All Flesh Must Be Eaten
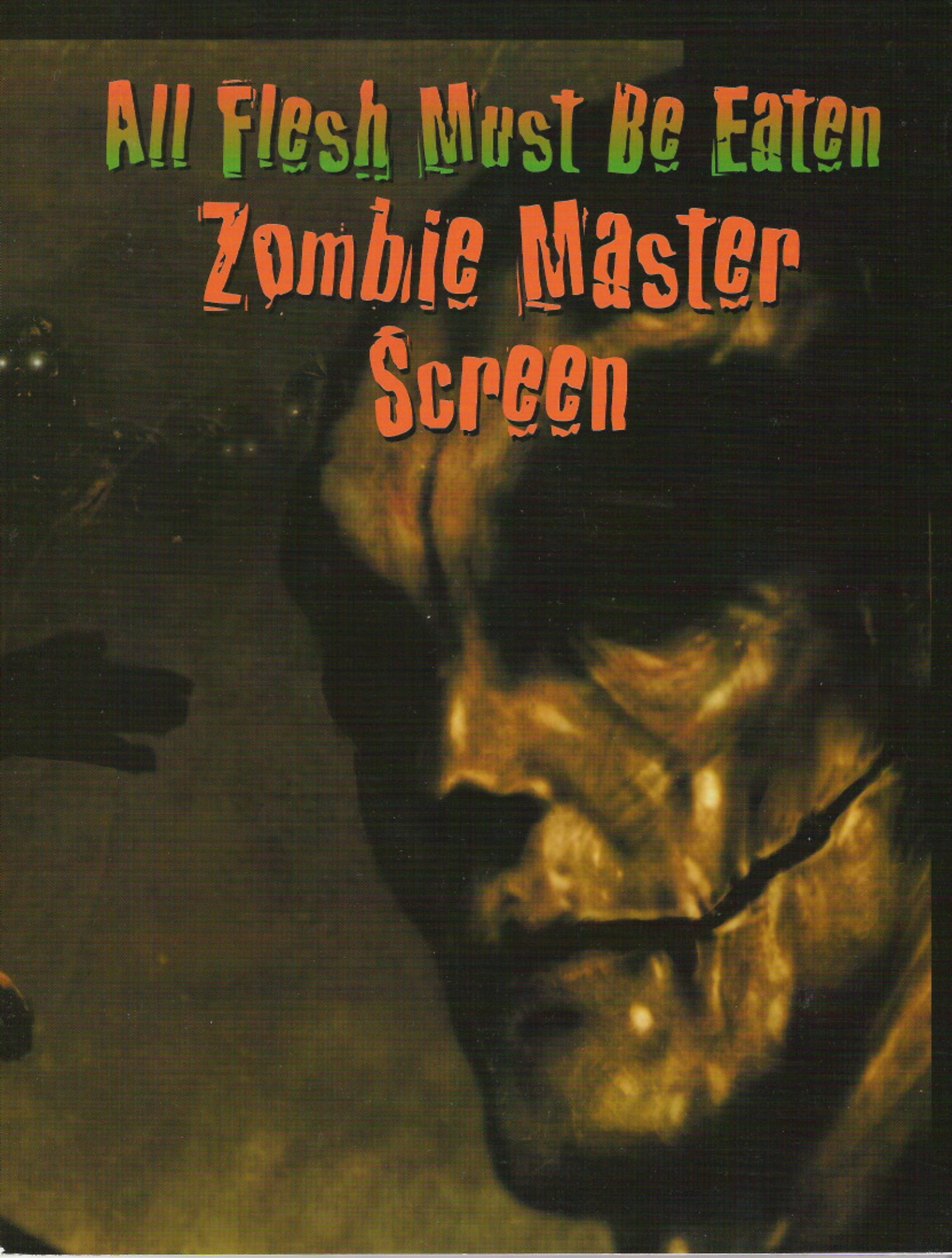
Zombie Master Screen

Outcome Table

A result of 9 generally means the attempt was accomplished (that's good enough in most cases). When the degree of the success needs to be measured, however, Success Levels depend on the final result (a roll including all positive and negative modifiers).

9-10: First Level (Adequate): The Task or Test got done. If an artistic endeavor, it is just adequate, and critics/audiences are likely to give it "ho-hum" responses. A complex and involved Task takes the maximum required time to complete. An attempted maneuver was barely accomplished, and might appear to be the result of luck rather than skill. Social skills produce minimal benefits for the character.

Combat: Attack does normal damage.

11-12: Second Level (Decent): The Task or Test was accomplished with relative ease and even some flair. Artistic results are above average, resulting in a warm reaction from many, but not most. Complex and involved Tasks take 10% less than the maximum required time. Attempted maneuvers are skillfully accomplished. Social skills manage to gain some benefits for the character (including a +1 to further attempts on the same people under similar situations).

Combat: Attack does normal damage.

13-14: Third Level (Good): The Task or Test was completed with ease. Artistic results are largely appreciated by connoisseurs and well-liked by the public (although some critics will be able to find something wrong). Complex and involved Tasks take 25% (one fourth) less time than normally required. Attempted maneuvers are done with seeming effortlessness, apparently the result of great skill. Social skills are not only successful, the character will be at +2 on future attempts on the same people (this is not cumulative with subsequent high rolls -- use the highest bonus only).

Combat: This is the roll needed to target a specific body part, or to hit a vital area.

15-16: Fourth Level (Very Good): The Task or Test was very successful. Artistic endeavors are rewarded with a great deal of appreciation from the intended audience. Complex and involved Tasks can be finished in half the time. Social skills produce a lasting impression on the people involved, resulting in a bonus of +3 on all future attempts in that skill involving the same people.

Combat: Increase the damage rolled by 1 before applying the Multiplier.

17-20: Fifth Level (Excellent): The Task or Test produced excellent results. Any artistic endeavor impresses the audience greatly, leading to a great deal of recognition and fame. Social skills have a future bonus of +4, as above.

Combat: Increase the damage rolled by 2 before applying the Multiplier.

21-23: Sixth Level (Extraordinary): The Task or Test produced amazing results, accomplishing far more than was intended. Artists gain fame after one such roll, but all their future accomplishments will be measured against this one, which may lead to the "one-shot wonder" label. Social skills gain a future bonus of +5, as above.

Combat: Increase the damage rolled by 3 before applying the Multiplier.

24+: Further Levels (Mind-boggling): For every +3 to the total above 23, increase the Success Level by 1, and the Social skills future bonus by 1.

Combat: Add +1 to the damage rolled for every additional Success Level.

Damage Modification Example: Luigi punches an opponent and his attack roll is a 17 (fifth level of success: +2 damage bonus). Luigi's normal punch damage is D4 x 3. Given his Success Levels, the damage is modified to (D4+2) x 3, or 9 to 18 points. Even on a bad damage roll, the attack inflicts a decent amount of damage.

Fear Table

A Fear Test calls for a Difficult Willpower Test, as modified (see AFMBE, p. 96). If failed, roll D10, subtract Willpower and apply any Fear Test penalties as additions. If the result is 9 or higher, determine Success Levels and consult the Fear Table.

Success Level	Effect
1	**Shakes:** All the character's actions suffer a -2 penalty for 2 Turns. Lose 1 Essence point.
2	**Flight:** Victim runs away screaming for 1 Turn. If cornered, the victim may fight or react in a more rational way. Lose 2 Essence points.
3	**Physical reaction:** Fear causes a messy physical reaction (often involving bodily functions best left to the imagination). Not only is this embarrassing, but it imposes a -1 penalty to all actions for D4(2) turns. Lose D4(2) Essence points.
4	**Paralyzed:** The character cannot move for D4(2) Turns. Only intervention by other characters (who may shake her, slap her or otherwise force her to act) will allow her to take any action. Lose D6(3) Essence points.
5	**Faint:** The shock and fear are so severe that the character collapses, unconscious. A Difficult Constitution Test is required to recover consciousness; this can be attempted every minute, or whenever somebody tries to stir the character. Lose D10 x 4 (20) Endurance points and D8(4) Essence points.
6	**Total Hysterics:** The victim becomes a screaming, babbling, totally useless maniac for D8(4) Turns. Lose D10(5) Essence points.
7+	**It Gets Worse:** Higher results are left to the Zombie Master's imagination. They may include life-threatening effects like heart attacks or comas, or a bout of temporary insanity lasting hours, or worse. . .

Body Armor Table

Armor Type	Armor Value	EV	Cost	AV
Padded/Quilted Cloth Armor	D4 - 1(1)	1/1	$200	U
Leather Jacket	D4(2)	2/1	$200	C
Leather Armor	D6 + 1(4)	10/5@	n/a	R*
Chain Mail	D6 + 6(9)	40/20#	n/a	R*
Plate and Mail	(D8 x 2) + 8(16)	50/25%	n/a	R*
Plate Armor	(D8 x 3) + 8(20)	70/35&	n/a	R*
Leather Helmet	D6 + 1(4)	2/1	n/a	R*
Metal Helmet	(D8 x 2) + 8(16)	8/4	n/a	R*
Class I Armor	D6 + 7(10)	4/2	$300	C
Class IIa Armor	(D6 x 2) + 9(15)	4/2	$425	U
Class II Armor	(D6 x 2) + 14(20)	8/4@	$475	U
Class IIIa Armor	(D8 x 2) + 17(25)	10/5#	$525	R~
Class III Armor	(D8 x 3) + 18(30)	12/6#	$650	R~
Class IV Armor	(D8 x 5) + 20(40)	16/8#	$800	R~
Riot Shield	(D8 x 2) + 17(25)	8/4	$100	U~
Helmet	Use Type I-IV Armor	2/1	$100	U~

@ Regardless of EV, this item lightly encumbers a character when worn.

Regardless of EV, this item mediumly encumbers a character when worn.

% Regardless of EV, this item heavily encumbers a character when worn.

& Regardless of EV, this item extra heavily encumbers a character when worn.

* Outside the Society for Creative Anachronisms, this armor is very hard to find in a modern setting. Zombie Masters may decide that it is only available in ancient settings, such as Dead at 1000 (see p. 196)

~ Civilians will have a hard time getting anything heavier than a Class IIIa vest (anything beyond that level is hard to conceal, and the authorities will certainly investigate people purchasing heavy combat armor).

Role of Luck Table

Result After Second Roll

Second Roll	Rule of 10	Rule of 1
1	10	-5, roll again
2	10	-3
3	10	-2
4	10	-1
5	10	1
6	11	1
7	12	1
8	13	1
9	14	1
10	15, roll again	1

Endurance Loss Table

Hard Work	1 per 10 minutes
Very Hard Work	D4(2) per minutes
Frenzied Activity	D4(2) per Turn

Explosive Weapon Table

Weapon	Range	Cap	EV	Cost	Avel
Thrown Grenade	3/7/10/13/20	1	1/1	$100	R
Grenade Launcher	30/50/100/200/350	1	4/1	$600	R
60mm Mortar	100 to 3500	1	40/20	$5000	R

Explosive Damage Table

Each weapon has three damage numbers applying to each of the three ranges. The area of effect of this damage is in brackets. If a bomb, shell or grenade explodes in direct contact with the target, Ground Zero damage is doubled against that target.

Weapon Type	Ground Zero	General Effect	Maximum Range
Offensive Grenade	D6 x 8(24) [1]	D6 x 6(18) [3]	D6 x 2(3) [5]
Defensive Grenade	D6 x 10(30) [2]	D6 x 8(24) [6]	D6 x 3(9) [10]
40mm Grenade	D6 x 12(36) [2]	D6 x 10(30) [6]	D6 x 4(12) [10]
Mortar Shell	D8 x 10(40) [3]	D8 x 8(32) [8]	D8 x 4(16) [15]

Armor Value of

Object
Wine Glass
Glass Bottle
Window
Dresser
Desk
Personal Computer
Door
Door Lock
Reinforced Door
Reinforced Lock
Wood Wall
Brick Wall
Concrete Wall
Ferroconcrete Wall
Steel Wall

Note: Inches may be multi

Targeting Body Parts

These rules can be used for dramatic purposes, but add more complexity to combat. The following chart determines the penalty to the attack and the modifier to the damage inflicted. Damage bonuses occur after penetration (if the target is not wearing armor, all damage is modified accordingly).

Head: -4 to hit. Blunt damage is doubled; slashing/piercing and bullet damage is tripled. Bullet damage is modified by two levels (i.e., armor-piercing bullets inflict triple damage, normal bullets inflict four times damage, etc.). Endurance Point damage (in non-lethal combat) is quadrupled.

Neck/Throat: -5 to hit. Blunt damage is doubled; slashing/piercing damage is quadrupled. A slashing attack on this area that does enough damage to kill the victim results in decapitation. Bullet damage is modified by one level (armor-piercing bullets inflict double damage, and so on).

Arms/Legs: -2 to hit. Damage in excess of Life Points/3 cripples the limb; extra damage is lost.

Hand/Wrist/Foot/Ankle: -4 to hit. Damage in excess of Life Points/4 cripples the area. Extra damage is lost.

Vital Points (heart, lungs, spine, kidneys, etc.): -2 to hit. Blunt damage is doubled; slashing/piercing damage is tripled. Bullet damage is modified by one level (see Neck/Throat bullet damage).

Turn Steps

1. Intentions: The Zombie Master asks each player what her character intends to do during the next Turn.

2. Initiative: The Zombie Master determines who gets to attack first, or allows it to be determined randomly.

3. Performance: Attack, defense and non-combat Tasks or Tests are performed, starting with the character with the highest Initiative.

4. Damage: Any damage inflicted by the results of the Performance step is applied to the target or targets (this can end the fight right then and there).

5. Repeat: Further Tasks are resolved and damage inflicted until each character has had a chance to act during the Turn.

6. End: The Turn ends and the process starts again back at step 1.

and Damage Capacity
ommon Objects

V	DC	BV
	1	0
	5	0
	3-5	1
	5-10	6
	30	6
	10-20	5
	30	10-12
-8	10-20	--
0-15	40-60	20-30
0-25	30-50	--
+ 1 per inch	20 per inch	8 + 1 per inch
+ 1 per inch	30 per inch	12 + 2 per inch
8 + 2 per inch	50 per inch	20 + 5 per inch
0 +5 per inch	75 per inch	50 + 10 per inch
0 +5 per inch	100 per inch	60 + 20 per inch

d by 2.5 to get an equivalent measurement in centimeters.

Close Combat Weapons Table

Weapon Type	Damage	EV	Cost	Aval
Punch	D4(2) x Strength*	n/a	n/a	n/a
Kick	D4(2) x (Strength + 1)*	n/a	n/a	n/a
Small Knife	D4(2) x (Strength - 1)**	1/1	$10	C
Large Knife	D4(2) x Strength**	1/1	$25	C
Short Sword/Huge Knife	D6(3) x Strength**	2/1	$50	C
Fencing Foil	D6(3) x Strength**	2/1	$75	U
Broadsword	D8(4) x Strength**&	4/2	$150	R
Bastard Sword	D10(5) x Strength**&	4/2	$200	R
Greatsword	D12(6) x (Strength + 1)**@	8/4	$250	R
Rapier, Edge	D6(3) x Strength**&	2/1	$150	U
Rapier, Point	D8(4) x Strength**&	2/1	$150	U
Katana	D10(5) x Strength**&	2/1	$500	U
Spear	D6(3) x Strength**&	4/2	$150	R
Spear Charge	D8(4) x (Strength + 1)**&	4/2	$150	R
Staff (Short Punch)	D6(3) x Strength	4/2	$75	U
Staff (Swing)	D8(4) x (Strength + 1)@	4/2	$75	U
Small Mace	D8(4) x Strength	2/1	$50	R
Mace	D10(5) x Strength&	4/2	$100	R
Large Mace	D12(6) x (Strength + 1)&	6/3	$150	R
Wood Axe	D8(4) x Strength**&	1/1	$25	C
Battle Axe	(D8 + 1)(5) x Strength**&	4/2	$100	R
Greataxe	D12(6) x (Strength + 1)**@	6/3	$200	R
Halberd	D12(6) x (Strength + 2)**@	10/5	$250	R
Small Club/Stick	D6(3) x (Strength - 1)	1/1	n/a	C
Police Baton/Large Stick	D6(3) x Strength	2/1	$10	C
Bat/Club/Pipe/Chair	D8(4) x Strength&	2/1	$25	C
Chainsaw	D10(5) x Strength**&	20/10	$100	C
Broken Bottle	(D4 - 1)(1) x Strength**	n/a	n/a	n/a

* Does Life Points damage, unless Endurance damage rules are used.

** Indicates a stabbing/slashing weapon. Damage is calculated normally, and then armor protection is subtracted. Remaining penetrating damage is doubled.

& Weapon may be used two-handed, raising the character's effective Strength by 1 when calculating damage. For example, the Spear does D6(3) x Strength one-handed, and D6(3) x (Strength + 1) two-handed.

@ Weapon must be used two-handed. Damage modifiers have already been accounted for in the formula.

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Base Modifiers Table

Routine: No roll needed

Easy: +5 or more to the roll

Moderate: +3 to +4 to the roll

Average: +1 to +2 to the roll

Challenging (includes most combat rolls): No modifier

Difficult: -1 to -2 to the roll

Very Difficult: -3 to -5 to the roll

Heroic: -6 to -9 to the roll

Near-Impossible: -10 or worse

Ranged Weapon Table

Weapon	Range	Damage	Cap	EV	COST	Avail
Thrown Rocks	3/7/10/13/20	1 x Strength	n/a	1/1	n/a	C
Thrown Knifes	3/5/8/10/13	D4(2) x (Strength -1)	n/a	1/1	$25	C
Short Bows	5/13/40/65/100	D6(3) x (Strength)	1	6/3	$200	C
Long/Composite Bows	10/30/50/100/200	D8(4) x (Strength)	1	8/4	$300	C
Crossbows	7/40/65/150/250	D10(5) x (Strength)	1	6/3	$250	U
Handguns	3/10/20/60/120					
.22 caliber		D4 x 2(4)	8-10	1/1	$200	C
.32 caliber		D6 x 2(6)	6-9	1/1	$250	C
.38 caliber		D6 x 3(9)	6-8	1/1	$300	C
9 mm		D6 x 4(12)	10-15	1/1	$500	C
10 mm		D6 x 5(15)	10-15	1/1	$600	C
.45 caliber		D8 x 4(16)	7-10	2/1	$750	C
High-Velocity Handguns	4/15/30/90/180					
.357 magnum		D8 x 4(16)	6-10	1/1	$800	C
.44 magnum		D6 x 6(18)	6-10	2/1	$900	U
Submachine Guns	3/15/30/100/200					
9 mm		D6 x 4(12)	20-40	6/3	$700	U
Civilian Rifles*	10/50/150/600/1000					
.22 LR		D4 x 4(8)	1-10	8/4	$500	C
5.56 mm		D8 x 4(16)	1-30	10/5	$600	C
.30-06		D8 x 6(24)	1-10	8/4	$700	C
7.62 mm		D8 x 5(20)	1-30	8/4	$800	C
Shotguns (12 gauge)				8/4	$500	C
Birdshot	10/30/50/75/100	D6 x 5(15)	1-8			
Buckshot	10/30/50/100/200	D8 x 6(24)	1-8			
Slug	5/50/100/200/300	D8 x 5(20)	1-8			
Assault Rifles	10/50/150/600/1000					
5.56 mm		D8 x 4(16)	20-30	8/4	$1200	U
7.62 mm		D8 x 5(20)	20-30	10/5	$1500	U
Sniper Rifles						
7.62 mm	15/75/225/900/1000	D8 x 5(20)	20	10/5	$1500	U
.50 caliber	15/75/250/1200/5000	D10 x 6(30)	10	28/14	$1800	R
Machine Guns						
5.56 mm	10/100/300/1000/3000	D8 x 4(16)	200	22/11#	$1800	R
7.62 mm	10/150/300/1000/4000	D8 x 5(20)	100	24/12#	$2000	R
.50 caliber	15/200/400/2000/6000	D10 x 6(30)	100	84/42&	$4000	R

EV includes bipod (1/1) and ammo (6/3).

& EV includes tripod (40/20) making this exclusively a vehicle or stationary weapon.

* Single shot or semi-automatic

Ranged Combat Modifiers

Point-Blank Range: +1 to Strike Tasks, and add 1 to the Damage Multiplier.

Short Range: No modifier.

Medium Range: -1 to Strike Tasks.

Long Range: -3 to Strike Tasks, and reduce Damage Multiplier by 1.

Extreme Range: -6 to Strike Tasks, and reduce Damage Multiplier by 2.

Poor Lighting Conditions (A dark alley, candlelight, moonlight): -1 to Strike Tasks.*

Bad Lighting Conditions (Moonless night): -4 to Strike Tasks.*

Total Darkness: Use a D10 roll with no other modifiers; only a natural roll of 9 or higher strikes the target. If a character makes a Difficult Perception Test, she can add each Success Level to the D10 roll, accounting for the use of senses other than sight to spot the target.*

Multiple Shots: -1 for each additional shot, or -2 if the weapon has a heavy recoil.

Gun Scopes: A telescopic scope will add +2 to +5 to any Aiming Tasks.

Lighting modifiers also apply to close combat attacks.