All Flesh Must Be Eaten

Reference Sheet

COMBAT SEQUENCE

- ✦ **Intentions:** The ZM asks each player what his character intends to do during the next turn.
- ✦ **Initiative:** Make a Difficult Dexterity Test. The result determines the order of each character. Any ties mean both characters' actions are resolved at the same time.
- ✦ **Performance:** Attacks, Defenses and non-combat Tasks or Tests are performed starting with the character with the highest Initiative.
- ✦ **Damage:** Any damage inflicted by results of the Performance step is applied to the target or targets.
- ✦ **Repeat:** Further Tasks and Tests are resolved and damage inflicted until each character has had a chance to act during the Turn.
- ✦ **End:** The Turn ends and the process starts again back at Intentions.

BASIC RULES

- ✦ **Tasks:** Consists of a d10 roll that adds a relevant skill and attribute value to the result.
- ✦ **Tests:** Consists of a d10 roll that adds a relevant attribute value to the result. There are two kinds:
  - • **Simple Tests:** Roll a d10 and add double the relevant attribute. This is used in relatively easy situations, such as using your whole body to lift an object.
  - • **Difficult Tests:** Roll a d10 and do not double the relevant attribute. This is used in difficult situations, such as using one arm to lift an object.
- ✦ **Unskilled Attempts:** Consists of a Difficult Test with a minimum -2 penalty. Furthermore, no matter how high the total outcome roll is, the result can only be a Decent outcome on the Success Level table.
- ✦ **Resisted Tasks/Tasks:** Both characters make the relevant roll. If both fail, neither succeed at their intent. If both succeed, the character with the higher result is the winner. Naturally, if one fails and the other succeeds, the character with the success wins the contest.
- ✦ **The Rule of 10:** On a roll of 10, roll again, subtract 5, and add the result (if higher than 0) to 10. If another 10 is rolled, add 5 to the roll (for a total of 15), and roll again.
- ✦ **Rule of 1:** On a roll of 1, roll again, subtract 5, and if the result is negative, a negative roll replaces the first roll. If the result is positive, the roll remains 1. If the second roll is between 5 and 10, the final result remains 1. If the second roll is 2, 3, or 4, the final result is -3, -2 or -1, respectively. If the second roll is 1, the prior roll is replaced with -5, and the player must roll again (applying the same rule).

ACTIONS

- ✦ **Non-Combat Actions:** This covers any action that does not involve directly damaging other characters.
  - ▸ **Multiple Actions:** Usually characters will receive one action without penalty with each following action taken in a turn having a cumulative -2 penalty.
- ✦ **Close Combat:** This occurs at arm's length. Attacks and Defenses are resolved with Resisted Tasks/Tests rules. Characters can use Hand Weapon skills to parry or dodge with the Dodge skill added to Dexterity. Those without the Dodge skill can still attempt a Difficult Dexterity Test.
  - ▸ **Close Combat Multiple Actions:** Characters receive an Attack **and** Defense action without penalty. Any further actions receive beyond these take the cumulative -2 penalty.
  - ▸ **Improvised Weapons:** Use the most relevant skill (a broken bottle could be used with the Knife skill, or at a -2 with the Sword skill). For larger objects (such as a chair) perhaps a defensive bonus of +1 or +2 can be granted.
- ✦ **Ranged Combat:** Firearms use a Ranged Weapon skill added with Dexterity.
  - ▸ **Defenses:** A character can stand his ground and hope their attacker will miss or can duck for cover using Dodge and Dexterity. However, if a character ducks for cover, that is the only action he can do for that Turn.
  - ▸ **Aiming:** A character can increase the chances to his a target by taking time to Aim. This delays his action until the end of the Turn, but allows the character make an Aiming Task using Perception with a Ranged Weapon Skill. Each Success Level adds a +1 bonus to the attempt to strike. Scopes can add a +2 to +5 to the Aiming Task.
  - ▸ **Range Modifiers:**
    - – **Point-Blank:** +1 Strike Tasks, +1 DM.
    - – **Short Range:** No Modifier.
    - – **Medium Range:** -1 Strike.
    - – **Long Range:** -3 Strike, -1 DM.
    - – **Extreme Range:** -6 Strike, -2 DM.
  - ▸ **Multiple Shots:** Different guns have different rates of fire.
    - – **Semi-Auto:** Cumulative -1, Cumulative -2 for heavy recoil (e.g. a .44 magnum).
    - – **Bursts:** A 3-5 shot burst where each Success Level equals a hit up to the number of bullets fired. Note that Success Levels do not alter the DM. Each successive burst suffers a cumulative -3 penalty.
    - – **Rock & Roll:** A 10-shot "group" where each Success Level equals a hit up to a max of 10 hits. Note that Success Levels do not alter the DM. Each successive "group" suffers a cumulative -4 penalty.
    - – **Suppressive Fire:** A character sprays an area roughly equal to a doorway or two with 20 shots. Anyone wandering into the area is struck d4 (2) times. No roll is necessary.
- ✦ **Lighting Modifiers** (Ranged and Close Combat):
  - ▸ **Poor Lighting** (Moonlight): -1 Strike
  - ▸ **Bad Lighting** (Moonless Night): -4 Strike
  - ▸ **Total Darkness:** Use d10 roll with no other modifiers. A natural 9 or higher strikes the target. With a Difficult Perception Test he can add each Success Level of the result to the d10 roll.

All Flesh Must Be Eaten
Reference Sheet

ARMOR

✦ Armor: The AV is rolled and subtracted from damage to a minimum of 0 damage. Note that at ZM discretion attacks may be aimed at unprotected parts of the body.

✦ Layering: Add the half of the average value of the weakest armor to the AV of the heavier armor and increase EV by one step.

WEAPONS AND DAMAGE

✦ Melee Weapons:
  ▸ Two-Handed Weapons: Using a weapon two-handed increases the wielder's Strength by 1 for the purposes of damage.
  ▸ Slashing/Stabbing Weapons: Any damage dealt with a slashing or stabbing weapon is doubled (after armor reductions).
  ▸ Strangulation: Strangling deals 1 point of damage per 2 levels of Strength (rounded down). A strangling rope does 1 point of damage per level of Strength.

✦ Firearms:
  ▸ Normal Bullets: Any damage dealt with a bullet is doubled (after armor reductions).
  ▸ Hollow-Points: Armor is doubled against these bullets, but any damage that bypasses armor is tripled.
  ▸ Armor-Piercing: Armor is halved against these bullets, but damage dealt is not modified.
  ▸ Shotguns:
    – Slugs: As normal bullets, unless the slug is a hollow-point.
    – Buckshot: Armor is doubled and damage dealt is **not** doubled, but a +1 to hit is granted as well as the capability of hitting multiple targets at ZM discretion.
    – Birdshot: As above, but with a +2 to hit rather than a +1.

✦ Explosives: Only fully sealed armor grants full AV at all ranges, normal armor is at half AV at Ground Zero and and normal AV at other ranges.

✦ Poison: See pg. 107. It is recommended that the ZM pre-plans the effects of a poison before introducing it into a game.

✦ Disease: See pg. 108. It is recommended that the ZM pre-plans the effects of a disease before introducing it into a game.

ENVIRONMENTAL DAMAGE

✦ Drowning: Without preparation a character can hold his breath for 1.5 (2.5 with preparation) minutes plus d10(5) x Constitution seconds. After that the character will pass out and die in a couple of minutes.

✦ Falling: Falling deals d6(3) points of damage for every yard (meter) fallen to a maximum of d6(3) x 50 (terminal velocity). Not that falling from great heights usually means death. This damage is intended for bruises and broken bones.

✦ Fire: Exposure to fire deals d4(2) points of damage per Turn.
  ▸ 5 Points of Damage: The character suffers severe 2nd-degree burns or one 3rd degree burn.
  ▸ 15 Points of Damage: A character suffers multiple 2nd and 3rd-degree burns. This may cause permanent or crippling injuries.

INJURY

✦ Knocking People Out: A character may choose to deal non-lethal damage to Endurance Points instead of LP with a blunt instrument.
  ▸ At the ZM's option, Each 4 points of Endurance damage equals 1 LP of damage to reflect on the physical injuries caused by blunt trauma.

✦ Effects of Injury:
  ▸ At 5 LP: A character reduced to 5 LP is severely hurt and most actions suffer a -1 to -5 penalty due to pain and shock.
  ▸ 0 LP and Below: The character is knocked down and semi-conscious. A Willpower and Constitution Test (called a Survival Test) is required for the character to get back on his feet. This Test is penalized by the amount by which he is reduced below 0. At -10 LP there is a chance the character will die.

✦ Survival: At -10 LP the character makes a Survival Test to stay alive at a -1 penalty for every 10 LP below 0 (rounded down) the character currently suffers. Every minute thereafter another Test is made. If failed, the character dies. The character can be stabilized by another character with First Aid or another medical skill. Characters without First Aid can attempt this, though success is determined by the ZM.

✦ Consciousness: If the Survival Test is successful, the character makes a Consciousness Test (Willpower + Constitution), but the character receives a penalty to this test equal to the amount of negative LP. Success or failure, the character must continue to make Survival Tests every minute until he dies or receives help.

DAMAGE TO OBJECTS

✦ Objects:
  ▸ Damage Capacity: Basically the object's LP.
  ▸ Armor Value: The amount of damage the object can absorb.
  ▸ Barrier Value: How much protection is offered to a character who uses the object as a means of protection.

RECUPERATION

✦ Resuscitation: A character can be brought back to life after failing a Survival Test if treated with ER-level care within Constitution x 2 minutes ad if his condition is viable for resuscitation (not blow to pieces). The doctor (Intelligence 3, Medicine 7) makes a Medicine Task. Each of the doctor's Success Level adds a +1 to the character's Survival Test with an additional +3 bonus due to the advanced life-saving procedures of the ER. The character's Survival Test is penalized by -1 for every 5 LP below 0 plus all the bonuses above. Success equals life. Otherwise...

✦ Medical Healing: First Aid heals 1 LP per Success Level obtained. A character can use First Aid on himself, but at a -2 penalty. One Task is allowed for each wound inflicted, thus is would be wise for players to keep track of the number of wounds their character receives.
  • Healing with Medical Care: A character recovers 1 LP per Constitution level per day of rest under medical care until he reaches 0 points or higher. Thereafter, the character heals at a fixed rate of 2 LP per day.
  • Healing Without Medical Care: Without proper medical care, a character injured below 0 LP makes a Survival Test every day. Success means the character recovers 1 LP per Success Level (to a maximum of 1 LP per Constitution Level). Failure means the loss of 1 LP.

All Flesh Must Be Eaten
Reference Sheet

ENDURANCE

✦ Endurance Point Loss:
  ▸ Hard Work: 1 EP per 10 minutes.
    – Example: Acitvely avoiding zombies for a long period of time.
  ▸ Very Hard Work: d4(2) per minute.
    – Example: Running at top speed while carrying a sack of rocks.
  ▸ Frenzied Activity: d4(2) per Turn.
    – Example: Intensive close combat.

✦ Sleep: If a character don't receive 7 hours of sleep in a 24 hour period, the character loses 1 EP per hour of missed sleep. Further, for each hour past 24 that a character stays awake, 1 more EP is lost. Thus, a character who stays awake for 36 hours loses 19 EP.

✦ Effects of Endurance Loss: At 5 EP or less, the character feels groggy and dizzy and suffers a -2 penalty to all actions. If a character falls below 0 for any reason, the character makes a Survival Test at a -1 penalty for every 5 points below 0 (round up). This Test is repeated every Turn. Eventually the character will fall unconscious.

✦ Regaining EPs: Characters recover 1 EP per Constitution Level per half hour of sleep or the same amount for every hour of rest. EP lost from lack of sleep can only be regained by sleeping.

ESSENCE

✦ Essence Pool Loss: The effects of shock and terror can cause Essence loss (see p. 96). Also, at ZM discretion, the following Essence Loss rules may be employed to reflect the mental exhaustion of battling zombies.
  ▸ Stressful Situations: Situations, such as being trapped in a barn surrounded by zombies, can incur a d4(2) Essence loss per hour. No Essence is regained for the duration of the stressful situation for Norms and Survivors. The Inspired suffer the same loss, but regain their Willpower Level in Essence to offset the loss.
  ▸ Combat Situations: 2 Essence are lost per Turn of ranged combat and 3 Essence are lost per Turn of close combat.

✦ Effects of Essence Loss:
  ▸ Below 1/2 Essence: The character feels emotionally numb and suffers a -1 penalty to all mental Tasks until Essence is restored to half capacity.
  ▸ 1 or 0 Essence: The character is depressed and all Tasks and Tests suffer a -3 penalty.
  ▸ Below 0 Essence: The character makes a Difficult Willpower Test with a -1 penalty per 5 Essence below 0. If failed, the character temporarily loses one level in one Mental Attribute (the ZM may let the player choose) or he temporarily gains a Mental Drawback worth at least 2 points.
  ▸ Below -30 Essence: The character makes a Survival Test with a -1 penalty for every 10 points below -30. If failed, the character dies of heart failure. This Test is rolled again if the character somehow loses more Essence.

FEAR

✦ Fear Tests: When faced with a fearsome creature or circumstance, Survivors and Norms make a Difficult Willpower Test and Inspired make a Simple Willpower Test. Penalties may be added to represent more horrific circumstance. If failed, the character may freeze up for one turn or simply run away. For added detail the Fear Table may be consulted.

✦ Essence Loss: Temporary Essence loss is a common result of failure of the Fear Test. If Essence is reduced to 0, the character becomes mentally scarred in some way from the experience (to destroy whatever caused the fear or a paralyzing phobia of said stimulus).

✦ The Fear Table: Roll a d10 and subtract the willpower of the character. Add any penalties to the result as a positive bonus to the Fear Table roll. For example, a -4 penalty on a Fear Test become a +4 on the Fear Table roll. If the result is less than 9, the character freezes up for a turn.

All Flesh Must Be Eaten

Reference Sheet

VEHICLES

✦ <u>Driving at High Speed</u>: Maneuvering at speeds over 50 mph (75 kph) requires a Dexterity + Driving Task. The character's Dexterity for this roll is capped by the vehicle's Handling. The results of failure depend on the circumstances. Penalties include:
  ‣ <u>Speed</u>: -1 for every 10 mph over 50 mph.
  ‣ <u>Swerving or Sharp Curve</u>: -2.
  ‣ <u>Sudden Maneuvers</u>: -1 to -3. The Fast Reaction Time Quality adds +2 to these maneuvers.

✦ <u>Chases</u>: This is resolved with a Resisted Dexterity + Driving/Piloting Task. The ZM determines the results of successes appropriately, perhaps by declaring the number of accumulative Success Levels required to escape. Crowded streets may require more advanced maneuvers and Task rolls. Bonuses and penalties include:
  ‣ <u>The First to Start Moving</u>: +1.
  ‣ <u>The Faster Vehicle</u>: +1 for every 5 mph the vehicle is faster than its opponent vehicle.
  ‣ <u>High Speed</u>: See above for appropriate Task rolls to be made for High Speed maneuvers.

✦ <u>Collisions</u>: Base damage equals d10(5) x (Weight (in tons) + (Speed/10 in mph or 1/15 in kph [or the differential in speeds if a vehicle hits a moving object, rounded up]). Very large vehicles, such as sailing vessels, use only the speed of the vehicle, not the weight, for the multiplier. All damage dealt to vehicles subtracts AV before being applied to the DC. Fire and explosions may cause more damage in aircraft, but cars are designed not to explode. Passengers inside a vehicle take 1/2 the damage if not wearing a seat belt and 1/5 damage if they are. Airbags provide an additional AV of 20 to adults, but deal d6 x 2 damage to children and small people.
  ‣ <u>Vehicle Strikes a Far Lighter Target</u>: The vehicle takes only 1/3 the damage.
    ‑ <u>Example</u>: Car vs. Pedestrian.
  ‣ <u>Vehicle Strikes a Somewhat Lighter Target</u>: The vehicle takes only 1/2 the damage.
    ‑ <u>Example</u>: Truck vs. Car.
  ‣ <u>Vehicle Strikes a Much Heavier Target</u>: The vehicle takes d10(5)+2 multiplied by (Speed/10)
    ‑ <u>Example</u>: Car vs. Tank/Concrete Wall.

✦ <u>Malfunctioning Vehicles</u>: In cases where breaks fail, etc. the character makes a Dexterity + Driving/Piloting Task roll to try to stop or bring down the vehicle without mishap. Modifiers range from -1 (flat tire) to -6 (all engines fail in an aircraft). In some cases malfunctioning vehicles can be stopped easily unless the vehicle is going fast. In the latter case, apply High Speed modifiers.

GROUND VEHICLE COMBAT

✦ <u>Shooting from a Vehicle</u>: Firing from a moving platform with hand weapons has a base penalty of -3 with an additional -2 if the vehicle is moving faster than 30 mph (45 kph).

✦ <u>Using Vehicle Mounted Weapons</u>: A gunner's Dexterity is capped by the weapon's Accuracy rating. For vehicles with primitive aiming mechanisms (such as a WWII tank) use the Shooting from a Vehicle rules. For stabilized vehicles penalties are limited to a -2 if the vehicle is moving over 30 mph (45 kph).

✦ <u>Dodging</u>: Motorcycle and car-sized targets may attempt to drive fast enough to avoid an attack with a Resisted Dexterity + Driving/Piloting Task vs. the attacker's Dexterity + weapon skill, or Accuracy, depending on the weapon.

AIR COMBAT

✦ <u>Dogfighting</u>: Resolve this with a Resisted Dexterity + Piloting Skill Task for both combatants. If one aircraft has a higher Handling rating, add the difference between the two aircraft to the more maneuverable craft. The winner gets behind the target and can attack. The following bonuses for qualities apply:
  ‣ <u>Situational Awareness</u>: +2 to the Task.
  ‣ <u>Fast Reaction Time</u>: +1 to the Task.

✦ <u>Playing Chicken</u>: The two aircraft can fire at one another for 1 or 2 Turns, depending on speed and weapon range. If neither craft is destroyed, the two characters engage in a Difficult Resisted Willpower Test. The loser turns away and the winner can engage his target with impunity for 1 Turn.