



Trust Us, We're Here to Help You!

Written by By Pat Dixon (Ratpick1@cs.com)

"Thank God we found you!" the middle-aged woman said as she pulled up in her late-model sedan. She gripped her steering wheel, knuckles white with stress. Two small boys sat in the back seat, looking out at the smiling soldiers with wide, frightened eyes. A pair of fatigue-clad men came forward from the double-doors of the small-town city hall, now an ad-hoc rescue station.

"That's what we're here for, Ma'am," said a tall and handsome blonde soldier, carbine held relaxed on his shoulder. "If you just head on in, we've got hot soup and some beds with you and your little guys names written all over 'em!" The young man grinned easily, casual. His counterpart also smiled, although he held his rifle out, prepared to fire upon the small group of moaning undead that had followed the harried woman through the streets of the small town.

"We've been so scared," the woman said as she opened up her car door. "We haven't dared even get out to stretch our legs or go to the bathroom for what seems like days. But I guess you boys understand what's going on and don't need to here it from me!" She was smiling in relief.

The blond soldier held the car door open as the woman climbed out, stretching her tired legs. Another soldier stepped out of the limestone building, rifle tracking the small mob of zombies. The young boys, excited about finally getting out of the stuffy car, were clambering out of both back doors of the vehicle.

The two kind young soldiers escorted the tired and frightened little family into the open doors of the rescue center. "They must really be worried about their own loved ones," the woman was thinking, "but here they are, helping us strangers out!"

As they stepped inside the building, a silent alarm went off in the woman's head. They heard nothing other than the echo of their own feet on the cold tiled floor. No voices, no crying, no sounds coming from the large group of humanity that should be huddled here in safety from the terrible changes Outside.

"I . . ." she began, turning towards the blond soldier who was coming up behind her. She caught a brief glimpse of a syringe as it plunged into her upper arm. There was a tiny pain, a tiny gasp, a tiny feeling of profound fear and disappointment. Then it all went away.

She came to in stages. First the voices. They were talking about her.

"She should provide for a couple of days. Her boys, not so long. Can't be helped."

"Yes, Doctor."

The first voice was soft and pleasant. A male, tenor, voice.

Then the light slowly filtered into her drugged brain. Bright light behind her closed lids filtered a world of red. She opened her eyes.

She saw that she was lying on a table before she felt the straps or the alien pressure of the large plastic needle pushed into her left arm. She had donated enough blood in her life to recognize the bag, the tube, the needle.

Her vision focused on a balding, round-faced man in doctor's whites. He smiled pleasantly, light blue eyes magnified behind thick spectacles. Behind him stood a throng of men in fatigues. She recognized the handsome soldier from the gate. They looked upon her splayed body with a vacant hunger. She couldn't speak, only watch.

The doctor lifted her blood bag down from its tower. Eyes wide, lips slack, every soldier pushed an empty cup towards the little man as he released an ounce or two of her warm, living blood into every cup. Some of the cups shook with impatience.

"Easy, boys, easy," said the doctor. "We don't know how long this fine woman must last us. Savor the flavor, gentlemen."

(continued...)

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Introduction

In this Story, the zombies take second fiddle to another nemesis; a group of bloodthirsty soldiers led by a mad scientist who holds a "secret" to the undead menace. Dr. Phillip Lloyd, a government geneticist and virologist, was vainly attempting to discover the antidote to the toxin that the zombies seem to carry in their saliva. A month or so after initial attacks, Dr. Lloyd's researches were miraculously successful while he was in the field. He injected himself first, then the squad of soldiers who had been assisting him.

Lloyd and his men became the first humans immune to the deadly bite of the undead. There were other benefits to the serum. Made from the fluids that flow through a zombie's undead veins, those that were inoculated found themselves a little stronger and tougher than before. They also found that, when faced with a horde of hungry undead, they were completely ignored. Unfortunately, although they did not realize this, their basic judgment was also severely impaired, and they began to develop various mental problems depending on their individual make-up. Perhaps worst of all, they found that they had developed an unquenchable thirst to drink the blood of living humans. Their twisted psyches seemed to find this an acceptable price to pay, and they became a pack of merciless predators, feeding happily on the blood of unchanged humans.

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Any of the Archetypes presented in the **All Flesh Must Be Eaten** rulebook may be used in this setting.

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Episode One: Discovery

What's going on?

The events of this Story take place after the Zombie Apocalypse has been well established, maybe two or three months. The Cast Members are somewhere in rural America, the exact location is up to the ZM.

Setting the Scene

It is important to get the characters interested from the beginning. Finding a dependant, loved one, or old friend as incentive is probably the easiest way to get them involved (it is unlikely that roving crusaders for Good exist this early in the Apocalypse). However, the players must recognize their obligations to this person, or that the relevant Cast Member has to be reunited with his or her loved one.

In this Episode, emphasize the near panic that grips the Cast Member as the party explores the loved one's empty house and the deserted rescue station, a small school. Zombies stumble and moan around the old school house, most without a mark on them. There seems to be some kind of laboratory or hospital in the basement, yet it is deserted.

Tell The Story

It is high summer, and the world has become a deserted wasteland. There are very few living humans left, and those are either wandering souls like the Cast Members, or are in government rescue stations waiting for the nightmare to end. Every day the number of living humans lessen while the population of the walking dead explodes across the earth.

One of the Cast Members is searching for a loved one that, upon last communication, was at a rescue station set up in a small schoolhouse in a little town somewhere in rural America -- exactly where is up to the ZM. The person's house is empty, with a handwritten note giving the address of the school.

Driving through the small town draws a crowd of walking dead at all times. If the Cast Members halt for any extended period of time, they find themselves hemmed in and must fight their way out. If any of the Cast Members are from this town, they recognize many of the now-undead citizenry that they are forced to blow away.

The rescue station/schoolhouse is quite close, less than a half mile from the house. Curiously, very few cars are parked around it, and no fence. No sign of activity whatsoever can be seen and an overall feeling of loneliness envelop the place. The glass doors stand open, and a few shambling undead can be seen around the playground. Not the ideal rescue station to their eyes. Their hopes begin to fail.

What Rescue Station?

The schoolhouse is on two levels: a main level and a basement. Six classrooms, a main office, a gymnasium with locker rooms, and boys and girls restrooms make up the main floor. The basement level has the cafeteria, an arts room, storage, and a mechanic's shop/boiler room. Located outside are a swing set, jungle gym, and a paved area with a couple of basketball hoops, a few foursquare surfaces, and a tetherball pole.

Upon close inspection, it is obvious that a large amount of vehicular traffic drove over the grass of the playground recently, including some with very large tires and heavy tread (see below).

Approaching the schoolhouse, have the Cast Members make Simple Perception rolls. Upon a successful roll, they hear sounds coming from the lower-level windows (about 3' of the basement is above ground and windows look into the cafeteria and art room from about 8' high). Looking through the dirty glass of the window reveals the cafeteria -- a large, tiled area (also used for town meetings and musical performances) with long tables, nasty little colored plastic chairs, and a multitude of undead. They stumble about the room, moaning, slapping and clawing at the walls and a set of padlocked double doors that the Cast Members can see from the window. As they stare into the hideous scene, one zombie sees them (they recognize it as a neighbor of their loved one and a family friend), and

stumbles towards them, clawing hands outstretched. The rest immediately follow, moaning and wailing at the fresh meat peering in at them. A Fear test is appropriate here, no matter how brazen the Cast Members are.

For some reason, at least 20 walking dead have been inexplicably locked into the basement of this small schoolhouse.

Two things can be observed from the window:

1. None of the zombies in the cafeteria bear any wounds. None. Zombies usually carry the calling card of their killer all over them and these are totally unblemished (other than the obvious fact that they are undead).
2. Lying haphazardly about the cafeteria are a few tall chrome stands -- the kind used to hang blood- and IV-bags over a patient in a hospital bed or over a person giving blood.

Careful examination of each zombie in the cafeteria does NOT reveal the undead presence of the Cast Members loved one, nor do any of the "loose" zombies that wander through the schoolyard and building. The person must have escaped, perhaps with the rescue station personnel.

Whadda We Do Now?

The characters can choose to explore the school, up to ridding it of the horde of undead trapped in the basement cafeteria. It would probably be easiest to pick them off from their position in the windows, considering they are likely to be overwhelmed if they open the locked basement doors.

If they do shoot down the zombies, the resultant gunfire draws a crowd of curious and hungry former citizens from around the small town. The Cast Members have to act quickly, or have a clear plan in mind if they choose to go by this path.

If they somehow manage to clear the room without destroying everything by lobbing in a grenade or two, they discover not only the metal IV stands, but a number of discarded plastic IV needles, a small unopened box of fresh blood bags, and some spent syringes -- labeled medical morphine and Sodium Pentothal. An army issue jacket tossed into a corner conceals a two-way radio (see below).

If they explore the upper level, they discover little more than normal supplies found in a small, under-funded schoolhouse. However, if they look in the office, they see that the surface of the principal's desk has been cleaned off (where Lloyd placed his own laptop), and, if the garbage is inspected, a few Styrofoam coffee cups are found. Rather than coffee residue, these cups are stained with a crimson substance -- blood to anyone with any medical background. The cup was obviously emptied by drinking or pouring.

Some Clues . . .

There are two clues as the current whereabouts of the rescue station personnel. It is important to remember that the Neo-Vampires are breaking down mentally, and have not covered their tracks as well as they could have.

Outside: The deep tire-tracks clearly show which direction the convoy left if a Cast Member can make a Difficult (-2) Tracking Task. It has rained within the last 48 hours, and the tracks are fresher than that, with older, rain-obscured tracks lying under them. Since only one real road leads through this little town, it is obvious that the trucks went south, and not very long ago. Looking at a map (or questions any living locals) reveals that another small town with roughly the same population lies about 30 minutes to the south.

Inside: This clue can only be found in the cafeteria after all the imprisoned zombies have somehow been "dealt with." One of the Neo-Vampire soldiers, in his brain-muddled condition, left a two-way radio behind. It lies under an army-issue jacket that has been tossed into a corner. The zombies have, not surprisingly, ignored it. If at any time that the Cast Members come within range (2 miles) of the Neo-Vampires, they hear occasional communications between them. All transmissions between the soldiers are scrambled, and can only be heard by this radio. Any person making a Simple (+2) Electronics Task, or a member of the armed forces, realizes immediately that the radio has a built-in scrambler and a working range of 2 miles. Very hi-tech stuff. If the Cast Members go in the direction indicated by the tracks (south), they eventually begin to hear transmissions between the blood-sucking soldiers.

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Episode Two: Observation

What's going on?

The Neo-Vampire soldiers have set up another "rescue station" about 30 miles south, this time using the town's city hall. From here they can observe the entire little burg from the bell tower of the building, while down below Dr. Lloyd and his "paramedics" siphon the blood of the few remaining living townsfolk.

The Cast Member's loved one was brought as "emergency rations," and will be completely tapped very soon. Unfortunately for the soldiers, most of the folks in this tiny town has made The Big Change, and are therefore undrinkable. The lack of additional food sources, however, have bought the loved one a few days at most, as the Neo-Vampires must ration the blood of the loved one and two other hapless people. Of course, the Cast Members have no clue of this, unless they have the radio, and somehow glean this information from communication between soldiers.

If the Cast Members did not find the radio, it is very likely that the soldiers will flank them and capture a few of them, especially if it looks like they are observing the rescue station suspiciously and not waltzing right in looking for hot coffee and a bed. Of course, they could just walk right in, if they felt like it.

Setting the Scene

The Cast Members approach the small rural town. It really is little more than a crossroad, a main drag with all of the essential businesses (grocers, barber, variety store, and the city hall), and a small collection of houses. The entire population was less than 1,500 souls, as the sign entering the little town attests.

It also seems obvious that the majority of that same population is now in search of warm, living human flesh. The streets are clear of living activity, perhaps leading the Cast Members to believe that the rescue station has not been set up here at all. Abandoned vehicles are scattered about; one old Buick is smashed through the windows of Handy Andy's Hardware.

Over the entire town, a clock/bell tower lurks. Below the large (and now non-functioning) four-faced clock is a small chamber with ornamental bars that can be entered from below (it was a favorite goal of tourists' children at an earlier time). A sharp-eyed character making a Difficult Perception Test might see a figure standing therein. Of course, it is now likely they have been seen as well . . . and if the soldier on watch makes a Simple Perception Test (Perception 2), and the Cast Members have not approached cautiously, they will be spotted.

Tell The Story

What happens next is contingent upon the actions of the Cast Members.

If the Cast Members did not find the radio: Suspicious Cast Members are likely to approach the town cautiously, and if they move carefully (having abandoned their vehicles somewhere), then they may not be spotted. The soldiers do not patrol, but the man in the tower see them if they approach in vehicles or carelessly.

It is difficult to move about the town without attracting the hungry attention of its population. Moaning undead begin to stumble from houses and businesses if the party is not careful, and it draws a crowd in a short time.

The soldiers hear gunfire immediately if the characters use firearms to defend themselves. However, unless they are pursued by a huge mass of walking dead, soldiers are unable to locate them if the Cast Members stay out of the streets and out of plain sight.

If the Cast Members move about at night, they are actually a little safer. A clear night with a little moon is enough to see by, even if they do not use flashlights (if one has night-vision goggles, all the better!). They can move about the streets of the town with a fair amount of impunity.

Any business where all windows and doors are unbroken is probably safe, and can provide a haven for the Cast Members if they can sneak in without being noticed by either undead or the soldiers (a cruel ZM may add a surprise, but they deserve a small break if they

have gotten this far). Any zombie-free business has both a rear and front entrance, along with a means to reach the roof. Upon reaching the roof, the Cast Members can conceivably move from roof to roof in relative safety, provided the buildings are close enough to each other and they stay out of sight of the bell tower.

City hall is in the town square, a small park-like area that is circled by a street. The four main streets enter the circle like compass points, with the city hall in the center. In the parking lot are two army-issue hum-vees, a single deuce-and-a-half military truck, and a huge, silver motor home-like vehicle. Anyone with a good eye (Difficult Perception Test) or any Mechanic skill can accurately match the tires with the tracks back at the schoolhouse. Even without that, it is a pretty logical guess.

The soldiers will spot a careless group. As soon as it is obvious that they are snooping instead of running towards help, a squad of five soldiers is sent out to "invite" them in. They attempt to sneak up behind the characters, eventually putting the barrel of their guns against the back of the skull of the first character they come to. The character hears a clear "click" and the cold barrel against the nape of his or her neck. The soldiers are interested only in capture (their food is not any good cold and dead), so whoever is captured has a good immediate chance of short-term survival if they do not get too uppity. Captured characters are knocked out ASAP with Dr. Lloyd's Knockout Drug, waking up sometime later strapped to a bed with an IV in their arm . . .

Dr. Lloyd's Knock-Out Drug

Delivery Method: Injection

Strength: 5

Effects: Simple Strength Test of drug vs Simple Constitution Test of victim. If the drug wins, victim is rendered unconscious within Constitution minutes -2 (i.e., a person with a Constitution of 2 is rendered unconscious instantly, while a person with a Constitution of 4 continues to function for another 2 minutes). Unconsciousness lasts for 4 hours, -30 minutes per point of Constitution. When the victim awakens, he or she remains paralyzed but conscious for a minimum of (7-Constitution) hours. The good doctor continues an IV drip that keeps the character paralyzed indefinitely or until that can make a Difficult Constitution Test after the minimum paralysis time has passed. If the victim somehow is able to fight the effects of the drug and play possum, he or she could get the drop of the bad guys!

If the Cast Members did find the radio: The radio has a 12-hour battery and a 2-mile range. If they turn it on, they begin to hear sporadic transmission as they approach the town. Most communication consists of things like "Hughes here. All clear. Over." These transmissions happen every 15 minutes, with a new voice coming in every two hours on the hour.

If at any time the group is careless enough to be spotted, they hear something like "Two vehicles coming in from the north. Two pickups and a little Honda car. See five people for sure, maybe more. Dinner time, gents!" In other words, the person describes the Cast Members' vehicles and any other details that may be picked up from a distance. What they make of "Dinner time!" is up to them.

Another voice will answer, one they have not heard before. "Lloyd here. Harris, get two men out front. Boroughs and Smitty, they're the best looking. Get those people inside, stat. Our current supply is running low. Move, you grunts!"

"Copy, Dr. Lloyd. You heard the man. Boroughs and Smitty, outside. Polish up your pearly whites, boys, its showtime!" This voice has replied to all transmissions. A commander?

Boroughs and Smitty copy, and there is radio silence for a while. If the Cast Members are wise and hide themselves, then they hear something like this after about 15 minutes:

"Boroughs. Smitty. Status." The voice is that of Harris.

"I dunno, Sargent. No one yet. Want us to hunt for 'em?"

There is a small pause. "Affirmative. Andersen, Nimek, Sullivan. Out front. Join Boroughs and Smitty. Remember the drill boys, and we want 'em alive. Everyone needs to get two full hypos."

Uh oh . . .

It should be easy for the Cast Members to evade any group of men, considering they can hear all of their transmissions -- "Nimek here. We're next to Handy Andy's. Nothin'." As long as they play it smart, they should be fine.

The characters can choose to attack, but they still do not know what has happened to their loved one. Then again, they did hear something about supplies running low . . .

City Hall

As stated before, four vehicles are parked in front of the city hall -- two hummers, an army truck, and a big, silver motor home (a military person recognizes it as a field lab). There is always at least a single man in the bell tower, sometimes two.

Like in many small towns in this not-so-Brave New World, a number of undead stumble about (avoiding them is part of the joy of everyday life). What is confusing, though, is that no congregation of hungry zombies are trying to claw their way in to the fresh meat ensconced in city hall. This is very odd. To bring the point home, have two soldiers leave the city hall and head towards one of the hummers. Not five feet from them is the reanimated corpse of an old woman. The two men walk right by her and she stumbles along on her way. She does not so much as look in their direction. Hmmm.

City hall is a two-story building with a basement and the oft-mentioned bell tower. The first floor is filled with tourist information centers, a tiny museum, and public offices for building and burning permits, marriage licenses, and the like. The central part of the building is open through both floors, with a spiral staircase giving access to the tower room. The second floor contains a meeting room, the offices of the (late) mayor, and such. The spiral staircase to the clock tower is accessible from this level as well. The basement contains record storage, a boiler room, and the like. The building is over a century old and was the pride of the community.

The tower room has a 5' wide opening in the floor through which the stairs come, protected by an ornamental fence. The walkway is a mere 3' wide and is open to the outside. The entrance was traditionally blocked off during the winter months and during heavy weather. It is now open regardless of the season. A locked trap door allows access to the clock. Any soldier stationed in the bell tower will have night-vision goggles and a sniper rifle in addition to their regular equipment.

The largest space is the meeting room on the second floor. Dr. Lloyd has set up his blood "donation" station there (it is out of the range of the Life Detection of the undead, keeping them from clustering outside and becoming a nuisance as they try to get in for a snack). Currently strapped to tables and doped to the gills are the Cast Member's loved one and two other folks. Dr. Lloyd spends much of his time in this area, along with at least two other soldiers who act as assistants.

The soldiers have pulled the machine guns out of the hummers and set them up on a tripod in the mayor's office and in the main "hospital" room. They can be moved by one of the men to any window on the second floor in a matter of minutes. These weapons are used only as a last resort; such as if the characters unwisely stage a full frontal assault on the city hall.

The Army Rigs

All four vehicles are locked. The lab vehicle requires a 4-digit code in addition to an electronic key (found on Dr. Lloyd) to gain entry.

All four vehicles have about 75% full tanks, with two full five-gallon jerry cans strapped to each. As noted before, the machine guns have been removed from both hummers (they are upstairs). Stats for the hummers and the deuce can be found on pp. 140-141 of the AFMBE rulebook.

Mobile Lab

Weight: 25,000
Speed: 60/40
Accel: 15
Range: 400
Toughness: 5
Handling: 3
DC: 200
AV: 40

Dr. Lloyd developed the anti-zombie serum in the lab vehicle. If the characters gain entrance (getting past the electronic lock without Dr. Lloyd's code requires a Heroic (-9) Lockpicking/Intelligence Task and take at least 30 minutes' work). The door itself is armored (AV 30, DC 100). The driver's area and the lab are separate compartments, so breaking through the glass of the cab of the vehicle does no good. If the Cast Members attempt to break in without taking precautions, either by force or by using an incorrect entrance code, all computer files self-destruct and a LOUD alarm goes off!

Inside the lab portion of the vehicle is a powerful computer with all files relevant to the serum (of course, a Ph.D. in virology and genetics is needed to understand these files), an isolation chamber (human-sized), and a lot of other medical research equipment, including a small radiograph/x-ray, an incubator, refrigerator, and an operating table. Most of it is useless to the everyday Joe, but a lot of drugs (painkillers, antibiotics, and the like) and surgical equipment are laying about that would be priceless to a trained medic. To put it simply, the hi-tech interior of the mobile lab looks like something out of an X-Files episode, and could be quite useful to the right person.

In the refrigerator are three doses of the anti-zombie serum, labeled AU-64522 (series 3). This is mixed up with other drugs that also require refrigeration, and may escape notice unless the characters can access the computer without trashing the hard drive, where AU-64522 (series 3) has a huge file along with AU-64522 (series 1), and AU-64522 (series 2).

Hacking into computer (assuming that the hard drive is not toast) requires a Heroic (-9) Hacking/Intelligence Task to get past the ultra-top-secret protective countermeasures and access the files. If the hacker fails in her attempt, the hard drive self-destructs.

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Episode Three: Rescue and Escape

What's going on?

The Cast Members must somehow rescue the loved one before they are drained of blood. It is also possible that some of their own party have been captured by the Neo-Vampires.

Setting the Scene

There are four options here from this point:

1. The Cast Members have successfully snuck up on the Neo-Vampires, their presence unknown.
2. The Cast Members have inadvertently made their presence known, but have remained free from capture.
3. The Cast Members have inadvertently made their presence known, and some of them have been captured.
4. The Cast Members have all been captured. This could be very bad.

Tell The Story

There are too many options to go plot-by-plot in this part of the adventure; rather it is up to the characters and ZM to make the story happen from here on out. Of course, as mentioned prior, if they have gotten this far then they know what they are doing.

The Basement Door

While the main doors is guarded, a door (used for shipping and deliveries) to the basement is locked but unguarded. Gaining entrance requires sneaking up to the city hall without alerting the tower guard, however. A distraction to lead the soldier's attention away would make this task much more likely. The door to the basement is locked, but can be picked with a Difficult (-1) Lockpicking (Mechanical)/Dexterity Task. The basement is empty, and remains unexplored by the soldiers.

The Soldiers

The soldiers are far from competent, as their transformation has severely limited their intellectual abilities. They can be easily hornswaggled by a resourceful Cast Member. Exploiting this is contingent upon the character somehow figuring out that the soldiers are hampered and may have Drawbacks that can be used against them.

For example, Dr. Lloyd has the Megalomaniac Drawback. He is convinced that his "creation" will bring about a new order, with him as the leader. He sees non-transformed humans as lesser creatures and cattle to feed upon, and cannot imagine them out-thinking him. Still, he is quite a bit more intelligent than those he leads, and will learn from his mistakes.

The Neo-Vampires' thirst can be used against them as well, if the Cast Members are willing to use each other as "bait" to distract or seduce them. Also, with their Intelligence of "1" it is unlikely that they learn from their mistakes in any meaningful way.

Harris's Cruel Drawback can also be exploited with the right plan. He is more concerned with inflicting pain than doing his duties, if given the opportunity.

Other possible Drawbacks for the soldiers may be Covetous (blood of beautiful women or children or something), Emotional Problems (usually guilt and depression related to the transformation), Prejudice (never/only drink the blood of a certain racial/ethnic group), Reckless (I'm an immortal vampire, look at me!), Recurring Nightmares (usually related to the transformation), Zealot (we'll take over the world, watch us! No one can stop us!). A resourceful Cast Member could use any of these to her advantage.

Surprises . . .

Most likely, the players will come up with something new and different (isn't that always the way). If they do, treat them fairly using the following guidelines:

1. The soldiers are dopes. Psycho Neo-Vampires, but dopes nonetheless.
2. The party has only a little time before their loved one is drained (48 hours max).
3. The zombies are interested in getting in the way in the hope of finding "lunch." This could become a huge problem if the party wants to act silently or inconspicuously.
4. Dr. Lloyd will happily destroy his victims if he concludes that the Cast Members are trying to save one or all of them. However, he will use them as hostages to bargain for his own life.
5. Dr. Lloyd sacrifices any or all of his soldiers in order to facilitate his own escape (after all, he has the Neo-Vampire serum and can create more "friends").

If any of the soldiers are killed during the rescue attempt, the other soldiers go mad for revenge. They stop at nothing to see the characters destroyed, and to gorge on the blood from their slashed throats! All subtlety is put aside for pure, brutal, vengeance. If Dr. Lloyd is killed, the soldiers lose a lot of their tactical ability and are likely to act very foolishly (of course they will be even MORE mad with his destruction).

If a Neo-Vampire is killed and allowed to reanimate, the ZM has a choice. Does a Neo-Vampire rise as a "normal" zombie or as something else? They are already half-undead. Whatever the case, the point is moot if the Cast Members destroy the brain, as they should.

The following events could also be used to enliven the plot:

1. What would happen if a small family showed up to be "rescued" at the "rescue station?" See the opening story. Would the Cast Members try to rescue everyone?
2. Dr. Lloyd may have some failed experiments hibernating in the field lab. They may or may not be totally dead, and he probably had a lab-rat or two . . .
3. Dr. Lloyd's serum may not be totally stable, and the Neo-Vampires might go through another transformation even more horrible than the first.

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Final Episode: Success...

The Cast Members can consider themselves victors if they save their loved one and stop the Neo-Vampires (of course if they left any alive, they will be pursued unto the ends of the earth). They should be awarded with experience points for the basics of any good roleplaying situation: staying in character, ingenuity, heroics, and the like.

Obvious to any scrounge-happy Cast Member, though, are the other benefits of this adventure. If they can pull it off without blowing anything up, they can conceivably get a couple of hummers, a lot of weaponry, and other useful items from this adventure. The lure of this kind of stuff may well be the primary incentive for the other Cast Members who have no loved ones. If the ZM wants to control the number of toys that the group carries about, then she should think about how to keep such items out of the hands of the Cast Members.

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The NPC's and Bad Guys

Dr. Phillip Lloyd, Neo-Vampire Mad Scientist

Sargent Harris, Neo-Vampire Soldier

Neo-Vampire Soldier Grunt

All Neo-Vampires have the following Powers, Bonuses, and Drawbacks

+1 Strength and Constitution
 -50% Intelligence and Willpower
 Hard to Kill 3
 Delusion (Conscience-less Predator)
 Secret (Blood Drinker)
 Random Mental Drawback
 Sustenance: Daily, Blood
 Immunity to Zombie Toxin
 "Invisible" to Zombies



Dr. Phillip Lloyd, Neo-Vampire Mad Scientist

Strength 3 Constitution 3 Dexterity 2
 Intelligence 2 Perception 2 Willpower 1
 Life Points 43
 Endurance Points 29
 Speed 12
 Essence Pool: 13

Qualities/Drawbacks

Neo-Vampire Bonuses
 Drawbacks and Powers
 Megalomaniac
 Photographic Memory

Equipment

Biohazard Suit (not worn constantly, of course), Medical Bag (filled with regular medical supplies and a good deal of syringes and medical morphine as well), Bitchin' Laptop, Handgun, 2-Way Radio

Personality

Classic mad scientist -- obsessed with his work. Reticent to speak unless he has to. Treats all others as either experimental subjects or servants. He is the master of the new human race. Just ask him. He'll tell you.

Skills

Bureaucracy 1
 Computers 4
 Computer Programming 3
 Driving (Car) 1
 Electronics 2
 Engineer (Electronic) 1
 Engineer (Biological/Genetic) 5
 Guns (Handgun) 1
 Humanities (Psychology) 2
 Research 4
 Sciences (Biology) 4
 Sciences (Genetics) 3
 Sciences (Virology) 5
 Sciences (Mathematics) 3
 Sciences (Chemistry) 4
 Writing (Scientific) 2

[\[top\]](#)**Sargent Harris, Neo-Vampire Soldier**

Strength 4 Constitution 5 Dexterity 4
 Intelligence 1 Perception 2 Willpower 1
 Life Points 61
 Endurance Points 38
 Speed 18
 Essence Pool 17

Qualities/Drawbacks

Cruel 2
 Fast Reaction Time
 Hard to Kill 5 (replaces Hard to Kill 3)
 Neo-Vampire Bonuses
 Drawbacks and Powers
 Nerves of Steel
 Situational Awareness

Skills

Brawling 4
 Climbing 2
 Computers 1
 Demolitions 2
 Dodge 3

Equipment

Backpack, Camouflage Fatigues, Flashlight, 5.56 Assault Rifle w/Grenade Launcher (100 rds ammo), 3 Frag Grenades, Survival Knife, Class IV Torso Armor, Class III Helmet, 2-Way Radio w/scrambler, 3 syringes knock-out drug, 9mm Uzi SMG (200 rds ammo)

Personality

Perhaps Harris was once a kind man, but now, after his transformation, he is not. He is a bloodthirsty killer who enjoys dishing out pain and drinking blood. He makes a good vampire. Although he is the leader of the soldiers, he would be the first to lose control and rip out a throat in his lust for warm blood.

Driving (Car) 2
 Dodge 2
 First Aid 1
 Guns (Auto Rifle) 4
 Guns (Handgun) 2
 Guns (Grenade Launcher) 2
 Guns (SMG) 2
 Hand Weapon (Knife) 3
 Interrogate/Torture 2
 Stealth 3
 Survival (Forest) 2
 Swimming 2

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Neo-Vampire Soldier Grunt

Strength 4 Constitution 4 Dexterity 2
 Intelligence 1 Perception 2 Willpower 1
 Life Points 53
 Endurance Points 35
 Speed 12
 Essence Pool: 14

Qualities/Drawbacks

Neo-Vampire Powers
 Bonuses and Drawbacks

Skills

Brawling 2
 Climbing 2
 Demolitions 2
 Dodge 2
 Driving (Car) 2
 First Aid 1
 Guns (Assault Rifle) 2
 Guns (Handgun) 2
 Hand Weapon (Knife) 2
 Stealth 3
 Survival (Forest)
 Swimming 2

Equipment

Backpack, Camouflage Fatigues, Flashlight, 5.56
 Assault Rifle w/Grenade Launcher (200 rds ammo), 3
 Frag Grenades, Survival Knife, Class IV Torso
 Armor, Class III Helmet, 2-Way Radio w/scrambler,
 3 syringes knock-out drug

Shared among the soldiers are 2 sets of Night-
 vision Goggles, and a 7.62 Sniper Rifle w/Scope
 (100 rds ammo).