentally cocked when characters are crawling around in the woods or the rubble, and could fire unexpectedly into the characters lower body. Ouch!
 - **Evil Zombie Master Tip:** See the stovepipe caveat above.
- .44 Magnum and .50 caliber revolvers kick like a mule, but were designed for hunting whitetail deer, so they'll stop most animals (including zombies) in North America.
 - **Evil Zombie Master Tip:** Handguns in .44 Magnum caliber and higher are tiring to shoot even for experienced pistoleros. Someone who has never fired a high-powered pistol just might drop the handgun or hit his or herself in the face with the pistol because they weren't ready for the recoil.
- 9mm Luger - this is the common 9mm pistol round in North America. It is not interchangeable with the 9mm Makarov produced in Russia and Eastern Europe.
- .45 ACP and .45 Colt ammunition are not interchangeable. The .45 LC (Long Colt) is a rifle round, and is not interchangeable with either .45 ACP or .45 Colt. Some revolvers and single-shot pistols, however, are designed to fire either .45 LC rifle or 410-gauge shotgun shells.
- For the uninitiated, there are basically two types of handguns: revolvers and semi-automatics. Revolvers usually hold 5 to 8 rounds in a rotating cylinder (yup, just like in cowboy movies). Semi-automatic handguns are clip fed (6 - 10 rounds for civilian ammunition clips, higher in clips used by military and law enforcement - something like 13 - 30). The only ammunition of which I am aware that can be used in both revolvers and semi-automatic pistols is the .22LR. This happens to be smallest common ammunition and the least damaging, especially to dead folks who don't mind getting shot a bazillion times.

In a pinch, lighter-weight weapons can be employed (.380 handguns, 410-gauge shotguns, .22 LR rifles and pistols, etc.), but the ability to stop a zombie with fewer shots (i.e. a firearm with a higher damage rating) is obviously better.

Military assault rifles - keep 'em on single-shot/semi-automatic setting. Most zombies aren't impressed by grazing fire, so you'll end up burning more ammo than you want. Accuracy, not number of rounds in the air, is what counts, especially in Romero-esque Deadworlds where head-shots are required to stop zombies. Don't be stingy with your experience points - build up your skill in Firearm (Assault Rifle) to at least a 4 as quickly as possible.

- **Evil Zombie Master Tip:** In most assault weapons, it's not easy to tell how many rounds are present in a clip if you just pick up the firearm and look at it. This can present a nasty surprise.

Also, it may not be clear to non-military characters how to release a spent clip and reload a new one.

- Helpful Cast Member Tip: Look at the holes in the sides of most clips - if you know how many bullets are between the peep holes, you'll have a better idea how many rounds are present.
- **Additional Evil ZM Tip:** Not all clips are created equal. The more bullets you load into a clip, the more pressure you put on the spring inside the clip. Springs under a lot of pressure can jam or shift, especially in cheaper "off-brand" models. Again, a nasty surprise for a careless or untrained character. Off-brand clips may not even fit in the firearms for which they are designated. This can be corrected (sometimes) with some elementary gunsmithing, but that's hard to do when the undead hordes are closing in. Even if the off-brand clips fit, they are also often fragile (i.e. aluminum glued into a rectangle instead of crimped or riveted). Having one decide to fall apart when the firearm heats up would be yet another nasty surprise for a careless character. On the other hand, after the 1993 Assault Weapon Ban, these off-brand clips are often the only high capacity clips available to civilians (or easy to find when searching the ruins).

Oh, be sure to keep weapons you accumulate, even if they're damaged. They'll have usable parts. And make friends with a good gunsmith. Eventually, springs break, hammers and triggers wear down, receivers become worn or cracked, etc. At that point, you end up with a nice club instead of a firearm.

- **Evil Zombie Master Tip:** Characters who don't care for and tend to their firearms are going to end up resorting to melee combat. Firearms must be cleaned after use (which requires proper gear, usually caliber-specific). If not, lead, unburned gun powder, and other crud accumulates and may result in guns jamming. Springs can rust and either lock up and break with the same results. The amount of neglect a firearm can take varies extensively, so you'll need to do some homework before factoring this in to your campaigns.

NEW SKILL IDEA:

Craft (Ammunition Reloading) : This skill, when combined with proper equipment and supplies, will allow a character to reload centerfire* ammunition. Successful use of the skill can allow the reloading of "hot" rounds (extra powder, but may be dangerous). Unsuccessful use of this skill can result in one or more of the following failures (some more spectacular than others):

Roll 1D6

1-2 Hangfire - the primer doesn't immediately ignite the powder charge. The gun will fire in 2D10 or so seconds after the trigger is pulled. This can break fingers, cause the gunner or ally to be shot, result in uncontrolled recoil of the firearm into the gunner, etc. Use your imagination.

I've seen this happens and submit the following example: The unsuspecting gunner pulled the trigger on a scoped .30-30 lever action rifle that was loaded with shells "reloaded" by another person. Nothing happened. The gunner relaxed and started to set the rifle down, at which point the bullet discharged. The rifle flew backwards, hitting the gunner in the forehead with the scope. The edge of the scope split the gunner's forehead open just above his right eye (the resulting scar denotes membership in the "Half Moon Club" as it is typically "C" shaped wound) and since the gunner was still holding on to the rifle, it broke the gunner's trigger finger which was still inside the trigger guard. Because the shell had been overloaded with too much gunpowder, this may be an extreme example, but it is one I've seen repeated several times over the years with a variety of different sportsmen.

3-4 Dud round - nothing happens. Eject and try the next shell.

5 "Poot" round - the shell ignites, but the power charge doesn't burn completely or evenly, and the bullet gets lodged part-way down the barrel. Best case scenario is that the character has to tap out the bullet with a metal rod. Worst case scenario requires a drill to remove the bullet.

6 "Hot" round - the shell ignites and promptly explodes in the chamber. If the character is lucky they'll only receive some minor cuts to their hands and face. Unlucky shooters lose fingers, hands, eyes, ears, etc. Use your imagination. In any event, the gun is rendered unusable until rebuilt.

*Centerfire cartridges have a separate percussion cap that is used to ignite the powder charge inside the cartridge when struck by the firearm's firing pin. If the cartridge has a little button in the middle of the flat part, it's a centerfire. The opposite is rimfire ammunition that requires the firing pin to ignite the powder charge. Rimfire ammunition cannot be reloaded. To my knowledge, only .22 caliber rounds (and a few variants) are still manufactured as rimfire cartridges.

Hand Weapons

- Swords, axes, maces - nice to have if you can find them or if your character is able to start with them.
 - **Evil Zombie Master Tip:** Keep in mind that most store-bought swords are stainless steel, fairly brittle, and have soldered tangs (i.e. they are not made to stand up to real combat - either the blade with chip and eventually break, or the blade will snap at the hilt the first time you hit something solid with it). Carbon steel blades don't break as often, but rust if you don't keep them cleaned and oiled.
- Big piece of steel pipe. You can't go wrong with this, especially with a lug nut or a pipe joint on the end. It's a modern mace, easy to find, real cheap (like less than \$5 US at a hardware store), and works just as well as the medieval versions unless you're fighting zombies that are wearing platemail armor. Same goes for baseball bats, axe handles, etc.
 - **Evil Zombie Master Tip:** Hand weapons can take an awful lot of room to swing effectively. Take about 1/3 of a person's height and add the weapon length. That's about how much room is needed. For example, I'm a little over 6' tall. If I swing my (high carbon-content steel, full-tang) Irish hand-and-a-half sword (4' long) at an opponent, I need roughly 6' of space. Household ceilings average 8' high. An overhand swing is out of the question, as I'd need nearly 12' (4m) to effectively take the swing (roughly my height plus the space needed to wield the weapon).. That leaves side-to-side slashing, which isn't good if I'm in a crowded room. So, when your cast members start slashing and smashing with nasty sharp heavy pointy things, take the space required into consideration. I'd be less worried about hitting an ally than getting my sword stuck in the ceiling, a wall, or someone's sofa.

NEW SKILL IDEA:

Hand Weapon (Improvised): This skill allows the character to enter hand-to-hand combat with just about anything that can be used to whack a zombie or other critter upside the head. Damage may not be consistent, but there's almost always something heavy lying around that can be used in a game of Whack-A-Zombie.

- Little Knives - good tools. Not much good against zombies though, unless they are weenie zombies with Weak Spot: All.
- BIG Knives - good tools for clearing brush and lopping off assorted zombie body parts. Big, heavy blades (i.e. one foot or longer blade) especially with a downward curve (kukris, kris knives, corn-harvesting knives) should get a +1 or +2 bonus for lopping off tree limbs and zombie limbs.
 - **Evil Zombie Master Tip:** See the above tip about weapon length and the space needed to get a good hack aimed at a zombie.

Reliable Transportation:

- 4-Wheel Drive Pickup Trucks and Jeeps are good. Models with off-road suspensions are even better for getting around after the collapse of civilization.

- **Evil Zombie Master Tip:** Believe it or not, older models are better in zombie survival horror than newer models. This is because newer model vehicles can be put out of commission by a computer chip burning out. Electronic fuel-injectors and ignitions are more prone to breakage than carburetors and electrical ignition systems, and are much harder to repair/jury rig. On the other hand, parts for older vehicles can be harder to find, but they are easier to repair or rebuild than in newer models.
- Older model vehicles tend to be heavier. Heavier is better when crashing through roadblocks or running over the living dead. My old 1971 Chevy Cheyenne truck weighed almost three times what my current 1998 Dodge Dakota does. The Cheyenne took hits from a charging buffalo (right front panel, when I was a wildlife biologist) and a 1992 Suburban (rear end, when I was a laboratory scientist) and didn't even sputter either time. Both the buffalo and the Suburban were wiped out by the collisions. On the downside, older vehicles tend to use more fuel and are much harder on brakes, tires, and shock absorbers. Stock up on spare tires and spare parts when you can find them.
 - **Evil Zombie Master Tip:** Preventative maintenance saves lives when dead folks start eatin' living folks. Vehicles that are not properly maintained (i.e. that don't have a trained character spending a few hours a week tweaking, tuning, and cleaning) tend to break down at the worst possible moments. This is even more likely in newer vehicles. For example, a \$30 US catalytic converter can clog and bring a \$60,000 US civilian Hummer to a stop. Worse yet, fuel injector linkage connectors (plastic, about \$2 US each) can become brittle and snap, resulting in **uncontrolled acceleration**. I've had this happen in my wife's sedan on a busy four lane street and it was NOT fun. Fortunately this writer has a Drive: Car skill of about 4...
- 4-Wheel ATVs and motorcycles. These are good for scootin' around in the woods and highways, but I wouldn't want to drive one into a town overrun by the living dead.
 - **NEW SKILL IDEA:**
Drive (ATV) and/or Drive (Dirt Bike): Characters with this skill can successfully navigate rough and broken terrain/rubble at speed on either 4-wheeled ATVs or small lightweight motorcycles.
 - **Evil Zombie Master Tip:** Obviously, riders are not protected from either the elements, the living dead, or the hostile living. Also, motorcycle wrecks tend to be much more devastating to the rider(s) than equivalent automobile accidents.
- Horses (or maybe camels or elephants) can be ridden, but they break down much easier than motor vehicles and require more care. Make friends with a good veterinarian.
 - **Evil Zombie Master Tip:** Horses and other critters can be bitten by zombies, though most (all, actually) have much tougher hide than humans. In a Deadworld where animals can become zombies, this could be very bad if the pack mule decides to try to eat one of the characters. Zombified animals aside, horses can be easily lamed by inexperienced riders. Camels and elephants are only partially domesticated and can be difficult and sometimes violent when subjected to human demands to carry riders and/or equipment.
- Military vehicles. An armored vehicle of tremendous weight and firepower would probably come in handy at some point.
 - **Evil Zombie Master Tip:** I don't know much about them except that they are maintenance-intensive and require specialized and uncommon tools and specialized training to repair and maintain. Characters should use at their own risk. A main battle tank might seem like a good idea until it breaks down and they're stranded in the middle of a bazillion dead folks intent on eating them. Sure, the zombies won't get in, but the characters are going to get uncomfortable

very quickly, and very dead shortly thereafter. Refer to my short story "Tank" linked on my [Main](#) page for a description of this sort of thing.

- Afoot. Make sure you've got your running shoes on. And make sure you're good to run at least a 10 kilometer jog. A lot of folks are either too out of shape or too old or too disabled to get more than a couple of blocks even at a jog let alone a sustained sprint. If you can't run and don't have a vehicle, you better be a good shot. Alternatively, you can "kneecap" a better runner. Kneecapping means, basically, injuring someone to make certain they are slower than you are (i.e., you don't have to outrun the zombies - you just have to stay ahead of other survivors who have fallen behind).
 - **Evil Zombie Master Tip:** Maybe the character is the one who gets kneecapped. Or will they stop and assist someone else who can't keep up due to age, injury, disability, or just because they never thought they'd have to run for half an hour to escape a few thousand urban zombies and so spent their time watching television instead? What if a character has the Dependent Flaw and the Dependent is the one whacked or shot in the leg?
- Flight! Literally. Escape by airplane, helicopter, ultralight, gyrocopter, hang glider, blimp, balloon, etc. Unless the zombies can fly, you're in good shape. On the other hand, there are innumerable technical problems that could arise, resulting in descent.
 - **Evil Zombie Master Tip:** Maybe the balloon has a little bitty hole in it that someone on the ground put there with a .22 LR bullet in a moment of hopeless rage. Maybe the pilot of the plane can't find a runway on which to land eventually. Aviation fuel is harder to come by than gasoline. So is helium when it comes to blimps. Ultralights and gyrocopters tend to be custom/scratch built and may not be very reliable.

Clothing and Footwear

- Army boots - they're not just for your mama anymore. Tough, flexible, good traction, etc. Zombies have a hard time chewing through most types. Alternately, a good pair of steel-toed leather work boots will serve just as well, and should allow a damage bonus when the character is literally kicking butts.
 - **Evil Zombie Master Tip:** In the rush to escape during an Early Rise setting, there could easily be characters running barefoot or in shoes not suited for such activities. Sprained ankles, cut feet, broken toes, etc. tend to slow folks down to zombie speeds.
- Load-bearing Equipment - get a good backpack (better yet, military or military surplus field packs, like the ALICE system with an ergonomic metal frame).
 - **Evil Zombie Master Tip:** If the character doesn't have a good backpack or other means of carrying equipment on their person, increase their Endurance loss depending on how unsuitable the pack is. A badly loaded pack will cripple someone temporarily, especially during a cross country (or cross rubble) hump. Also, the more stuff a character carries in their pack, the less agile they become. This encourages sharing and caching, especially in a Norm Campaign where most characters are STR 2.
- Distribute your gear. For example, don't keep all your ammunition in one bag. You may have to shed the bag to clear a wall or wriggle under a fence, so keep a few bullets in your pockets or in a smaller bag. If you have two canteens, keep one on your belt and one in your pack. This also helps if your character is being pursued by human scavengers. If you drop a nice piece of loot like a full backpack, they may not be willing to pursue you for what's in your fanny pack.
 - **Evil Zombie Master Tip:** Overloaded pack straps tend to break at inopportune moments, throwing the character completely off balance. It also makes a lot of noise if a pack loaded with metallic goodies hits the ground suddenly. Better hope the zombies are hearing-impaired.

- Eye protection. Goggles or shades. Preferably impact-resistant. Bullets and shot ricochet. They knock splinters loose from wood and brick, especially when fired inside closed areas like zombie-filled shopping malls and zombie-besieged old farm houses. Just a little piece in the wrong place and your character could end up wearing an eye patch and wishing there was a living ophthalmologist around. On the other hand, merciful **Zombie Masters** (yeah, right!) might give your newly Impaired Sense: Vision character a couple of extra points to make up for the new drawback (yeah, right!).
- Ear protection. Firearms are extraordinarily loud outside. Inside a room they are deafening. I'd suggest disposable foam earplugs (easily available in supermarkets, pharmacies, and sporting goods stores, and unlikely to be high on the priority list for looters). They're also better noise dampeners than earmuff-style hearing protectors. Readers of law enforcement publications can always find accounts of defenders who dropped their firearm or thought it had exploded because of the massive increase in noise when firing the weapon inside a building, especially a small home or apartment.
 - **Evil Zombie Master Tip:** It wouldn't be very impressive for a character to gun down 49 zombies while searching for food in a ruined restaurant only to be ambushed outside because he or she couldn't hear the one sneaking up behind 'em. On the plus side, hearing typically will return to normal in a day or three.
 - **Evil Zombie Master Tip:** During a raging gun battle, don't let the players talk to each other. Make them whisper or use hand signals to reflect their characters' temporary hearing loss. It'll encourage better planning next time.
 - **Freebie Note:** You don't notice this in the movies because the actors are firing blanks.
- Basic first aid supplies. Antibacterial ointments and soaps. Definitely. Bandages (gauze and adhesive) to hold the ointment on wounds. Iodine and other bactericidal agents. Keep in mind that some of these lose their potency over time (ointments do, iodine doesn't).
 - **Evil Zombie Master Tip:** Wounds quickly become infected when not treated and when the wounded character is under tremendous and unrelenting stress. Infections can result in various nasty problems, including gangrene. Consult historical references to medical problems encountered in the Civil War and the Revolutionary War (or the Colonial Rebellion as my friends in the United Kingdom put it) for ideas.

Armor

- Get it if you can. Modern ballistic armor doesn't usually offer much protection for the arms or legs (or head unless you have a helmet), but it's better than nothing.
- Improvised or medieval-style armor might work better against zombie bites, but could cause more harm than good if struck by a bullet (i.e. your character gets the bullet, plus whatever metal from your cuirass has been shoved into the wound at very high speed).
- Even modern ballistic armor is HEAVY.
 - **Evil Zombie Master Tip:** Armor is heavy, and it is hot to wear. Increase Endurance loss when wearing armor during periods of heavy exertion. Also remember that armor that is thick enough to protect a character will also hamper movement, speed, agility, and ability to see and hear (helmets, facemasks, gasmasks, etc.). A dirty trick is to have a character's ballistic nylon helmet chin strap stretch or loosen up, causing the helmet to slip down and cover their field of vision during a critical scene in a game. Characters can also get nasty sprains when stumbling while running in 40 pounds/20kg or so of armor and about half that weight in weapons, ammo, and other supplies. A character could even manage to dislocate their shoulder while trying to reach a belt-carried item on their off-side or rear (yes, I've seen this

happen to a guy in a plate-insert Kevlar vest trying to reach an ammo pouch that had managed to slide around to the back on his belt).

Food and Water

- Humans need at least a gallon or so of water a day to stay healthy when engaged in a lot of physical activity. Said water should be clean and free from microbial contamination. If you have water, drink it. Don't save it, as you will become progressively weaker and eventually become delirious. The Survival (Type) skill is invaluable here.
 - **Evil Zombie Master Tip:** Dysentery. Contaminated water easily transmits quite a few nasty bacteria and/or protozoans and/or parasites. The most obvious effects are, ah, incapacitating cramps, fever, and "the squirts". This results in more dehydration, which requires more water consumption, which can result in more bad critters getting into the character's gastrointestinal tract. Note: Terminal dehydration takes something like three to four days at most, even without dysentery.
 - Delirious is bad when there are zombies about. I'd recommend the character has an increased chance to either get eaten or to be mistaken by a zombie by a gun happy living survivor..
- Humans need to eat at least occasionally. Most folks can go a day or three before weakness, nausea and headache sets in. Delirium can result. Three to four weeks later and a hungry character becomes a very skinny zombie. Be careful of canned food. If the can is swollen, it's because of bacterial contamination. If it stinks, don't eat it. If the color of meat is anything other than red or pink, don't eat it. Stick to acorns and water cress. You'll probably still get cramps and the squirts, but that's easier than being terminally poisoned. On the other hand, having a character with Resistance (Disease) is always a big bonus. Again, the Survival (Type) skill is invaluable. If your Zombie Master allows it, try and ensure that at least one character in the group has a skill like Craft (Hunting), Craft (Trapping) or Craft (Foraging). If nothing else, accumulate a bunch of rat traps and set them out at night along hedges and fence rows in rural areas. In the United States you can catch cotton rats (*Sigmodon hispidus*) pretty much 24/7. Each one dresses out to about one chicken leg worth of protein (as a wildlife biologist, I caught a LOT of these lil' critters over the years). Just make sure you cook the meat VERY thoroughly.
 - **Evil Zombie Master Tip:** Botulism, salmonella, cryptosporidiosis, etc. Eating bad food is as bad as drinking bad water. The results are basically the same as described above. Parasites like hookworm and tapeworm take longer to wipe out a character, but do just as thorough a job if a careless character doesn't cook their varmint filets thoroughly.
 - Again, delirium is a bad thing in a zombie-infested world.

Allies. There is usually safety in numbers, so the successful character may decide to hook up with friends or other living folks.

- **Buddies** - neighbors, gaming groups, sports teams. Hopefully you can trust these folks. These are the people the character associated with before the dead folks started getting unruly. There may not be a wide range of survival skills or mentalities, however.
- **Coworkers** - offices, factories, municipal, government. You may end up stuck with these folks. There is no telling what the character will get. Maybe there are a couple of dependable folks among the group. Most will/should be zombie fodder, however.
- **Unit members** - cops, soldiers, militia, survivalists. Hopefully you can fall in with a group like this. Survival skills and equipment will be common. The group has trained together and knows what to do for group success. On the other hand, being the outsider might be almost as bad as being alone.

- **Stragglers/Fellow Travelers** - unknown, little group cohesion, multiple goals. No telling who the character will end up with in a completely random group (for example, passengers on a bus, people in a rescue station that is being overrun by zombies, etc.).
- **Evil Zombie Master Tips:** The threat of being eaten alive by a gaggle of shambling corpses may cut a lot of close ties. It will definitely sever ties that never existed. All it takes for disaster in a group of characters and extras/NPCs in a survival horror game is for one person to put their own interests ahead of the those of the group. Maybe someone falls asleep on watch. An inept gunner shoots someone by accident. Another could hoard vital supplies. A psycho or someone with a grudge could actively try to harm the character(s) either by outright violence or by sabotage. The group could decide that there are too many mouths to feed or too many bodies to protect and turn one or more members out. This could really get ugly if it involved splitting up a family or two best friends.

Well, that covers basic survival gear.

Part 2: Survival Strategies

Okay, gear has been covered. What about techniques and strategies? You'll need those too.

Survival Rule #1: Don't shoot unless you have to. Firearms are noisy and attract attention from both the living and the dead. Save your ammunition for when you really need it. If you can bypass a target without shooting at it, do so. In nearly three decades of gaming, I've seen more characters killed because they just HAD to shoot something as often as possible than from any other cause.

Survival Rule #2: Stop, Look, and Listen. See that farmhouse up ahead? Is it occupied or abandoned? If it is occupied, are the occupants living or dead? Sure, there might be some choice loot inside, or vegetables to be had from that garden out back. But if the owner is alive and at home and shoots your character upon approach, all that good stuff is pretty much meaningless.

- **Stop.** Don't approach too closely. Circle deliberately upwind - if the farmhouse is occupied by the living and they have guard dogs, the dogs will smell you and start barking. Dogs probably mean living inhabitants, and living inhabitants probably mean guns.
 - **Evil Zombie Master Tip:** Although this allows a character to determine if there are dogs about, it also allows anyone inside to know the dogs are barking at someone or something upwind of them. It's a trade-off strategy. In some Deadworlds the living are more dangerous than the dead, so this strategy is a bad idea in such cases. In other Deadworlds, the living cooperate, so this strategy could be seen as courteous. In such Deadworlds, a simple "Hello, the house!" might be easier.
- **Look.** Is it damaged (i.e. doors smashed in, windows broken)? Is it secured (i.e. doors closed, windows boarded over, fence intact)? Are there dead folks trying to get in? Are there personal belongings scattered around the yard? Is the garage closed or opened? Can you see a car, truck, or other vehicle in or near the garage or by a door?
- **Listen.** Living folks will make unmistakable noises (coughs, laughter maybe, crying, screaming, etc.). The sound of a generator will carry. Or are the noises random? Random scratching, crashing, etc. probably indicate the house is occupied by either dead folks or animals (or maybe even looters).

How to stock up on equipment? There are three basic ways: hostile, peaceful, and neutral.

- Hostile stocking - the "Shoot, loot, and scoot" scenario. Pillage and plunder! Fire the barn!
 - **Evil Zombie Master Tip:** Live by the sword, die by the sword. Plundering cast members may end up with a horde of angry survivors on their trail. Lynch mobs aren't just for playing with zombies (for example, in the 1990 NOTLD remake, at the end of the movie people are seen shooting at zombies hanging from a tree. We don't know for certain if the targets were

zombies when they were strung up, or if they became zombies after being executed for unacceptable activities).

- Peaceful stocking - barter with fellow survivors. Keep as much loot around as you can safely carry. You never know when someone might really want that 12" road wheel strapped to the top of your car or that rusty .32 caliber pistol you never use.
 - **Evil Zombie Master Tip:** Successful merchants may attract bandits. The barterer may accidentally trade someone a useless, damaged or dangerously defective item and end up becoming target just the same.
- Neutral stocking - Scavenge. This isn't necessarily hostile, but may be unethical. Scavenging of this sort involves following hordes of zombies or bands of looters at a safe distance, then moving in to collect dropped items when the fight is over and the zombies/looters have moved on. Pickings will be slim if you've been following looters, but zombies probably leave a lot of good stuff behind.
 - **Evil Zombie Master Tip:** A scavenger may run across hidden survivors who could mistake him or her for a zombie or a looter coming back to check for anything that was missed the first time. Outright attacking the living to take their spoil can get ugly simply because of the lethality of the Unisystem combat rules. Remember that desperate people have nothing left to lose. Molotov cocktails, rusty nails, broken bottles, dropping furniture from three floors up, shooting living folks with bows and arrows and bullets and sling stones, etc. Nothing is too far out. People will do a lot to stay alive.

Outdoing the Competition

Sniper! Eventually someone will probably take a pot shot at a cast member, or a cast member will take a pot shot at someone else.

- If someone is shooting at your character, take cover behind whatever is available. Any cover is better than none. If your character can't get behind solid cover like a brick wall, take cover behind a bush to obscure the character's outline and make head-shots harder on the sniper.
- Always vary your character's routine. Don't take the same route to the abandoned armory every time. A nasty villain or a clever zombie may be waiting for your character during next week's supply run. Use camouflage if possible (i.e. Ghille suits in the brush, neutral colors in urban areas).
- If your character is doing the shooting, wait and make sure the target is close enough to allow for the desired shot placement. If your character is shooting from concealment and there are zombies about, you may not want to kill your target (assuming your character is ruthless and mean-spirited). Hip shots cripple targets and may tie down other members of the target's party if they are inclined to assist their injured.
- Also, after firing, relocate as soon as possible to a second pre-prepared firing position. The first time the target(s) see your character's muzzle flash, you can count on a storm of incoming shots.
 - **Evil Zombie Master Tip:** People tend to get highly offended when shot at, particularly when the shooter is a yellow-bellied varmint splitting wigs from concealment without warning. Have the NPCs throw everything they can at the sniper, then hound and heel the scoundrel to the ends of the earth if necessary. Also, remember that if the character is shooting using a clip-fed rifle, and the clip protrudes from the bottom of the rifle (for example, a .223 carbine with a 30-round clip), then the character can't lie completely prone. If the character does, they'll usually end up resting the clip on the ground, which increases the risk of the rifle jamming or the clip coming loose. All of the above are bad things if the character is trying to fire from concealment.

Assaults/Raids! Eventually the cast members may either be the target of a coordinated attack or may participate in one either to acquire equipment or as a reprisal for an earlier attack.

- Practice makes perfect whether your character is the attacker or defender.
 - **NEW SKILL IDEA:**
Tactics (Special - double cost): This skill allows all characters possessing it to work together to achieve a synergistic effect greater than the whole of their individual efforts, i.e. coordinated actions that have a minimum chance of allowing characters to interfere with each other. Or something like that. You get the idea. Other gaming systems that have a Tactics skill will have much better descriptions of the skill's effects.
- Attacking - Keep clear fields of fire (i.e. don't have cast members on opposite sides of the road firing at someone/something in the middle of the road - bullets move in straight lines and do not respect groups or affiliations). If your character is with one or more other shooters, have some on one side of the road, and the other(s) on the opposite side firing perpendicular or at an angle to the first (i.e. the target(s) gets hit from the side and either the front or rear, or diagonally from either the front or rear).
- Fight dirty. Set things on fire. Make sure there is a lot of smoke in the eyes of the defenders. Keep up a sustained barrage of grazing fire if possible to cause the defenders to keep their collective heads down. If they're ducking they're not shooting back. This is a good use for all those #8 shotgun loads your character has been toting around. They're far less powerful than buckshot, but sound about the same to the targets.
 - Evil Zombie Master Tip: Unless the defenders are completely hopeless victims, have plenty of dirty tricks ready. Concealed tunnels, concealed explosives and other booby traps, etc. are all likely. It's also very likely that the defenders may not have much easily available loot. Maybe they've buried it in caches all around the countryside. In this case, the defenders may not even try to stand and fight. They may just run away, leaving behind a sputtering fuse (i.e. when the defenders leave the oil pumping station near the end of "Mad Max II"/"The Road Warrior").
- Defending - Keep clear fields of fire(i.e. don't let a lot of brush or rubble around your hideout allow attackers to approach without being seen). Keep the same sort of fire discipline as described above to prevent shooting other allied cast members. Always keep someone on watch.
- If your cast member is alone, then find a spot in which to sleep wherein an approaching attacker will have to make noise. String little bells on wires at ankle level. String little Claymore mines on wires at ankle level. Bury boards full of rusty nails in random patterns on all approaches to your position. Make sure that if a trap gets one attacker, any additional attackers trying to get out of the way move into the second trap (for example, if you put antipersonnel mines in the road, make sure there are a couple more in the ditch or behind the fence for bad guys trying to find cover).
- Alternate defensive strategy: As described in the Evil ZM Tip above, cache your character's supplies in various concealed places and be prepared to scam if someone attacks.

ALL ZOMBIE TROOPERS, ATTACK!!!

- This is a dicey strategy for either attack or defense. It is a little easier to use in defense. Unless the zombies are abnormally bright and/or cooperative or trainable, using zombies in an attack consists of luring or transporting them to the target area and releasing them. Of course, you have to catch and secure them in order to transport them, then you have to deal with them when the party is over.
- For defensive purposes, you could prepare pitfalls filled with zombies, prepare sealed (but breechable rooms) full of zombies, stake/leash them outside your compound, etc. Any attackers have to make it through the zombies first.

- A particularly wicked variant of the zombie defense is to use zombies for an outer ring of defenses as mentioned above, with surviving attackers having to pass through successive inner rings of booby traps, attack dogs, more zombies, etc. while being under fire from the defenders' prepared positions.

Supply Runs/Raiding Among the Ruins

Nobody says you have to make it easy for the zombies to get your character. The zombies have you outnumbered, and they don't worry about stepping on rusty nails, but your character can find ways around that.

- Next time your character has to go on a supply run into a zombie-infested area, find the biggest dump truck you can. They're easier to drive than semis, but they're also harder to load. On the other hand, not having a trailer to maneuver through streets jammed with debris and stalled/abandoned vehicles more than makes up for this. They're also designed to ride high and carry heavy off-centered loads, so they're more stable than most people would think. And heavy. Heavy is good when your character is running over undead pedestrians.
- Locate your target building, then drive up as close to the entrance as possible. If available, bring multiple dump trucks to create a defensive lager around the entrance. If you can limit the number of zombies entering the building, you have an easier time dealing with any that are already inside (i.e. they'll be in front of you instead of on all sides).
- Version 2: Same trick, but with heavy military transport and/or armored vehicles. See previous Evil ZM Tip for caveats. Armored fighting vehicles (AFVs) and tanks have the advantage of being able to simply drive over or through most obstacles.
 - **Evil Zombie Master Tip:** Over or through, but not invincible. Heavy armored vehicles can be immobilized by being grounded on a raised solid object beneath the main hull of the vehicle. Refer to my short story "Tank" linked on my [Main](#) page for a description of this sort of thing.
- Version 3: Same trick, but with jerry rigged civilian vehicles that have been modified by the addition of heavy duty suspensions and armor plating. This is the poor man's tank, but civilian chassis are not typically designed to support a constant heavy weight like armor plating. Eventually the frame will snap, leaving any occupants in a pickle if they are surrounded by the living dead.
- Another good trick is to utilize catch poles (*a la* Romero's "Day of the Dead") but at the end of the pole attach a heavy weight like several cinder blocks. This is best done from the back of the above-mentioned dump truck or other secure location. It will slow zombies to a crawl if ammunition is an issue or if for some nefarious reason the characters do not want to "kill" their living dead targets.

And on a side note, exactly where should one look for those all-so-necessary supplies? Some places are very obvious, and probably will have been thoroughly looted before the characters arrive: gun shops, sporting goods stores, military and police armories, hospitals, pharmacies, etc.

If that's the case, and it probably will be, the following alternatives are suggested:

- Auction houses, especially those specializing in estate sales and police seizures.
- **A partial list I found once for a single auction included the following items:** 2 Model 11-87 12-gauge automatic shotguns with ventilated rib, .357 caliber pistol, 20-gauge single shot shotgun, .30-06 caliber SPRG lever action rifle, Model 300 12 gauge automatic shotgun with ventilated rib, Model 68 12 gauge automatic shotgun, Model SBI 410 single shot shotgun, .243 caliber Win. bolt action rifle with 4x-12x scope, 2 Model 9200 12-gauge automatic shotguns with 28" barrels & ventilated ribs, 410 pump shotgun with 28" barrel, .50 caliber Black Powder Rifle with stainless steel barrel, Model 700 222 caliber Rem. bolt action rifle with scope, Knight Big Horn muzzleloader .50 caliber Black Powder rifle, Model 96 22LR lever action rifle, Model 04174 over-under 12 gauge engraved Red Label Shotgun, 10 Model 1022 22LR rifles (1 with 4x32 scope), .223 caliber lever action rifle with scope, 5 .22 LR rifles, 25-06 caliber rifle with scope, Model 74 22 LR rifle with scope, 243 caliber Win. lever

action rifle with scope, .25-06 caliber lever action rifle, .270 caliber Win. lever action rifle, .338 caliber Win. mag lever action rifle, 7 mm caliber Rem. mag lever action rifle, and a Daisy Limited Edition Red Ryder BB gun (I don't know if it had a compass in the stock and this thing which tells time, but then again, I wasn't Christmas shopping*...). **See what I mean?**

- For medical supplies, try scientific supply warehouses, pharmaceutical company warehouses and distribution centers, and evidence rooms at police stations. Medical supply stores have equipment, but are unlikely to have drugs. If your characters are desperate for medicine, try to find a doctor's office and look for business cards and other documents left by sales representatives (perhaps in the trashcans). There may be warehouse addresses on discarded shipping labels, etc. that could lead to a treasure trove that has escaped the notice of the mobs because it didn't have a sign out front saying "DRUGS SOLD HERE". Maybe it just had a sign that said "Allied Supplies and Distributors".
- Another auction house held the following items for an auction. Especially useful items are in bold print:
- 7-gun Gun Cabinet, Assortment of targets, 2-8-gun Gun cabinets with side shelves & etched glass, **Large amount of ammunition, Tasco 20X-60X zoom spotting scope**, 15-Gun carrying cases, **Tasco 25x50 spotting scope, Rifle & shotgun cleaning kits, Moonlight Night vision spotting scope, Ear protectors for target shooting**, Bausch & Lomb Discoverer telescope with case, Many Miscellaneous items & gun accessories (the listing did not specify what types of items and accessories), **13-New Bushnell & Simmons rifle & handgun scopes**, Large amount of rods & reels, Cruiser Deluxe bicycle, Large assortment of fishing tackle & equipment, 4 sets of golf clubs, **30-Hunting vests, jackets, coats**, Fifth Avenue crystal chess/checkers game set, Deerslayer "Model 221" 50 lb. bow, **Hunting Boots**, Hoyt Gamegetter II bow with 12 arrows & case, Arrow Assortment, Woodsend bow, 12-Coolers, Softball & baseball collection, **Sleeping Bags**, Wildlife books & VCR tapes, **Torpedo snow shoes**, 2-Custom cue sticks & case, Goose & duck calls, 2-1970 & 1971 Nebraska National champion footballs, Tackle Boxes, Wildlife figurines including: Deer, moose, turkey, duck, fish, buffalo, eagle, **survival blankets, Jana 6x30 binoculars, Focal 20x60 binoculars**, Model rocket kits, 12-Air mattresses, **Coleman catalytic heater**, 6-Motorcycle helmets, **Bone handle hunting knives**, Outdoor & Sport magazines, 13-Model airplane kits, Yakima vehicle ski rack, Round boat float tube.

If your characters aren't creative in their searches, they'll be zombified in short order.

*If you've never seen "A Christmas Story", check it out. There aren't any zombies, but Skut Farcas (spelling?) has *yellow* eyes, and the narrator/lead character is facing overwhelming and often hopeless odds. Well, hopeless for a child, anyway.

Bring Some Friends or Go It Alone?

- Groups/Enclaves - Larger groups pack more firepower, but also attract more attention both from living enemies and undead predators. Advantages include being able to sleep soundly, bathe, relax, clean your guns, etc. with (presumably) alert sentries pulling their shifts before you pull yours. Most successful enclaves will be outside of urban areas to limit their target profile. Types of enclaves can include:
 - Survivalist compounds (subsistence agriculture and pre-industrial skills will be common, as will be firearms and caches/stockpiles of supplies)
 - Ranches (beef, horses, cowboys, firearms)
 - Resorts (dunno if there'd be anything useful to bring a character to a resort except maybe the view and the tendency for resorts to be in isolated locations; on the other hand, if your character finds a hunting lodge, their situation could improve drastically).
 - Government installations (supply dumps, communications gear, possible military support, etc.)

- Squirrels - Squirrels live in the cities among the dead. They might occupy the upper floors of high rise buildings (perhaps with gardens and small livestock like rats and pigeons on the roof, or in storm drains and sewers (which get progressively cleaner after the Rise, as there are fewer living people to flush their, ah, junk into them). These groups will typically be very small and tightly knit. The greater danger of being attacked by ravenous zombie hordes is balanced by the closer proximity to remaining stockpiles of supplies and materials.
- Green shadows/Mountain Men - If your character wants to go it alone Jeremiah Johnson-style, then your character will have to fade from sight into the wilderness. "Green shadow" is a term that refers to one (of many) survivalist credos espousing stealth, mobility, and concealment/camouflage over firepower and fortifications. Your character will need to have a variety of skills upon which to draw, as he/she will have little or no back up when the chips are down.
- Specialty locations: Caves and wilderness areas. Caves are easy to defend from zombies, but hard to defend from attackers who can just toss in flaming logs to smoke your character out. Wilderness areas are exactly that - wilderness (i.e. minimal human presence). This is a big plus if your character can live off the land, but really stinks if animals can become zombies in your Deadworld.
- Your character might also choose to try and survive at sea (see the original draft of Romero's "Day of the Dead"). Unless your local zombies are good swimmers, all you have to worry about are the odd pirate and occasional giant squid or shark. Oh, and drinking water. Oh, and storms. And sea sickness. And drowning. But at least there will be fewer zombies about until you put in for supplies. The skill Survival (Ocean) would come in handy here, along with Pilot (Boat of your choice) and Craft (Navigation) or Craft (Seamanship). "Avast thar, ye scurvy land lubbers! Stand down afore I blast ye wi' me muskets!"

Well, kiddies, that about wraps up this installment of Staying Alive With the Dead Guys. Any inaccuracies and/or biases are my own. I don't claim to be an expert on much of anything.

NOW GET OUT THERE AND KICK SOME ZOMBIE BUTT!

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