

BAND OF ZOMBIES



A World War II Sourcebook

All Flesh Must Be Eaten

"We few, we rotting few, we band of zombies;
For he today that eats his flesh with me
shall be a zombie; be he e'er so vile..."

...a grayish blur launched from the shadows. Alexei went down quickly, his throat torn out in one swipe of a black claw. He clawed at the gaping wound in his throat, gurgled, and lay still.

Yuri fired a shot, point-blank range, into the thing's head. It hit the ground and twitched, then lay still. A low growl came from the shadows and three more of the monsters lumbered forth. Movement to Yuri's left drew his gaze; the creature he'd shot was sitting up, black blood pouring down between its eyes. The four creatures closed in just as the booming roar of a renewed German shelling attack sounded in the distance.

Yuri began to scream.

Band of Zombies is the new World War II sourcebook for All Flesh Must Be Eaten, and it is positively packed with new surprises. Inside you will find:

- New Qualities, Drawbacks, Inspired Miracles, and Zombie Aspects.
 - Detailed Rules for Dogfighting and Naval Combat.
 - Rules for Shell Shock, Combat Stress, and Madness.
 - New gear, from guns to aircraft to naval vessels to tanks.
 - Mass Combat rules.
- The first (optional) tactical miniatures skirmish rules for the Unisystem!
- The first complete and detailed campaign setting for All Flesh Must Be Eaten. Different types of Zombies the world over, all tied to the exact same Rise Event, create a worldwide plague of undead during the Greatest War.
- Advice on running campaigns in World War II, from fire teams to commando squads, to SOE operatives behind enemy lines.
- And more!



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BAND OF ZOMBIES



SPECIAL THANKS TO THE MEN AND WOMEN LISTED BELOW WHO SUPPORTED THE KICKSTARTER PROJECT TO GET THIS BOOK PRODUCED

Private: Andy Antolick, Steven Godby, Bryan Allen Hickok, Trevor Lewis, Matt M McElroy

Corporal: Jarred W Wallace, Ben Bonds, Benjamin Scala, Brian M. Carey Willis, Cecilie Lagerquist, Chris Huning, Corporal Adrian B Maher, Gorm Reventlow, John Kelbaugh, Jordan M. Bowman, Karen E Conway, Keith Johnson, Keith Trost, Lee DuBrey, Lou Goncey, Mark Tygart, Maximilian "Uiras" Vogt, Michael Bentley, Michael Smith, mikel0019314, Peter "Berseker" Berneiser, Robert Kim, Roberto Zaghis, Steven S. Long, Tim Walker, Tom Smurdon, Tomi Suuronen, Wayne Potter, wraith808

Sergeant: Alexander Lucard, Godfather Punk, Ian O'Neil, Jason Kurtz, John Stella, Scott Galland, Timothy Brannan, Yong Siong Don

Gunnery Sergeant: Adam Maag, Andrew Chang, Andrew Fallgren, Andrew Ross, Anthony S. Vornheder, Bob Annicles, Brian Isikoff, Brian Kreuzinger, Bruce Lancaster, Casey Kern, Chad Hughes, Chris Allison, Christian Turkiewicz, Christopher Cecil, Christopher Church, Christopher Snyder, Daniel Gaghan, Daniel Walker, Daniel Yauger, Darrin Feserman, Dave Chapman, Dave Ellingwood, David Hunt, Denis Crucifix, Ed Possing, Edouard Contess, Edward Ludemann, Eric C. Kiefer, Eric Edwards, Fabio Zanicotti, Fredrik Wahlgren, Gerry Saracco, Gonzalo Calvo Romero, Greg Chapin, Jack Emmert, Jacob Mertz, Jacques DuRand, James Lowder, James Silvers, Jason Hayes, Jens Kishkek, Joe Sosta, John Thompson, Jonathan Combs, Jose LaCario, José Luis Nunes Porfirio, Joseph Davis, Josh Wanisko, Kenny Dickinson, Kevin Donovan, Kit Kindred, Kristoffer Fahlgren, Kurt McMahon, Mart van de Wege, Matt Greenfelder, Matthias Weeks, Michael M Kelly, Michael Stevens, Mike Lowrey, Mikhael Weitzel, Morgan Ellis, Mr Duncan Webster, Nate Elwood, Ols Jonas Petter Olsson, Patrick Vaughan, Paul Cooper, Paul Stefko, Petri Wessman, Richard Forster, Robert Hir, Rune Belsvik Reinås, Sam Cucinotta, Scott R. Krol, Steven Moy, Ted Johansson, Thomas Smith, Tony Contento, Trentin C Bergeron, William Miller

Lieutenant: Larry Litzinger, Mat Greenfield, Robert Wood, Sean Blakey

Captain: Damon Wimmer, Sara Fielder

Zombie Hunter: Andreas Paulussen, Andrew Rupprecht, Ben McCallum, Chris Gunning, Daniel Hartnett, John Lambert, Keith Nielsen, Robbie Corbett, Walter F. Croft

Major: Austin Stanley, Cassandra Humenuk, Gavin Phillips, Matthew Wasiak, Pentland Chapin, Sam Wong, Zachary Hensley

HQ: Gnome Games

Shambling Commando: Brandon Castroflay, Chad Curtis, Derrick Smith, Jeffrey Mallon, Michael Vogel, Nicholas Wood, Salvador Cazarez

EDEN STUDIOS PRESENTS A SHY/VASILAKOS PRODUCTION

Band of Zombies™

Produced by EDEN STUDIOS Directed by GEORGE VASILAKOS

Written by JASON VEY

Additional Rules Content STEVE TRUSTRUM

Edited by THOMAS MARRION

Proofing and Indexing by JANICE M. SELLERS

Director of Photography GEORGE VASILAKOS

Visual Effects by JOEL BISKE TRAVIS INGRAM

BRADLEY K. McDEVITT MATT MORROW CARY POLKAVITZ

Cover Art by JON HODGSON

Playtested by Ian Fielder, Sara Fielder, Matt George, Julie Govirand, Jeff Hopkins, Eric Kiefer, Kalie Ofciarcik, Bob Russell,
Derek Stoelting, Don Vey, Mike Vogel, Mike Wallace, Robert Warren

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And to every soldier putting his life on the line for his country, this is for you.

Based on the Original Concept by

CHRISTOPHER SHY and GEORGE VASILAKOS

WWW.EDENSTUDIOS.NET

Eden Studios

6 Dogwood Lane, Loudonville, NY 12211

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ZOMBIES

TABLE OF CONTENTS

Chapter One: Introduction	4
Chapter Two: War Is Hell!	22
Chapter Three: Aces High	54
Chapter Four: Altered History	86
Chapter Five: Fortress Europe	102
Chapter Six: The Eastern Front	118
Chapter Seven: Decaying of an Empire	136
Chapter Eight: The Heart of Darkness	150
Shambling Commandos	168
Index	172

CHAPTER ONE

The sounds of war are the sounds of death. That might sound a little clichéd to someone who's never been there, but I'm here to tell you that once you've seen combat, every sound you hear for the rest of the war sounds like a man dying. There are quiet times, when your unit comes off the line to get a hot shower, a hot meal, maybe even a weekend pass to a non-com area so's you can get reacquainted with what it's like to not have to carry a gun and keep your head moving at all times.

Generally, it doesn't help much. Keeps your head together, I guess, and that's something at least. But even in those quiet times, when you're playing cards with your buddies or you get time for a Thanksgiving or Christmas football game with the boys in a rival company, every grunt is the grunt of a soldier hit by a hail of gunfire. Every guffaw of laughter comes from a guy who might never laugh again. These are sounds that will stay with you the rest of your life.

And don't even get me started on the things you see, and the things that no man, even one in the middle of a war, should ever have to see.

Sure, we'd all heard rumors about the unnatural weapons and experiments the Krauts had been using on the European front, of soldiers that just wouldn't die, of cannibalism and mutilation and the kinds of crimes against humanity that we didn't think even Hitler would be capable of. 'Course, that was before they found the concentration camps, too. Then the stories spread; we heard about mummies walking around in Egypt, vampires in the Balkans, Viking ghost ships plundering the North Atlantic, Sumerian demons in the Middle East, even rumors that the Red Baron had reappeared and was shooting down Allied planes.

Anyway, most of us launching from Hawaii assumed the stories to be tall tales, blown out of proportion by the reps of the lunatics running the Axis. Guess I don't need to tell you, that all changed once we made our first landing.

TWO MINUTES TO MIDNITE

The first thing I saw when the doors to LSI opened was Michaelson's head explode. Then everything erupted into chaos, a mixture of blood, brains, bone, and a cacophony of deadly, rapid-fire thunder from the Nip machineguns. There was a lot of screaming; the NCOs made desperate efforts to get everyone under control, in a situation where control was not an option.

In seconds, I was face down on the deck, covering my head. One hand wildly groped around for an M1 or Tommy gun. It wouldn't do me any good in this mess, but having a firearm sure would've made me feel a lot better in those moments. There's no security blanket that's quite as comforting as a big-ass gun.

Someone grabbed me by the collar and dragged me off the ship; the cold, salty water of the Pacific closed in around me. I opened my eyes and found my current situation even more horrific than the one on the boat. The water was stained dark red with the blood of dozens—possibly hundreds—of American soldiers. Worse still, underwater I could *see the bullets whizzing through*.

They teach you in basic to keep your wits about you, no matter what happens. It's not easy when people are dying in droves around you, but believe it or not, for most people the training kicks in and you do manage to get your head straight pretty damn quick. Somehow, I managed to swim toward shore. I caught a random gear pack sinking past, the M1 carbine covered in a waterproof plastic bag; at least I'd have a weapon and some supplies.

The water vibrated around me as an explosion rocked one of the transport ships;

the Japs had fired a mortar shell or thrown a grenade into it or something. Debris rained into the water around me; I could see the ship listing to my left, nearly grounded. I made for it and came up behind the wreck.

We'd heard stories of shit like this happening in Normandy, but here in the Pacific, the reality of the situation was entirely different than the stories. There were dead bodies littering the beach and surf. I could hear my comrades-in-arms screaming obscenities at the enemy; gun-fire peppered the air. The Jap with the machinegun was down; he'd served his purpose, to cause as many casualties as possible before dying. The Japs, you've gotta understand, they were suicidal in their cause. So yeah, they'd put one man alone with a machinegun on the shore. The rest of the Japanese army was in the tree line, firing from cover.

For a few, eternal seconds, everything moved in slow motion for me while I tried to get a handle on exactly what our situation was. The captain's voice, screaming into an SP phone for artillery, snapped me out of my brief dementia. I looked to my left and there he was, hunkered down behind the wreck of a jeep that had been somehow blown far off the transport it'd come in on. The com officer who originally had the phone was dead, nearly blown in half by Japanese fire. Mortars and artillery shells rained down on the beach in an explosive firestorm.

The captain slammed the SP back into its cradle and looked up, his eyes meeting mine.

“Heavy fire!” he screamed, as though telling me something I didn’t already know. “Think you can make it over here?”

I ran for him, dodged and weaved through the shit storm, and by some miracle made it to his side. “Captain,” I said. “What’s the scoop?”

“Good to see you made it, Lieutenant,” he said. “Sit tight; they’re going to shell those fucking trees. Hopefully that’ll buy us some time.”

“What about the other men? It’s Armageddon out there.”

“No way for us to pass the word; I have no idea who else has an SP active, if anyone does. Running through this mess to get the message out is suicide and we’ve already lost enough men.”

Then a hail of machinegun fire cut through the din. The captain and I peeked over the wreck to see what was going on; surely none of our guys had time to gather and set up a tripod.

We were right; Jacobs, it looked like, had snapped. He’d made his way to the Jap gun and was firing wildly into the trees, screaming, “You yellow Japanese sons of bitches! I’ll kill every last one of you!”

Amazingly, for a few seconds the hail of fire from the tree line stopped. Then Jacob’s head snapped backward, and blood sprayed everywhere. He hit the ground, a tiny hole right between his eyes.

“Sniper,” the captain said, grim.

I nodded. “So much for Jacobs.”

Then, like a thunderclap, the guns from our destroyer boomed, followed by a con-

stant roar that lasted only a few long seconds, before a section of trees exploded into dust and splinters. We ducked and covered, but I had time to see a few bodies go airborne with the remains of the trees. There were three more boom-and-roar combos, followed by three more sections of trees.

Then we heard the buzz of aircraft.

“Zeroes!” someone screamed. Sure enough, a whole squadron of the flimsy, but lightning-fast, Japanese fighters bore down on us. A few strafing runs and we’d all be done for. A couple guys took pot shots at the planes, but they weren’t hitting anything at that range. Even if they had, no way an M1 was taking out a Nip fighter.

“Damn,” the captain said. “They must have an airfield cleared somewhere in the jungle, something we don’t have intel on.”

“No problem.” I said, pointing. “Our boys have picked ‘em up.”

A squadron of Hellcats made for the Zeroes. Within minutes, the sky was full of machinegun fire as the skies became their own battle zone.

“Cover me,” the captain said, and stood. I stood as well, bracing my gun on the jeep’s wreckage, to scan what was left of the tree line for any sign of movement. Hazily, dreamlike, I realized that even though mere minutes had passed, I was already dry, the water from my little swim evaporated off of me completely. I could feel the first beads of thick sweat on my brow taking its place.

The captain waved his arms to get the attention of some nearby officers and

enlisted men. "Make for the trees!" he shouted. "We've got to get some cover. Pass the word. Grab whatever gear you can and make for the trees."

The men nodded their acknowledgment and the captain dropped down next to me. "You ready?" He asked. I nodded in response, and we were off. The shelling seemed to have done its job; we took very little fire as we made for the jungle. The captain grabbed a rucksack as we ran; it had a Tommy gun strapped to it.

Overhead, the Hellcats were holding their own, taking down Zeroes with incredible precision. The Zeroes weren't without their terror tactics, though; I looked up at one point and could only gape in horror as a Zero bore down on a Grumman and *flew right into it*. The explosion was spectacular, debris rained down upon the battlefield, and I could've sworn I saw body parts fall with the metal and wood. My heart stopped for a second even as it sank to my feet. How could we even hope to beat an enemy this crazed?

The captain and I made the trees and stopped for a breather. Aside from the sounds of the air battle overhead, the chaos of gunfire and death had stopped. Now we heard occasional stage whispers of "Babe Ruth" answered by cries of "Yankee," a sign-countersign pair to identify American troops.

After a minute to get our bearings, the captain clapped me on the shoulder and nodded into the jungle. "Well, Lieutenant," he said, "welcome to Indonesia. Let's see if we can't get some semblance of organization out of this cluster fuck."

We crept through the jungle, swimming through air so thick it may as well have been just more ocean, and stepping over more Japanese bodies than I ever thought I'd see, many of them not quite complete from the shelling we'd given them. I swatted in vain at countless mosquitoes out to feed on, it seemed, every last drop of my blood, the little vampires. My only comfort was that at least a few were bound to drown in the sweat pouring off me. Welcome to Indonesia, indeed.

Eventually, we hooked up with a small squad of PFCs tramping through the brush. The one up front stood up straight and offered a salute to the captain when he saw us. I quickly slapped his hand down.

"What the hell are you thinking, Private? You don't salute an officer in the middle of a battlefield. What are you trying to do, paint a bull's-eye on our heads?"

"Yes, Sir," the Private stammered, "I mean, no, Sir. Sorry, Sir."

"Don't call me 'sir,' either," the captain muttered. "You can address me by rank, quietly, but don't give any indication I'm your superior."

"Understood, Captain."

"Good man. Now what's your name, son?"

"Abrams, Sir—I mean, Captain."

"Abrams, form up your squad behind us. Let's see if we can't work out our situation."

"All due respect, Captain," Abrams said, "our situation is FUBAR."

"I don't disagree with the private," I said.

"Yeah," the captain said. "Me, neither. Let's find the rest of the boys."

We formed a marching order and plunged deeper in, picking up men as we went along. It took a few hours, but eventually we managed to order up and get a head count. We'd lost almost a hundred men in the initial landing but still had a strong force. The captain put together a couple recon patrols to scout the perimeter so the rest of us could catch our breath. Meanwhile, I tried to calm down the men who weren't taking things so well. Fear and panic are like a disease and a wildfire at the same time; they infect and spread so fast they'll get out of control really fast, and the only way to stop 'em is with quarantine. I grabbed a few of the stouter men and we pulled aside the ones who were, well, broken. These we talked down as best we could. In basic if you started blubbering over a rough day, you got chewed out by your CO, called a pussy and a little girl, maybe even got a blanket party from the rest of the boys that night to toughen you up a little. That wasn't the way things worked in the field. A man broke down in the field, and everyone understood exactly why, everyone looked at him and thought, there but for the grace of God . . .

It took hours to get everything organized, but we'd established a perimeter and managed to get everything set up. Retrieval details were sent to the beachhead to bring back whatever supplies could be salvaged, and thankfully there was a good bit that made the beach. Rations and weapons were distributed, foxholes and latrines dug out, and an uneasy quiet gradually settled over the camp.

It was just before sunset when we heard one of the perimeter guard teams shouting for an officer and a translator. The captain and I exchanged glances and looked back at the men. To our surprise, Abrams stood up.

"I speak Japanese," he said simply.

The captain nodded, and the three of us took off running, weapons in hand.

As we closed, we could hear the team yelling, "Hands in the air, you Jap trash! Don't move! Don't you goddamn move!"

"Jesus," the captain said. "They got a prisoner."

We hit the clearing to see a Japanese officer on his knees, jabbering gleefully at the troops. He had one of their funny-lookin' knives in his hands, and our patrol guards were yelling at him to drop it. Abrams repeated their order in Japanese, and the Jap looked at Abrams and rattled something off.

Abrams turned white.

Then the Jap plunged his knife into his own belly and tore it across. He slumped over, his guts spilling out onto the ground.

"Holy Mary, mother of God," one of the guards said. "Crazy Nip bastards. Who would do that?"

The captain's jaw was locked square as he turned to Abrams. "What did he say to you?"

"He said that the honorless white dogs were doomed," Abrams said. "Unless we leave here by two minutes to midnight, we're going to bear witness to unimaginable horrors, and nobody will go home."

"All right, listen up," the captain said. "Nobody here breathes a word of this to the men. Last thing we need is more panic spreading through the company. Anyone breaks silence about this, I'll shoot him myself. Is that understood?"

We all nodded our acknowledgment, and the captain continued.

"Good," he said. "Now I want patrols doubled. I want constant sweeps of the area. Dumb bastard just gave us ample warning to prepare for whatever attack they've got up their sleeves. I'm going to see if I can't contact the fleet for air support, just in case they decide to send more Zeroes in. I want fallback points clearly marked and routes of retreat mapped out, just in case."

"What do we tell the men, Captain?" I asked.

"Tell them we got word of a possible Japanese strike tonight, but we don't have details. Don't give them any of this 'two minutes to midnight' shit. Just be ready for anything. Get back to camp and get organized."

"What about him?" the guard asked, indicating the dead Jap.

The captain spit on the body. "Leave his decaying ass here."

* * *

As I sat there that night, I looked into the black jungle and realized that nobody back home, save perhaps a blind man, really knows what it's like to be in the dark. You hear people talking about not being able to see your hand in front of your face, but in real dark, in jungle dark, not only can you

not see it there, you can't even feel it. It's like you're sitting on a hard seat in a vacuum where there's nothing but you and the horrific sounds of the alien rainforest to keep you company.

Captain wouldn't let us have fires: too easy to give away our position that way. We had flashlights distributed among the foxholes, but there weren't many to go around. As an officer, I was lucky enough to have one, but it came with orders not to use it except in case of emergency. Same with the flares. Everyone had piles of kindling built up, just in case light became a necessity, but man, I'm here to tell you it was like being alone. I could hear the rhythmic breathing of Anders, my staff sergeant, who shared the hole with me. I could hear snakes slithering through the trees (at least, I assumed they were snakes) and nocturnal birds squawking and animals growling. Every breath was an effort, partly from fear and partly from this godsdamned thick air. I thought if I stayed here much longer, I was going to drown just from the humidity alone. If I'd had a bar of soap I could've stripped down and bathed in my own sweat, it was that bad.

A chill ran up my spine.

Two minutes to midnight. That's what the dead Jap had said. I pulled my jacket tightly over my head, squatted down under it to hide the flashlight beam, and looked at my watch. It was nearly that now: 2350 hours. I clicked the light off and threw my jacket aside, then blinked my eyes closed tight, rubbing my fists in them to get rid of the spots. What the hell was going to happen at two minutes to midnight? No way

the Nips could stage an ambush in this blasted darkness, unless they had some superhuman ability to see in the dark. Of course, they'd been painted to us as such demons that not a man in the battalion doubted they might have some superhuman powers.

Then it happened. As I sat there, staring into the pitch black and seeing pitch black, I heard a quiet rustling and shuffling in the woods. It seemed like it was coming from the direction where the Jap had killed himself, but I couldn't be sure; the darkness gave me vertigo. It was accompanied by a soft moan and a sort of wet, sloshing sound I couldn't identify.

A few foxholes away, Private Jeffries' voice rang out in a stage whisper. "Babe Ruth," he said. There was no answer except more dragging and shuffling and wet slapping and moaning.

"Babe Ruth!" he said again. "Babe Ruth, man, come on!"

More dragging, more wet sloshing.

One more time. "Babe Ruth, you son of a bitch, or I shoot your ass. This isn't funny!"

"Jeffries!" I called out. "It's me, Martin! Report!"

"I don't know, Sir! There's someone out there. Okay, you dirty mother, freeze! Don't move another muscle! I swear to God, if you—!"

Jeffries' scream split the night like a cat mating. I screamed his name out, to no avail. I yelled it a couple more times, and nothing.

My SP phone squelched. I frantically searched the darkness for it, first finding

the Tommy gun I'd managed to score from a supply run earlier. I slung it over my shoulder, then located the phone and pulled it to my ear. "What?"

It was the captain. "Report, Lieutenant."

"I don't know, Sir. I think we lost Jeffries, but I can't see a thing in this fucking dark."

"Dammit." I heard the Captain muttering to his attaché, then he spoke back into the phone. "Illumination, coming up. Everyone up and manning their posts, now. This could be it."

I called out the order and heard scrambling in the various foxholes. The sound of a slide pulling back on a machinegun not two holes away was extra comforting. There was a pop, and a loud whoosh, and the sky lit up like noon as a flare arced over the thin canopy.

I immediately wished we were still in the dark. There were Japanese soldiers everywhere, stumbling toward us like they were drunk, arms outstretched, mouths agape and drooling. Some had blood running from them—so help me, God, blood. Even after noticing limbs hanging from their bodies by a thread, even after the dim recognition that some of them were dragging their own intestines behind them, it took me a nightmarish eternity of seconds to recognize that these were the same Gods-damned Japs our own artillery had dropped in the woods, *and here they were, walking toward us again.*

What did I do, you ask? What do you think I did? I was a commissioned officer in the United States Army, trained,

equipped, and prepared in advance to be dropped into the belly of Hell. I did what any good, trained soldier would've done in that situation.

I screamed like a little girl.

"Fires!" someone cried. "Light the fires before the flare dies!" The smell of gasoline washed over the camp and piles of tin-der and logs burst into flame. The crea-tures—I could no longer call them men, or soldiers—recoiled for a moment, then pressed their steady advance. Gunfire rang out and became a cacophony, the combina-tion of MG, grease gun, and M1 bursts mixed with the horrified cries of my men, underscored by the desperate groans of those things coming out of the woods.

In those first moments, not a single shambling corpse went down in the hail of gunfire.

"Jesus!" someone cried. "You can't kill 'em! You can't kill 'em, Sarge! Why won't they go down?!"

"Keep firing, Private!" was the answer. "Put enough lead in them and they have to drop eventually!"

"Holy Mary Fuck!" Anders said, peeking over the side of our foxhole. "What the hell is this?"

"Nice of you to wake up and join us, Sergeant," I said, pumping a burst from my Thompson into a corpse. "Now grab your weapon and help us find a way out of this!"

"I've got a weapon for them," Anders said, and pulled out a grenade. He popped the pin and tossed it right into the middle of a small mass of the monsters. The creatures stopped and looked down at the little ball

of death, and one of the things actually picked it up to look at it. The grenade went off, and the walking bags of meat blew into tiny bits.

"That seemed to do the trick," I said.

Another bright flash of light, followed by a loud rumble, caught my eye. Down the line, one of the men had leapt from his fox-hole and donned a flamethrower. He was making progress, spraying the creatures down, and they were recoiling from the fire, those that didn't catch immediately.

Of course, we all knew that meant the fucking jungle was going to go up, too. Panic does funny things to men.

I yelped as a hand clamped down on my shoulder and I spun to see the leering jaws of a charred, dead Jap moving toward my head. Letting loose another distinctly girly scream, I swung my Thompson up, stuck the barrel into the thing's mouth, and opened up. It let go and fell back, but its headless body kept moving, flopping around like a dead fish.

"Jesus," I breathed. "You just can't kill these things. Not with guns."

Our flamethrower jockey went down in a horde of dead flesh, and his screams were unlike any noise I'd ever heard in my life. They were joined by the feral howls of others as the army of the dead reached our position and fell into the foxholes on top of our troops. The frantic order to retreat came down the line in a wave, and we leapt from our holes and made for the beach along the premarked fallback route.

Of course, once we got to the beach, we were cut off. God only knew how long it'd

take the Navy to get transports there to pick us up. We stood there, our backs to the surf and grenades in hand. Someone had the bright idea to jam a bayonet into the gas tanks of a few ruined vehicles on the beach and fill up canteens with the stuff. I made a note, if we survived this, to find out whose idea that was and get him a medal.

So there we were, our backs to the surf, as a company of dead Japanese soldiers shuffled out of the forest toward our position, their jaws opening and closing in mute hunger, their hands outstretched, bony fingers opening and closing, coming closer, closer, closer . . .

* * *

I woke up in an army hospital a week later. I'd lost an arm and had no idea how I'd gotten there or how I had survived. They told me they had to take my arm because I'd been bitten and it was too dangerous to let me keep it. I still have no idea what that meant. I'd been out cold, comatose, they said, for two weeks. They said I was the only survivor.

I got a visit that afternoon from a government guy in a black suit. He told me that I was still bound by my military clearance and that what had happened to my unit on the islands was classified Top Secret. I wasn't ever to discuss what I'd seen with anyone, ever again. They claimed the Japanese had poisoned the entire unit, that we'd all been subject to a test of a new chemical weapon that caused mass hysteria

among the troops and that my unit had killed each other.

Hell, I didn't think anyone would believe me anyway, so I agreed. But I knew. I knew what I had seen, I knew what had happened, and I knew it was no Gods-damned chemical weapon. I'd seen the dead walk and I'd seen them slaughter and eat my brothers in arms.

The funny thing is, about a year after I got out of the hospital, I saw Abrams walking down the street. I ran up to him, tried to greet him and tell him how happy I was someone else had survived . . . but he acted like he didn't know me, insisted fiercely that we'd never met. He pushed me away and ran down the street. I was dumbfounded, so I let him go.

Then, in 1946, the zombies emerged on the shores of California, right out of the Pacific surf. The plague spread like wildfire over the country, and here I am, a soldier again, albeit a one-armed one.

I'd like to see the men in black cover this one up.



Introduction

"I have seen war. I have seen war on land and sea. I have seen blood running from the wounded. I have seen men coughing out their gassed lungs. I have seen the dead in the mud. I have seen cities destroyed. I have seen two hundred limping exhausted men come out of line—the survivors of a regiment of one thousand that went forward forty-eight hours before. I have seen children starving. I have seen the agony of mothers and wives. I hate war."

—Franklin Delano Roosevelt, 1936

World War II was inarguably the most destructive conflict in human history. It cost millions of lives and billions in 1945 American dollars (trillions by today's standards). The atrocities of the concentration camps and Bataan Death March were among

the most shocking and brutal ever perpetrated. As such, some might think that creating a game out of such a devastating conflict is inconsiderate and cheapens the sacrifices made by those brave men and women who died on all sides of the war. The author of this book respectfully disagrees.

I'm going to break the fourth wall, as it were, and speak plainly for a moment. When I started this project I had a good handle on the period—timetables, people, places, events, facts and figures. Even still, there is always more to learn, and this particular work is bound to be looked at by gamers who are World War II scholars with a bit of a critical eye, so it had to be done right. Thus, I dove in without hesitation, searching in books and films both documentary and fictional, and tapping the resources of several friends, both professional and amateur (but still

expert) historians. In researching this book I learned a great deal about the true meaning of sacrifice and, in a world where we throw the word around like candy, the true nature of heroism. More than a few times I was brought to tears hearing and reading about the souls who sacrificed everything to—quite literally—save the world. It is my hope that through this game, fantastical as it may be, others will discover an interest in the time and conduct their own research that will impress and affect them as much as it did me.

But beyond the sacrifices, this period was a period of real romance—and we’re not talking about Fabio on the cover of some novel with a buxom woman in his arms, or Scarlett O’Hara and Rhett Butler in *Gone with the Wind*. This is *real* romance, as in “heroes and villains.” Divisions such as Easy Company of the 101st Airborne and the freedom fighters of the Maquis Resistance in France and Belgium were real-life archetypes of romantic heroes who put everything on the line because they believed in a cause. Hitler was as black-hearted a romantic villain as they come, his megalomaniacal goal nothing short of world domination and the annihilation of entire races of people. In the United States, World War II was probably the last time the entire country united behind a common cause. It was a period of idealism when people rallied in true support of the soldiers dying overseas to defend the ideals of the free Western world. It was the first time in history when American women went to work on the home front in huge numbers, and represented the first step in a women’s liberation movement that continues to this day.

This book, being a supplement for *All Flesh Must Be Eaten*, will take certain major liberties with the timeline of the war, seeking to examine what effect an army of nigh-unkillable soldiers would have against the Allied forces. In addition, rather than presenting several standalone Deadworlds as we have in the past, we will present a single, unified campaign setting for the game, with each “Deadworld” chapter presenting a different front of the war, from Western Europe to Southeast Asia to the Middle East to the Pacific naval battles. Each

theater of conflict has its own unique flavor and styles of undead specific to that region, providing for a great many varied gaming possibilities, while still remaining within the overall context of the Greatest War.

We hope to make this one of the most exciting books yet to come out for the line, and at the same time encourage people to look more deeply into the real-life circumstances, causes, effects, and people involved in the conflict. Enjoy, and next time you happen upon a veteran of any war, or a soldier in your own country, don’t forget to take a minute to thank him for all he’s done to protect your own homeland’s ethics, values, and ideals.

Now, without further ado, let the flesh-eating begin!

Chapter Summary

Chapter One: Introduction contains these opening remarks.

Chapter Two: War Is Hell presents several new rules for characters in this period, including new point spreads, equipment, vehicles, Miracles, Qualities and Drawbacks, Zombie Aspects.

Chapter Three: Aces High includes new rules for play in World War II, including naval combat, expanded aerial combat rules, mass combat for modern warfare, and tactical (miniatures) rules and game guidelines and rules for stress-related combat disorders such as combat fatigue and shell shock.

Chapter Four: Altered History It’s unlikely that with zombies involved, the war would have followed the same sequence of events as in our history, so some alterations to the real-world timeline will be necessary. This chapter discusses the Nazi obsession with occultism, how their dabbling helped lead to the Rise, and how the emergence of zombies would change the very face of the war, and presents an alternate timeline of sorts for such a “Weird War” scenario. It unifies the chapters to follow, making *Band of Zombies* the first cohesive and complete campaign setting for *All Flesh Must Be Eaten*.

Chapter Five: Fortress Europe looks at the war in Western Europe, discussing the German Blitzkrieg attacks, the Battle of Britain, and the famous battles and elements of the European front of the war. It looks at options for play in an alternate Europe peppered with enemies both living and undead. Sections here will discuss the Allied response to the zombie threat, the bravery of war correspondents, and the French and Belgian resistance movements, popularly known as the *Maquis*.

Chapter Six: The Eastern Front examines the other side of the European war: the Nazi invasion of Russia. It will examine such effective tactics and units as the Russian charge, which sent many Nazis running in terror, and the Night Witches all-female fighter squadron that terrorized Nazi pilots. It will focus heavily on the siege of Leningrad, where the first incidents of random undeath occurred, and will touch upon the atrocities committed by Stalin and the Russians' own answer to the zombie threat posed by the Nazis.

Chapter Seven: Decaying of an Empire will deal with the campaigns of Italy and Germany in the Middle East and North Africa, and their efforts to conquer the British Empire in that region. The Rise, we will see, was not restricted to Europe, and the supernatural events that occurred there have caused a wide variety of undead all over the world, some on the side of the Allies, some fighting for the Axis, and some representing wild cards in their own bid for dominance, chaos, and flesh.

Chapter Eight: The Heart of Darkness looks at the jungle campaigns of Southeast Asia. Vietnam, Laos, Cambodia, Thailand, and the Philippines. All were major centers of conflict in the war . . . and all are ripe for zombification. As if war with zombies weren't bad enough, now we see pure survival horror at its starkest, with a platoon lost in the jungle, surrounded on all sides not only by the Japanese army, but by flesh-eating walking corpses as well.

How to Use Band of Zombies

Band of Zombies is in most ways structured like the rest of the *All Flesh Must be Eaten* core rulebooks. The first two chapters are for both players and Zombie Masters, giving them new options and rules to expand the horizons of their game. Chapters Three through Eight are full-size Deadworlds which provide different settings for running World War II adventures. Unlike our other books, these latter chapters provide a unified framework for a full-fledged historical campaign setting. Some of the material in these last six chapters is good background for everyone in the game, but there are also many potential spoilers that the Zombie Master may want to keep secret. Players should check with their ZM before taking a peek.

Conventions

Band of Zombies uses the following conventions, most of which are exactly like the other *AFMBE* books.

Text Conventions

This book uses different graphic features to identify the type of information presented. This text is "standard text," and it is used for general explanations.

Certain text is set off from the standard text in this manner. This is sidebar text and it contains additional but tangential information, or supplemental charts and tables.

Other text is set apart in this way. It details Supporting Cast or Adversaries that may be used in Stories at the Zombie Master's discretion.

Dice Notations

This book uses several different dice notations. D10, D8, D6, and D4 mean a ten-sided die, an eight-sided die, a six-sided die, and a four-sided die, respectively. When a number appears before the notation, roll this number of dice and add their results together. For example, 2d6 means roll two six-sided dice and generate a result between 2 and 12. A number in parentheses after, or in the middle of, the notation is the average roll. This number is provided for those who want to avoid dice rolling and just use the result. So the notation d6 x 4 (12) means that players who want to skip rolling can just use the value 12. Some notations cannot provide a set number because the result depends on a variable factor. For example, D8 (4) x Strength is used because the Strength value to be plugged into this notation varies depending on who is acting.

Gender and Political Correctness

Every roleplaying game faces a decision about third person pronouns and possessives. While the male reference (he, him, his) is customarily used for both male and female, there is no question it is not entirely inclusive. On the other hand, the “he or she” structure is clumsy and unattractive. Normally, in an effort to “split the difference,” *AFMBE* books use male designations for even chapters and female designations for odd chapters. This book, however, in an effort to remain historically accurate, will use the male designator when referring to military units and male-dominated (in World War II) professions. As something of a “tradeoff,” where possible, female designators will be used in describing female-dominated units such as the Russian Night Witches and in situations in which women played a major role (hospitals and resistance movements, for example).

In addition, certain terminology will be scattered throughout this book that some might consider “racially charged” in modern times. We ask that readers please keep in mind that terms such as “Kraut,” “Hun,” “Jerry,” “Nip,” “Ginny,” and similar terms were commonplace during the war, and attempting to sanitize the work by omitting these terms out of a fear of offending someone does a dis-

service to the history in which the work is rooted. Thus, we will not shy away from harsh language or imagery, and we ask that readers keep in mind the time period in which this work is set and attempt to remove themselves from any personal offense these terms may invoke.

Measurements

This book primarily uses U.S. measurements (feet, yards, miles, pounds, etc.). Generally, equivalent metric values appear in parentheses. In the interests of ease of use, the conversions are rounded. For example, miles are multiplied by 1.5 to get kilometers (instead of multiplied by 1.609), meters are equal to yards (instead of 1.094 yards), pounds are halved to get kilograms (instead of multiplied by 0.4536), and so on. If a Zombie Master feels she needs more precision, she should take the U.S. measurements provided and apply more exact formulas.

Inspirational Material

Provided below is just a few details to add flavor and spice to your game, and to use as a point of reference should you wish to explore the real-world history of World War II further. Included below are notable figures of the war, as well as vehicle classifications and designations.

Some Notable Figures of World War II

It is flat-out impossible to list every important figure of World War II in the limited space we have here. Thus, in this section we simply list a very few of the most important names in the war, for use as flavor and historical background in game.

Britain

Winston Churchill: Prime Minister of Great Britain

General Archibald Wavell: Allied Commander in North Africa. Defeated by Rommel.

General (Sir) Claude Auchinleck: Allied Commander in the Middle East, 1941 – August 1942.

Field Marshal Bernard Montgomery: Major British leader of the war; defeated Rommel and in command of Allied Forces at the Battle of Normandy (D-Day).

Hugh Dalton: Co-founder, Special Operations Executive (SOE, p. 106) with Churchill

Sir Frank Nelson: Original head of SOE

Sir Charles Hambro: Head of SOE from 1942 – August 1943

Major General Colin Gubbins: Head of SOE, August 1943 – 1946 (SOE dissolved)

France

Henri Philippe Pétain: French general, head of state of Vichy France regime under Nazi rule. Convicted of treason post-war and imprisoned for life, due to collaboratory policies with Nazi Germany.

Charles De Gaulle: French general and leader of the “Free French” military forces in exile. Many French resistance movements during World War II used the phrase “Vive de Gaulle!” as a rallying cry.

Mathilde Carré (La Chatte): Famous SOE Operative who began as an agent, became the lover of a German officer and turned double-agent, then when captured became a triple-agent.

Germany

Adolf Hitler: Fuehrer (dictator) of Germany.

General Erwin Rommel: Legendary Panzer group commander. Served in North Africa and Western Europe.

Peter Heilmann: Medical Corpsman under Rommel and grandfather of the current AFMBE Line Editor

Heinrich Himmler: Head of the SS

Josef Goebbels: Nazi minister of propaganda

Dr. Joseph Mengele: Medical director of Auschwitz death camp; responsible for countless atrocities and medical experiments upon inmates.

Joseph Ratzinger: Reluctant member of the Hitler Youth, opposed to Nazi policies, and would later be elected Pope Benedict XVI.



Italy

Benito Mussolini: “Il Duce,” dictator of Italy.

Italo Balbo: Italian Aviator and national hero. Was a potential successor to Mussolini

Japan

Hirohito: Emperor of Japan.

Hideki Tojo: General and Prime Minister of Japan.

Hiroo Onoda: Second Lieutenant in the Japanese Army. When the Philippines fell, Onoda refused to surrender, and kept fighting the war until 1972.

Isoroku Yamamoto: Commander-in-Chief of the Japanese Imperial Navy. The apocryphal “Wake up a sleeping giant” quote is often attributed to him. Respected for strategic brilliance and for preventing his men from committing war crimes.

Kichisaburo Nomura: Japanese admiral and ambassador to United States until bombing of Pearl Harbor.

Kunikai Koiso: General in the Imperial Japanese Army and Governor-General of Korea.

Saburo Kurusu: Japanese ambassador to Germany. Signed the Tripartite Pact with Germany and Italy, formally establishing the Axis Powers.

Saburo Sakai: Top Japanese fighter ace. Leading pilot to survive the war.

Soviet Union

Josef Stalin: Premier of the Soviet Union

Aleksandr Vasilevsky: Marshal of the Soviet Union (supreme commander, Soviet forces), 1943. Along with Georgy Zhukov, played major role in Battle of Stalingrad.

Georgy Zhukov: Marshal of the Soviet Union, 1944. Lifted Siege of Leningrad, played major role in Battle of Stalingrad.

Major Yevdokia Bershanskaya: Commanding Officer of the Night Witches harassment bombing squadron.

Marina Raskova: often referred to as the Russian Amelia Earhart, founded the 586th Fighter

Aviation Regiment and commander of the 125th Guards Bomber Aviation regiment.

Katya Budanova: Russian fighter ace, one of only two female fighter aces of the war.

Lydia Litvyak: Russian fighter ace, one of only two female fighter aces of the war.

Tamara Kazarinova: Commander, 586th Fighter Regiment

United States

Franklin Delano Roosevelt: President for most of the war. Died April 1945.

Harry S. Truman: President through end of war and largely responsible for atomic bombings of Hiroshima and Nagasaki.

General Dwight D. Eisenhower: Supreme Commander of the Allied Forces in Europe

General George S. Patton: Leading four-star general in the War, earned the nickname “Old Blood and Guts.” Commanded major units of North Africa and Europe, and responsible for the relief of beleaguered U.S. forces in the Battle of the Bulge.

General Douglas MacArthur: Supreme Commander of the Allies in the Southwest Pacific, this general played a major role in the Pacific Theater of World War II.

Aircraft of World War II Bombers

Germany: Dornier Do 217 (Heavy), Focke-Wulf Fw 200 Condor (Medium), Heinkel He-111 (Medium), Heinkel He-177 (Heavy)

Italy: CANT Z.1007 (Medium), Fiat BR.20 (Medium), Piaggio P.108 (Heavy)

Japan: Mitsubishi G3M “Nell” (Medium), Mitsubishi G4M “Betty” (Heavy), Mitsubishi Ki-21 “Helen” (Heavy)

Soviet Union: Ilyushin Il-4 “Bob” (Heavy)

United Kingdom: Armstrong Whitworth Whitley A.W. 38 (Medium), Avro Manchester (Heavy), Vickers Wellington (Medium)

Light/Dive/Torpedo Bombers

Germany: Junkers Ju-88 (Light/Dive)

Japan: Aichi D3A "Val" (Light/Dive)

Soviet Union: Tupolev Tu-2 (Light/Dive)

United Kingdom: Fairey Battle (Light/Dive),
Fairey Swordfish (Light/Dive), Lockheed Hudson

United States: Lockheed Hudson (Light/Dive),
Douglas SBD Dauntless (Light/Dive), Douglas
TBD Devastator (Torpedo)

Naval Vessels of World War II

The following vessels are names of specific vessels. As with the others, this list is far from exhaustive.

Battleships

France: Bretagne, Courbet, Dunkerque, Jean Bart, Lorraine, Paris, Provence, Richelieu, Strasbourg

Germany: Bismarck, Deutschland, Gneisenau, Schlesien, Schleswig-Holstein, Tripitz

Japan: Fusō, Ise, Kongo, Nagato

Soviet Union: Gangut

United Kingdom: King George V, Nelson, Queen Elizabeth

United States: Colorado, Florida, Mississippi, Montana

Carriers

France : Béarn, Commandant Teste

Germany: Graf Zeppelin

Japan: Akagi, Chitose, Hosho, Ibuki, Kaga, Ryūjō, Shinano, Soryu, Taihō

United Kingdom: Archer, Avenger, Battler, Colossus, Eagle, Emperor, Formidable, Furious, Glory, Hermes, Hunter, Illustrious, Indomitable, Patroller, Pursuer, Ravager, Reaper, Slinger, Stalker, Striker, Thane, Trouncer, Unicorn, Vengeance, Victorious

United States: Antietam, Bataan, Bennington, Cowpens, Enterprise, Hornet, Lexington, Ticonderoga, Wolverine, Yorktown

Destroyers

France: Aigle, Bourrasque, Chacal, Guépard, L'Adroit, Le Fantastique, Le Hardi, Mogador, Oise, Ouragan, Vaquelin

Germany: Paul Jakobi, Theodor Riedel, Hermann Schoemann, Karl Galster

Italy: Orsa, Spica

Japan: Akatsuki, Amagiri, Fubuki, Hagikaze, Inazuma, Kagero, Kawakaze, Maikaze, Shirayuki, Takanami, Yukikaze

Soviet Union: Baku, Gnevny, Novik

United Kingdom (Cruisers): Ajax, Aurora, Bermuda, Birmingham, Edinburgh, Enterprise, Fiji, Glasgow, Kent, Liverpool, Manchester, Newcastle, Norfolk, Orion, Penelope, Sussex, York

United States: Abbot, Bush, Caldwell, Douglas H. Fox, Doyle, Eaton, Eberle, Fanning, Farragut, Gatling, Haggard

U-Boats

France: Casabianca, Surcouf

Germany: German U-boats were designated with the letter "U" and a number, such as "U-48," "U-11," etc. U-48 was the most successful U-Boat in the *Kriegsmarine*.

Japan: Much like Germany, Japanese submarines had designations using the letter "I" and a number, such as "I-18."

Soviet Union: As with other countries, the Soviet Union designated submarines by class and number. There were two classes: Type S and Type L.

United Kingdom: Grampus, Odin, Perseus, Poseidon, Safari, Sceptre, Seal, Seraph, Swordfish, Venturer

United States: Blenny, Cabrilla, Cod, Pogy, Queenfish

Source Material

There are literally thousands of movies, books, songs, and other resources concerning World War II. A very few of the most accessible and useful are listed below.

Books

Across the Dark Islands: The War in the Pacific by Floyd W. Radike, Brigadier General, U.S. Army

Band of Brothers: E Company, 506th Regiment, 101st Airborne from Normandy to Hitler's Eagle Nest by Stephen Ambrose

The Complete Idiot's Guide to World War II, Second Edition by Mitchell Bard, PhD. This provided an invaluable background and quick-reference for the writing of *Band of Zombies*

Encyclopedia of World War II by Paul G. Pierpaoli (Editor), Priscilla Mary Roberts (Editor)

The Heart of Darkness by Joseph Conrad. While not strictly a war novel, this book was the basis for the film *Apocalypse Now* and is an excellent example of atmospheric terror in a jungle setting.

The Keep, by F. Paul Wilson. A novel in which a group of SS and German infantry commandeer an ancient Keep in the Transylvanian Alps, only to discover that it houses an evil far more insidious and horrific than Hitler could ever be...and their only hope of defeating it is a Jewish scholar.

The World War II Desk Reference by Douglas Brinkley, Michael E. Haskew (Editor)

World War II (Vols. 1-39) by various authors; Time-Life Books series (out of print; readily available on eBay). This set, along with *Wikipedia* (see below), formed the core of the research for *Band of Zombies*.

World War II for Dummies by Keith Dickson

Film and Television

While books and documents are clearly an invaluable resource for scholarly theory and the recording of events, facts, names, dates, and interpretation, for a study of war nothing really hits home like seeing the events happen, be it in an epic motion picture or a documentary film. Note that not all of the films below are included for historical accuracy. *AFMBE* is, after all, a cinematic game, and a few flicks below are included for just that kind of action-packed quality that will provide game inspiration, as well as an insight into the times and the conflict. A quick trip to your local video store or a search on your favorite online vendor's site should turn up hundreds more DVDs dealing with all aspects of the war.

Air Wars: Fighter Aircraft of World War II 2-disc documentary set

Apocalypse Now, directed by Francis Ford Coppola. This film, while set in the Vietnam War, is still an excellent exploration of madness in the context of war.

Band of Brothers miniseries, produced by Stephen Ambrose and Tom Hanks

Bataan, directed by Tay Garnett

BBC History of World War II 12-disc documentary set

The Big Red One, directed by Samuel Fuller

Combat!, television series, 1962-1967

Cross of Iron, directed by Sam Peckinpah

Das Boot, directed by Wolfgang Petersen

The Dirty Dozen, directed by Robert Aldrich

The Great Escape, directed by John Sturges.

Hell is for Heroes, directed by Don Siegel

The History Channel Ultimate Collections: World War II 10-disc documentary set.

Memphis Belle, directed by Michael Caton-Jones

Patton, directed by Franklin J. Schaffner

Saving Private Ryan, directed by Stephen Spielberg

Thunderbirds of World War II 2-disc documentary
Where Eagles Dare, directed by Brian G. Hutton
World War II: the Lost Color Archives 2-disc documentary set

In addition, the History Channel, the Discovery Channel, and the Military Channel regularly have documentaries covering various aspects of the war, some of which were instrumental in the writing of this book.

Websites

The Wikipedia on World War II (http://en.wikipedia.org/wiki/World_War_II) is an extensive and generally reliable resource on most aspects of the war, from battles and key characters, to equipment and events, and often includes photos.

Democracy at War: Canadian Newspapers and the Second World War (http://www.warmuseum.ca/cwm/newspapers/intro_e.html) is an extensive archive of actual newspaper clippings from the war, giving a firsthand view of the era.

Warbird Alley (<http://www.warbirdalley.com/acft.htm>) is an excellent resource on various aircraft of World War II, with photos of most covered aircraft.

World War II Vehicles (<http://www.wwiivehicles.com/>) is an archive of armored vehicles of the era, including half-tracks, armored cars, and tanks. Includes photos.

World War II Vehicle Museum (<http://www.wwiivehiclemuseum.com/>) is a fantastic site with photos and information about tanks, artillery, and some weapons and gear of the war.

Console Games

Many console video games are incredibly detailed and well-researched these days. A few of the best are listed below, which may provide ideas for *Zombie Masters* stumped for scenarios.

Brothers In Arms series (2005-2010)

Call of Duty series (2003-Present)

Medal of Honor series (1999-Present)

Acknowledgments

This book could not have been completed without the invaluable assistance of four specific individuals. The author wishes to express appreciation and gratitude for the expertise and assistance of Ian Fielder for military history (you really kept me on the straight and narrow, bro!), Mike Vogel for military aircraft expertise, and Juliette Gouirand for psychological commentary and access to the DSM-IV. Also, a debt of gratitude is owed to Steve Trustrum for his work on *Armageddon Armies*, which acted as a baseline for many of the new rules herein, and his willingness to bash heads together with me to iron out the bumps in both our new rules sets. Thanks to all of you.

About the Author

Jason Vey has been writing stories as long as he can remember, from superheroes to swords and sorcery to space ships to Gothic horror. Telling tales that evoke emotion in other people is his passion. He has been gaming since the age of five, and actually *understanding* roleplaying games since the age of seven or eight. This is his third full book for Eden Studios, and he looks forward to future endeavors. He has celebrated his 29th birthday several times over and lives in Pittsburgh, PA with his girlfriend Julie and their crazy cat, Seamus. His website can be found at www.grey-elf.com.

CHAPTER TWO

“Oh, sweet Jesus on the cross, it hurts!”

Amanda rushed to the side of the screaming man and frowned. The bite was already starting to fester; gangrene had set in as it always did with these things just minutes after the monster had latched on. She turned her eyes, full of pity, to meet his gaze, and he in return begged her with his eyes.

“Please,” he stammered. “Make it stop hurting. Take my arm, I don’t care. Just make the pain stop. It burns so goddamn bad, I just need it to stop.”

“Did they give you morphine? How much?”

He nodded. “It didn’t work. They gave me a lot, and it didn’t work.”

Amanda swallowed the lump in her throat. She’d seen this a dozen times over the past few days, but how to tell the poor guy? You couldn’t just tell a scared, wounded soldier that even cutting his arm off might not save him at this point. You couldn’t tell him that in half an hour he could have a bullet in his brain because he was turning into one of the living dead. You just couldn’t.

Gunfire played its *tat-a-tat* snare drum roll outside as the screams of the soldiers mingled with the explosions of grenades and the groaning of the walking dead. An attack on the town, then. The battle had moved out of the forests and into the ruins. It was more than possible they’d all be walking dead, soon, if the boys outside couldn’t hold this off.

She felt the soldier’s forehead. He was burning up; she suspected the venom had already gotten into his bloodstream. But she had to try something. She had to come up with a way to save the poor bastard.

Her gaze, almost of its own volition, was drawn to the unmarked, black lockbox sitting just below the first aid kit on the wall. The cold key resting between her breasts suddenly felt like it was burning her, though she knew that was in her head, borne of the awareness of what she was contemplating. She’d been told about the program; all the medics had, and they were all sworn to secrecy about it, but this was just the scenario in which she’d been ordered to use the stuff. She swore to herself that even if it meant disobeying an order and facing a firing squad, she wouldn’t do this. But this poor guy, he was in such pain, and the stuff could save his life,

WAR IS HELL



couldn't it? The argument of natural vs. unnatural went out the window in those moments and she looked back at the poor young G.I.

"What's your name, sweetheart?" she asked.

"Parker," he said. "P . . . P.F.C. Jimmy Parker."

She managed a smile. "Well, Jimmy, the good news is I think we can help you, even make you better than you were before. The bad news is that there's a high price. Have you heard of the Captain Patriot program?"

"Everyone's heard rumors," he coughed. She winced as a glob of yellow bile emerged with the cough. He wiped it away with the back of his hand. "You telling me it's real?"

She nodded. "It is. And if you want it, it's yours. But it's still being tested. There's no guarantee"

He reached out and grabbed her by the collar, then pulled her in close. His breath stank of rot. "I know what's happening to me," he whispered. "If that stuff will save me, use it."

She disengaged his hand, nodded grimly, and went to the black box.

Introduction

“No bastard ever won a war by dying for his country. He won it by making the other poor dumb bastard die for his country.”

—General George Patton, 1942

The next two chapters are where we get into all the crunch of the game, where you'll find all the rules expansions, additions, and exceptions needed for play in the horrors of World War II neatly compiled for your reference. Here we offer new and expanded skills, new Qualities and Drawbacks, new Zombie Aspects, new Miracles, rules for aerial, naval, and mass combat, and rules for tactical (miniatures) combat.

Character Types

Play in a World War II environment requires no new character types to be added to the mix; any sort of supernaturally powered character (such as Captain Patriots, p. 26) can be created using the point spread for Inspired characters, though for differentiation's sake for non-Inspired supernatural characters, we advise renaming the Type to “Powered.”

In addition, some ZMs may want tougher, grittier characters given the nature of the setting. If this is the case, we suggest adding an extra ten points to the point pools, spread evenly among Qualities and Skills or Metaphysics. The resultant Character Types would look like this:

Characters using these 80-point spreads will be equivalent to those created in Eden's WitchCraft and Armageddon (heroic level) roleplaying games. Archetypes in this book, however, will reflect the standard 70-point AFMBE character.

Survivor

Attributes: 20

Qualities: 20

Drawbacks: up to 10

Skills: 40

Inspired/Powered

Attributes: 20

Qualities: 15

Drawbacks: up to 10

Skills: 25

Metaphysics: 20

Inspired/Powered (alternate)

Attributes: 20

Qualities: 15

Drawbacks: up to 10

Skills: 30

Metaphysics: 15

New and Expanded Skills

Bureaucracy

Every soldier should have some level of this skill, as it applies to recognizing and following the proper chain of command in the military, and represents knowledge of proper military procedures and conduct.

Guns (Type)

Types of guns in World War II are as follows: artillery, assault rifles, bombs, fixed aircraft guns, handguns, machineguns, mortars and launchers, rifles and shotguns, rockets and torpedoes, and sub-machineguns.

As you see, heavy weapons are also used with the Guns skill. Use Guns (mortars and launchers) for any man-portable antitank, antiaircraft, or explosive-launching weapon. Mortars use Perception;

bazookas and the like use Dexterity. Artillery uses the Guns (Artillery) skill, although the skill is used with Perception rather than Dexterity.

Vehicle weapons (cannon, bombs, and the like) also use the Guns skill. Tank guns are a type of artillery and use that skill, while aircraft fixed weapons use the Guns (fixed aircraft guns) skill, again with Perception rather than Dexterity. Turret-mounted machineguns on aircraft use the Guns (machineguns) skill with Dexterity as standard. Use Perception and Guns (bombs) for bombing a target as the bombardier in a B-27 or similar craft.

Military Tactics

This skill represents knowledge and execution of military history and tactics, and the ability to create new plans of action in battle. It is primarily used in the execution of large-scale operations (see Mass Combat, p. 69) but can also come in handy for smaller squads that need to analyze tactical situations. Executing and planning operations uses Intelligence and Military Tactics, while analysis of a given tactical situation uses Perception and Military Tactics.

Navigation (Type)

This skill covers knowledge of map reading and plotting, course calculating, and the like. It is common among scouts, pilots, artillery officers, and communications and sensor operators. Types of Navigation include Air, Land, and Sea. Use Navigation and Intelligence to plot and calculate a course or flight plan, and Navigation and Perception to examine someone else's course or coordinates for mistakes. The ZM may give bonuses or penalties to the Navigation roll depending upon anything from weather factors or bad or non-existent navigational equipment to an unreliable or nonexistent map. Failure indicates that the plotted course is off by 10 miles per every two points by which the roll was failed.

Parachuting

This skill determines the ability of a paratrooper to deploy his chute, steer himself in midair, and land

without breaking bones. Deploying a chute is usually done with Intelligence, while steering is handled via Perception and landing, Dexterity. A failed roll on any of these can result in all sorts of nastiness, from getting hung up in a tree to broken bones or even death (see falling damage, *AFMBE* p. 108). Unlike other skills, a simple, safe landing with a parachute in emergency situations can be performed untrained with a Simple Dexterity Test at -2. For these situations, such as ejecting from a craft that's going down, the chute generally will auto-deploy (the rip cord is attached to the ejection module and pulls automatically), eliminating the need for a Test to deploy, but at the ZM's option, a D10 can be rolled; if the result is 1, the auto-deploy fails and the chute does not open.

Seamanship

Running a ship at sea requires a lot more than knowing how to steer and propel the thing. Seamanship is a general skill that represents knowledge of how to properly crew a large naval vessel. It deals with everything from using the bilge pump to knowledge of naval terminology to the proper procedure to drop anchor. Generally, it comes into play during chases and combat and is used with Intelligence for understanding of procedures, Dexterity for operation of manual controls, and Perception for targeting, chases, reading weather signs, and similar Tasks. Usually the ZM makes the call of which Attribute to use on any given round (see Naval Combat, p. 62 for details on the use of this skill).

Systems Operations (Type)

This is the skill for reading the complicated instruments that go with the operation of large military vehicles. Types of systems operations include (but are not limited to) Naval Navigation, Aerial Navigation, Radar, Antisubmarine Measures, and Communications. Systems Operations is used with Intelligence for Tasks such as plotting a course or operating com systems, and with Perception for the use of Radar, Sonar, and HF/DF (High-Frequency Direction Finders, antisubmarine measures).



New Qualities and Drawbacks

Captain Patriot

4-point Supernatural Quality

Prerequisite: The Gift

Captain Patriots are soldiers who have been through the Allies' Patriot Program, an experimental program designed to produce superhuman soldiers who can better do battle with the zombie forces of the Axis. Details of this program can be found on page 92.

Through intensive and highly experimental drug therapy, these men make a great sacrifice for their country and become partially undead, imparting superhuman powers. In game terms, Captain Patriots receive +1 to Strength and Constitution and gain the Damage Resistant Zombie Aspect (*AFMBE* p. 151). Further, they may purchase other "special" Zombie Aspects with Character, Quality, or Metaphysics Points, at the Zombie Master's discretion. A "special" Aspect is any aspect that has a heading designating it as such in the Core Rulebook (i.e., Special Movement Features, Special Strength Features, Special Senses Features, and Special Zombie Features). Captain Patriots retain all of their skills and mental faculties, as they are not truly zombies but are only "half" undead.

On the down side, Captain Patriots gain a Level 1 Cruelty Drawback (or increase existing Cruelty by one level), and like the zombies they emulate, a Daily Need to Feed on blood (*AFMBE*, pp. 154–155). Unlike zombies with this need, Captain Patriots need at least 1 pint per day. Those who fail to feed daily do not lose Strength but suffer D6(3) Life Points of damage per day, which can be replenished only by feeding on an equal number of Life Points' worth of blood (1 pint provides D6(3) Life Points worth of blood). They must make a daily Simple Willpower Test, at a cumulative –1 penalty per day after the first, or go into a feeding frenzy and

attack the nearest living thing to get the blood they so desperately need. As long as the Captain Patriot feeds daily, this won't be a problem, however. Captain Patriots gain no additional points for these drawbacks.

Another problem with the Captain Patriot Program is that some (though not all) Captain Patriots rise again as mindless zombies when they die. The brass has as yet been unable to determine a pattern that predicts who will and won't rise again upon death. For this reason, Captain Patriots who fall in battle are generally pacified immediately with a bullet through the brain.

Captain Patriots may not purchase any other metaphysics, including (and especially) Miracles.

Captain Patriot in Game

ZMs who feel that Captain Patriot is too pulp or comic bookish for their games, feel free to disallow this Quality; it is a twisted tribute to pulp comics and magazines such as *Weird Tales*, which entertained the troops in the trenches during the war. Captain Patriots are, however, included as canon in the setting chapters that follow. ZMs wishing to disallow them in favor of a more horrific version are encouraged to check the guidelines for revenants as Cast Members (p. 95).

Also, the list of Aspects available to Captain Patriots can be increased by using other *AFMBE* sourcebooks. *Zombie Masters* should use discretion when allowing Aspects; certain combinations can result in very hard to kill characters (we recommend Captain Patriots be allowed Natural Armor no better than Leathery Hide, p. 32). In general, an Aspect linked to an Attribute costs 3 Character Points to purchase, and an Aspect with a cost of Attribute x 2 costs 4 Character Points. Captain Patriots are Powered, created using the Inspired Character Type point spread.

Combat Medic/Chaplain Status

2-point Social Quality

According to the Geneva Convention, medics and chaplains are off-limits as targets on the battlefield. Of course, this requires the enemy to recognize a soldier as a chaplain or medic. Likewise, medics and chaplains are not supposed to engage in active combat. Cast Members with this Quality, while wearing their distinctive "red cross" arm bands, invoke a Perception + Notice Task from any living, uniformed enemy soldier attempting to attack them on the battlefield. If the Task succeeds, the enemy recognizes the character as off-limits and must make a Simple Willpower Test to attack the character. Enemies with any levels in the Honorable Drawback (*AFMBE* p. 43) may not attack those with this Quality unless attacked first.

Enemies with Cruel of greater than level one are not subject to the effects of this Quality. Likewise, if a combat medic or chaplain attacks an enemy soldier (not including the use of Miracles against undead, *AFMBE* pp. 62–66), this Quality does not apply for the remainder of the scene. Intelligent undead may or may not be subject to the Quality, at the ZM's discretion.

Cool under Fire

1-point Mental Quality

Even at the worst of times, these characters are cool as cucumbers in an icebox. This Quality is a sort of lesser version of Nerves of Steel, granting a +2 bonus when making Fear Tests. In addition, any time a character with this Quality would gain a Shell Shock Point through failing a Fear Test, he may make a second Difficult Willpower Test to avoid gaining the point. Cool under Fire may not be combined with Nerves of Steel; if a character has both, the latter supersedes the former.

Emotional Problems: Violent Tendencies

1- to 3-point Mental Drawback

It could be because there's something wired wrong in his head, or because he's been made hard and cold by the atrocities he's seen during the war, but for whatever reason, this character gets off on

bloodshed. He can't walk away from a fight, and whenever he's in doubt about what to do, he starts swinging, stabbing, or shooting. Whenever the opportunity to engage in a bit of the old ultraviolence arises, the character must pass a Simple Willpower Test with a penalty equal to the value of the drawback, or he starts killing people.

Fatigue-Prone

3-point Physical Drawback

Characters with this Drawback get worn out more easily than others and suffer double normal Endurance Loss for exertion, lack of sleep, and encumbrance (*AFMBE* pp. 114, 126). In general, this Drawback is not suited for military characters, as basic training tends to beat fatigue out of men, but resistance fighters, combat journalists, and other normal men and women thrown into situations beyond their control may suffer its effects, as well as those developing Shell Shock (see p. 55).

Hotdog (Type)

1-5 point Physical Quality

Skilled drivers and practiced pilots are a dime a dozen, but only a rare few are naturals when it comes to coaxing exceptional performance from a

vehicle. If a character wants to have more than one type of vehicle in which he is a Hotdog, he must purchase this Quality multiple times, assigning each Hotdog to a particular Type of Driving or Piloting.

In game terms, for each level of Hotdog a character possesses for a given Piloting type, once per game session the character can reroll a failed Task involving that skill, using the higher result of the two rolls. Hotdog costs 1 point per level and has a 5-level limit for any given Piloting Type, though characters may take levels with additional Skill Types.

Military Rank

1-point per level Quality or Drawback

The following Military Rank Quality is far more detailed than that appearing in other **Unisystem**

U.S. Army Corporals vs. Technicians/Specialists

Corporals are noncommissioned officers, while specialists are not. Both receive the same pay, but corporals act as team or section leaders, among other duties entailing greater responsibility, whereas Specialists are essentially Privates with rank.

Rank and Cast Members

In all countries, noncommissioned officer rank begins with the highest O-level Quality Rank possible (Corporal in the U.S., Britain, USSR, and Japan, Oberstabsgefreiter in Germany, Caporale in Italy). Commissioned officer ranks start at Quality Rank 3. Commissioned officers are spread thin over units of men, and most Cast Members should have a Rank of 0 or -1.

It is possible (using Army designations for rank) to have up to two sergeants or lieutenants in a typical sized group, but generally there should not be more than one character with a rank of captain or higher, as these are officers in charge of larger groups of men. In addition, characters with a rank of Major or higher will very likely not be in the trenches as much as a normal character, being the upper brass that plans and executes operations. As such, a Rank of 5 or higher is generally not available to Cast Members. Characters with these ranks are an indicator of an epic-scale game that revolves much more around mass combat, strategy, and tactics than should most games of this sort. In short, there will be very little survival horror involved with high-ranking Cast Members. However, as with all aspects of the game, if you can make it work in your game, then by all means have fun!

For more on military rank and Cast Members, as well as a great deal of in-depth information on military life and war in general, including many more wartime- and military-related Qualities and Drawbacks, we recommend the upcoming *Armageddon* sourcebook, *Armageddon Armies*.

All Flesh Must Be Eaten™

Comparative Military Ranks (World War II)

Quality Rank	Great Britain	United States	Soviet Union	Germany	Italy	Japan
10	-	-	Generalissimo of the Soviet Union ⁵	-	-	-
10	-	Admiral of the Navy ¹ , General of the Armies ²	Marshal of the Soviet Union ⁵	Reichsmarschall des Großdeutschen Reiches ⁵	Primo Maresciallo dell'Impero ⁵	-
10	Admiral of the Fleet ¹ , Field Marshal ² , Marshal of the RAF/other Commonwealth air force ³	Fleet Admiral ¹ , General of the Army ²	Chief Marshal ²	Großadmiral ¹ , Generalfeldmarschall ² , Reichsführer-SS ⁴	Grand'Ammiraglio ¹ , Maresciallo d'Italia ²	Gensui ⁵
			Admiral of the Fleet ¹ , General of the Army ² , Marshal ²			
9	Admiral ¹ , General ² , Air Chief Marshal ³	Admiral ¹ , General ²	Admiral ¹ , General-Colonel ²	Generaladmiral ¹ , Generaloberst ² , Oberstgruppenführer ⁴	Ammiraglio di Armata ¹ , Generale d'Armata ²	Taishō ⁵
8	Vice-Admiral ¹ , Lieutenant-General ² , Air Marshal ³	Vice Admiral ¹ , Lieutenant General ²	General-Lieutenant ²	Admiral ¹ , General ² , Obergruppenführer ⁴	Ammiraglio di Squadra ¹ , Generale di Corpo d'Armata ²	Chūjū ⁵
8	Rear-Admiral ¹ , Major-General ² , Air Vice-Marshal ³	Rear Admiral Upper Half ¹ , Major General ²	Counter-Admiral ¹ , General-Major ²	Vizeadmiral ¹ , Generalleutnant ² , Gruppenführer ⁴	Contrammiraglio ¹ , Generale di Divisione ²	Shōshō ⁵
7	Commodore ¹ , Brigadier ² , Air Commodore ³	Rear Admiral Lower Half / Commodore ¹ , Brigadier General ²	-	Konteradmiral ¹ , Generalmajor ² , Brigadeführer ⁴	Generale di Brigata ²	-
				Kommodore ¹ , Oberführer ⁴		
7	Captain ¹ , Colonel ² , Group Captain ³	Captain ¹ , Colonel ²	Captain 1st rank ¹ , Polkovnik ²	Kapitän zur See ¹ , Oberst ² , Standartenführer ⁴	Capitano di Vascello ¹ , Colonnello ²	Daisa ¹ , Taisa ²
6	Commander ¹ , Lieutenant-Colonel ² , Wing Commander ³	Commander ¹ , Lieutenant Colonel ²	Captain 2nd rank ¹ , Podpolkovnik ²	Fregattenkapitän ¹ , Oberstleutnant ² , Obersturmbannführer ⁴	Capitano di Fregata ¹ , Tenente Colonnello ²	Chūsa ⁵
5	Lieutenant-Commander ¹ , Major ² , Squadron Leader ³	Lieutenant Commander ¹ , Major ²	Captain 3rd rank ¹ , Major ²	Korvettenkapitän ¹ , Major ² , Sturmbannführer ⁴	Capitano di Corvetta ¹ , Maggiore ²	Shōsa ⁵
4	Lieutenant ¹ , Captain ² , Flight Lieutenant ³	Lieutenant ¹ , Captain ²	Captain-Lieutenant ¹ , Captain ²	Kapitänleutnant ¹ , Hauptmann ² , Hauptsturmführer ⁴	Primo Capitano ²	Daii ¹ , Taii ²
					Tenente di Vascello ¹ , Capitano ²	
3	Sub-Lieutenant ¹ , Lieutenant ² , Flying Officer ³	Lieutenant Junior Grade ¹ , First Lieutenant ²	Senior Lieutenant ^{1,2}	Oberleutnant zur See ¹ , Oberleutnant ² , Obersturmführer ⁴	Sottotenente di Vascello ¹ , Primo Tenente ²	Chūi ⁵
3	Commissioned Warrant Officer ¹ , Second Lieutenant ² , Pilot Officer ³	Ensign ¹ , Second Lieutenant ²	Lieutenant ^{1,2}	Leutnant zur See ¹ , Leutnant ² , Untersturmführer ⁴	Guardiamarina ¹ , Tenente ²	Shōi ⁵
			Junior Lieutenant ^{1,2}		Sottotenente ²	
2	Chief Petty Officer ¹ , Warrant Officer ² , Flight Sergeant ³	Master Sergeant ²	Senior Sergeant ^{1,2}	Stabsbootmann ¹ , Stabsfeldwebel ²	Sergente Maggiore Capo ²	Sōchō (Sergeant Major)
2	Petty Officer ¹ , Staff Sergeant ²	Chief Petty Officer ¹ , Sergeant First Class ²	Sergeant ^{1,2}	Oberfähnrich zur See ¹ , Oberfähnrich ²	Capo ¹ , Sergente Maggiore ²	
1	Petty Officer ¹ , Sergeant ^{2,3}	Petty Officer 2nd Class ¹ , Sergeant ²	Farrier ^{1,2}	Maat ¹ , Unteroffizier ²	Sergente ^{1,2}	Gunsō (Sergeant)
0	Corporal ^{2,3}	Petty Officer 3rd Class ¹ , Corporal ²	Corporal ^{1,2}	Oberstabsgefreiter ^{1,2}	Sottocapo ¹ , Caporale ²	Gochō (Corporal) ⁷
0		Technician/Specialist ²		Stabsgefreiter ^{1,2}		Jōtōhei (Superior Private) ⁶
-1	Lance Corporal ²	Seaman ¹ , Private First Class ²	-	Obergefreiter ^{1,2}	Comune ¹	Ittōhei (Pvt. 1st Class)
-2	Private ² , Aircraft Man ³	Seaman Recruit ¹ , Private ²	Private ^{1,2}	Gefreiter ^{1,2}	Soldato ²	Nitōhei (Recruit)

¹Navy ²Army ³Air Force (Britain only; all other countries use army ranks for air corps)

⁴SS

⁵Generic army ranks not specific to any service

*Japanese noncommissioned ranks translate to the same as United States (transliteration unavailable)

works and is intended to replace existing Military Rank Qualities and Drawbacks. When two or more ranks share the same Rank Level, spending the indicated points attains only the lower rank; all other ranks of that Level must be attained by some other means once the game has begun, such as from time in service, exemplary performance, commander recommendation, and so on.

Natural Sniper

1-point per level Physical Quality

The character has the ability to naturally gauge distance, wind, angle, and elevation better than most people. This Quality allows the character to make a Perception and Notice Task (modified by normal rifle ranges) to determine the best angle for striking a target. This Task is not modified by levels in the Quality.

Success in the Task allows the character to estimate the approximate distance of a target and reduce range-related Strike Task penalties (*AFMBE*, p. 102) or penalties for targeting body parts (*AFMBE* p. 104) by the levels in this Quality. Note that damage is not affected using this quality; reduced damage multipliers still apply, and a gun still cannot damage a target beyond its maximum range, as the bullet's velocity is decreased too much by that point; this Quality merely allows for reduced Strike Task penalties for long-range firing. Finally, this Quality cannot provide bonuses to strike; it can only offset penalties for range or called shots to zero.

Obligation (Type)

Variable Social Drawback

Some rights are accompanied by duties. An Obligation must be followed to various degrees and grants a number of points depending on the strictness of its dictates.

This Drawback is especially relevant to military types in World War II, but could also be taken for religious sects, government agencies, or many other groups. Normal obligations to friends and family are worth no points.

Important: The character is expected to routinely risk himself for the cause and go above-and-beyond the normal call of duty. An Important Obligation is worth 1 point.

Major: The character is expected to put the welfare of the group or cause above her own. He is always on call and does not have time to pursue such activities as a normal job, or have much of a personal life. The penalties for disobedience or selfishness are severe and may include death. This is worth 2 points.

Total: The character is expected to die for the group or cause, if need be. Missions are generally extremely hazardous, and the character is constantly in danger of imprisonment, torture, or execution. This is worth 3 points.

Resistance (Shell Shock)

1 point per Level Quality

Resistance (Shell Shock) works like all other resistance Qualities in that the Cast Member adds levels of the Quality to all rolls to resist the effects of Shell Shock. If a character fails a Fear Test and would normally gain a Shell Shock point, but levels in this Quality would allow the character to succeed at that Fear test, he gains no Shell Shock point from the failure (though he still suffers the effects of a failed Fear Test).

Example: *Joe has two levels in Resistance (Shell Shock). Confronted by zombies, he has to make a Fear Test (AFMBE p. 96), which he fails by 2. Normally, this would result in the consequences of a failed Fear test and gaining a Shell Shock Point. However, his two levels in Resistance (Shell Shock) allow him to avoid gaining the Shell Shock Point, even though he still suffers the effects of Fear.*

Slow Reaction Time

3-point Mental Drawback

The exact opposite of Fast Reaction Time (*AFMBE* p. 42), characters with this Drawback are exceptionally easy to surprise and blindsides, and are often very slow to respond to dangerous situations.

Characters with this Quality act last in any Initiative round and suffer -2 to Dexterity-based Tests and Tasks related to reflexes (including Dodge and Parry combat maneuvers). Finally, such characters suffer -1 to all Willpower Tests to resist Fear. This Drawback may not be taken at character creation in conjunction with Fast Reaction Time; if a character who has Fast Reaction Time acquires this Drawback through Shell Shock (see p. 55), the two simply offset one another and no benefit or hindrance is gained from either.

Unfocused

2-point Mental Drawback

Some people have a hard time staying on task. Either they have a short attention span, a difficult time concentrating, or are simply unmotivated. Characters with this Drawback have a hard time prioritizing and initiating routine tasks, and suffer from lack of concentration and drive. In game terms, this results in a -1 penalty to all Tasks and Tests that require ongoing focus, planning, and/or concentration. These characters aren't dim-witted, necessarily, so a Perception + Notice Task to recognize immediate danger might not be penalized, while a Simple Perception Test to carefully search an area would be penalized. Likewise, an Intelligence Test to quickly intuit a solution to a problem wouldn't be penalized, while an Intelligence Test to study and learn a document would. The exact adjudication of these penalties is left to the discretion of the Zombie Master.

New Zombie Aspects

The following Aspects are available to Zombies and, at the ZM's discretion, may be available for purchase by Captain Patriots.

Environmental Adaptation (Type)

Power: +10

Special Aspect

Zombies with this ability are uniquely suited to their native environment; some feature of the mon-

ster provides it cover and natural camouflage (desert zombies develop leathery, tanned skin the color of sand; jungle zombies grow moss and lichen all over themselves, enabling them to blend in with the trees) and a unique ability to overcome the geographic hardships of the environs in which they live. A few standards are listed below; ZMs are encouraged to come up with more.

Aquatic Zombies: Aquatic zombies can move through water at their standard movement/speed (a 3-point version of the Aquatic power) via swimming or walking on the bottom, and are unaffected by the pressures of ocean depths. They also gain Leaping and Animal Cunning (2-point version), in addition to two levels of the Stealth skill in aquatic environs (including swamps, oceans, rivers, etc).

Desert Zombies: Flame Resistant (3-point version), Burrowing, and Natural Armor (Leathery Hide) (AV D6+1(4)) in addition to Stealth 2 in Desert environments.

Forest or Jungle Zombies: Climbing, Brachiation (3-point ability to swing and leap through trees at their standard movement/Speed), Natural Armor from being covered with vines and moss (treat as Bandages, AV D4-1(1) but flammable), and Scent Tracking, in addition to Stealth 2 in Jungle environs.

Urban Zombies: Urban zombies gain Life Sense, Climbing, and Senses (Like a Hawk), plus Stealth 2 in Urban environments.

Flying Death

Power: +3

Special Movement Aspect

The Wehrmacht had a field day experimenting on the undead; these gruesome critters are one of their greatest triumphs. These zombies have had the marrow hollowed from their bones and have been granted large, leathery wings with which they can fly through the air at a base speed of Dexterity x 2.

Gun Zombie

Power: +3 or +6

Special Aspect

This zombie has undergone surgical procedures to replace a limb with a gun, which the zombie acti-



vates by flexing a tendon wrapped around the trigger. The lower version of this power gives the creature an automatic pistol, dealing $D6 \times 3(9)$ points of damage. The higher version loads the critter with a submachine gun, dealing $D6 \times 4(12)$ damage and allowing the creature to make burst and full-auto attacks. Generally, these monsters are given only a single load; if the gun can be reloaded, increase the value of this Power by 1 and assume the zombie has been trained to reload the weapon. Zombies with this power also have 1 free level of Guns (handguns) or Guns (submachineguns).

Natural Armor **Power: 1 point
per level**

Special Aspect

The zombie possesses a tough hide or covering granting natural armor, providing an AV dependent upon the type of covering:

Bandages: Zombies that are covered with stiff bandages gain AV $d4-1(1)$ but are flammable and continue burning until the zombie dies or is extinguished (cause 1DP per turn in damage). Bandages are a 1-point power.

Leathery Hide: Zombies with a tough, leathery skin gain AV $D6+1(4)$. This is a 2-point power.

Chain Shirt Body: These zombies gain AV $D8 \times 2(8)$. The power is worth 3 points.

Skin Like Iron: The toughest natural armor available, granting an AV of $(D8 \times 2) + 8(16)$, is worth 4 points.

Venom **Power: Variable
(see text)**

Special Aspect

These zombies excrete a toxin from their teeth or claws (if they have the Claws Aspect). This toxin does damage per the Corrosive Damage Table on *AFMBE* p. 107; the value of the power is equal to twice the Strength Rating of the poison (so a Strength 1 poison is Power 2, a Strength 4 poison is Power 8, etc).

New Miracles

Following the entry of undead into the war, it seems Heaven itself gets involved, and suddenly military chaplains, civilian priests, and holy men of all types become powerful weapons against the onslaught of Hell's legions. The following new Miracles are available to any Inspired character. All require the Inspiration Quality as a prerequisite (AFMBE p. 49).

A Reminder

*Zombie Masters are encouraged to remember the rule on page 62 of AFMBE regarding the use of Miracles. Having supernatural powers from the divine is not *carte blanche* to fry Nazis with holy fire; in fact, using a Miracle against a living opponent, unless that specific living foe is of a truly demonic character or is himself serving or using supernatural powers, will likely fail, and not all Axis soldiers are willing pawns of supernatural forces; many don't even know what the Thule Society has done. ZMs should adjudicate this carefully, lest Inspired threaten to overwhelm the game.*

Blessed Bullets

This Miracle allows the Inspired to bless a single load of ammunition in a hand-held firearm, such as a rifle, pistol, submachinegun, or machinegun, granting it a small bonus to hit a target and dealing devastating damage against the undead. It does not affect artillery or explosives. The cost of the Miracle is 1 Essence per bullet in the magazine or breach (thus, if a gun has a capacity of 12, blessing a full magazine or load would cost 12 Essence; if only four bullets are in the magazine when the Blessing is cast, only those four bullets are affected and the cost is 4 Essence). The Miracle functions only on bullets loaded into the gun or magazine at the time the Miracle is used. The Inspired does not recover the Essence spent in blessing ammunition until all blessed ammunition is expended. In addition, once a full load of ammunition is expended from the magazine or breach, the Miracle expires.

Attempting to reload before the blessed ammunition is used up will not impart a blessing to the later-added ammunition; only the initial load is blessed.

Blessed bullets gain +1 to hit and even on a standard success automatically hit the zombie's Weak Spot, if it is a bodily Weak Spot. Zombies with special Weak Spots (chemicals, fire, etc.) are damaged as though these bullets were made of the substance to which the zombie is vulnerable.

Divine Mist

By spending 15 Essence, the Inspired calls forth a thick mist to obscure him and his allies from the enemy. The mist sprouts forth from the ground all around, covering an area 30 feet (10 meters) square, and only in front of or behind the Inspired. The mist hangs like an impenetrable fog, limiting visibility to one foot (0.3 meter), and lasts for five minutes. For each additional Essence point spent, the area of the mist increases by one square foot, or the duration increases by five minutes.

Ray of Heaven

This Miracle enables the Cast Member to channel divine energy into a beam of power that damages undead. The Inspired must make a Perception + Willpower Test to strike the target, and damage is equal to D4(2) per Essence spent. This ability has no effect on living creatures but will deal full damage to all zombies, regardless of the creature's Weak Spot.

Sense Legion

They say Hell is Legion, and this power allows the Inspired to know right where they are. By spending 10 Essence, the Inspired can make a Simple Perception Test to sense the presence of undead and other supernatural evils in the area. The sense is not exact and manifests more as a feeling of "there is great evil here," though the Inspired will get a sense of the general direction of the presence (ahead, behind, to the left, etc.), a general idea of the number (a few, many, a great many), and an idea of the type (demons, zombies, vampires, a mix, etc.). This ability lasts for five minutes; each additional point spent increases the duration by five minutes.

Sword of Fire

Using this Miracle, the Inspired sprouts a sword made of celestial fire, which he can use in combat against any enemy. The Inspired is immune to the effects of the blade, but to all others, the sword deals D6(3) x Strength slash/stab and fire damage and is wielded with a standard Dexterity and Hand Weapon (Sword) Task. It costs 10 Essence to activate and lasts until the Inspired wills it to disappear, but it must be carried. The moment the Inspired lets it go, the sword vanishes. The sword will not ignite inanimate flammable material; it is useful as a weapon, not for starting fires. Like Ray of Heaven, it is useful against all undead, regardless of Weak Spot.

Equipment and Weapons of World War II

Close Combat Weapons

The most common close combat weapons in World War II were the combat knife, the bayonet, and the Japanese Type 98 Military Sword. These weapons can all be found on page 132 of the *AFMBE* core rulebook. The combat knife is (obviously) a knife, the Japanese sword is a katana, and the bayonet counts as a spear when mounted (though it obviously can't be thrown) or a knife when not mounted. Some officers in other countries may also have carried swords of various types; generally these are of the cavalry saber variety, deal D8(4) x Strength damage, and are otherwise similar to a curved rapier.

Firearms

Statistics for the Colt .45 pistol, the Luger pistol, the M1 Carbine and Garand, the Mauser rifle, the .30 machinegun, and the MG 42 machinegun can be found in the *AFMBE* core rulebook, page 135. In addition, soldiers often carried "personal" weapons sent to them as gifts or brought from home. Such weapons could include revolvers, shotguns, or even (though much rarer) civilian rifles. Stats for all such weapons are per the table on page 134 of the *AFMBE* core rulebook.

New Firearms

The table for new firearms does not include a column for cost, as firearms for soldiers in wartime are issued by the government and don't cost the soldier anything. Availability is from the Allied point of view; a "C" denotes a standard-issue weapon. A "U" denotes a standard-issue Axis weapon that can be picked up on a battlefield, a weapon issued to officers in the Allied forces, or a "specialty" weapon, such as a submachinegun. These weapons aren't just lying around for the taking, but it would not be surprising to see them (most units had at least one or two submachineguns). An "R" indicates an Axis weapon that is issued only to officers and will be difficult to find (a Luger pistol would be a good example of a rare weapon for Allied troops).

Of the weapons found in the *AFMBE* core rulebook, only the M1 Carbine and Garand should have a rating of "C." Colt .45 pistols, .30 machineguns, and Mauser rifles are "U," and Lugers and MG42 machineguns are "R."

Arisaka Type 99 Rifle: This bolt-action rifle was a staple of Japanese soldiers throughout the war. Like many of the weapons in the era, it went through many incarnations but was overall a reliable and incredibly accurate weapon. While it lacks the benefits of semiautomatic fire offered by the M1 Carbine, it is accurate to longer ranges, making it an attractive weapon for snipers and sharpshooters. The Type 99 was produced in four varieties, from short rifle to sniper rifle; the stats here reflect an amalgamation of the types. The British standard military rifle, the Lee-Enfield, was very similar to this firearm.

Beretta M1934: The standard .380 sidearm of the Italian army, this pistol remains popular even to the present day.

Beretta Model 38/42: Italian submachinegun that is functionally similar to the British Lanchester SMG.

New Firearms Table

Weapon	Range	Damage	Cap	EV	Avail	Notes
Arisaka Type 99 Rifle	15/75/225/900/1000	D8 x 6(24)	5	8/4	U	Japanese
Beretta M1934	3/10/20/60/120	D6 x 3(9)	7	1/1	R	Italian
Beretta Model 38/42	3/15/30/100/200	D6 x 4(12)	50	6/3	R	Italian
Enfield Revolver	3/10/20/60/120	D8 x 4(16)	6	1/1	C	British
FG42 Automatic Rifle	10/50/150/600/1000	D8 x 5 (20)	10 or 20	10/5	R	German**
Flamethrower	3/5/15/25/40	D6 x 2(6)	Special	22/11	R	All
Koshikawa Type 26 Revolver	3/10/20/60/120	D6 x 4(12)	6	1/1	R	Japanese*
Lanchester SMG	3/15/30/100/200	D6 x 4(12)	50	6/3	U	British
Lee-Enfield Rifle	10/50/150/600/1000	D8 x 6(24)	10	8/4	C	British
M3 Grease Gun	3/15/30/100/200	D8 x 4 (16)	50 or 100	6/3	U	American
Mauser "Broomhandle" C96	3/10/20/60/120	D6 x 4 (12)	10	1/1	R	German
Mosin-Nagant	10/50/150/600/1000	D8 x 5(20)	5	8/4	U	Soviet
MP40 submachinegun	3/15/30/100/200	D6 x 4(12)	32	6/3	U	German
Nambu pistol	3/10/20/60/120	D6 x 3(9)	8	1/1	R	Japanese#
Soviet AVS-36	10/50/150/600/1000	D8 x 5 (20)	15	10/5	R	Soviet
Sten Gun	3/15/30/100/200	D6 x 4 (10)	32	6/3	C/U	British
Thompson submachinegun	3/15/30/100/200	D8 x 4 (16)	50 or 100	6/3	U	American/Allied
Tokarev TT-33	3/10/20/60/120	D6 x 4 (12)	8	1/1	C	Soviet
Walther P38 or Luger P08	3/10/20/60/120	D6 x 4(12)	8	1/1	R	German
"Woodpecker" Heavy Machinegun	10/150/300/2000/6000	D8 x 6(24)	30	24/12	R	Japanese

* -2 to all rolls to hit with this weapon. See description.

**This weapon suffers severe accuracy penalties when using burst fire. See description.

+2 to all rolls to hit with this weapon. See description.

Enfield No. 2 Mark 1 Revolver: The standard sidearm of the British military, this revolver fired a .38 caliber round, but with a 200 grain bullet, making it as effective as a .455 caliber pistol. It could also fire standard .38 caliber rounds, which would in turn deal D6 x 3(9) damage.

FG42 Automatic Rifle: First developed for paratroopers, this weapon is one of the earliest examples of the modern assault rifle, capable of semiautomatic, burst, and fully automatic firing. However, the construction of the weapon (including a large side-mounted box magazine) resulted in poor balance,

and the significant barrel rise made burst fire of limited utility at best; when using burst with this weapon (*AFMBE* p. 102), divide success levels by 2 (minimum 1) to determine how many bullets hit. Since the rules for "Rock n' Roll" automatic fire already assume wild shooting, these remain unaffected by the FG42's lack of balance and accuracy. These penalties are offset and do not apply when using a bipod mounted on the bottom of the barrel to stabilize the weapon.

Flamethrower: Almost every country involved in World War II had some kind of flamethrower; all varied in some (generally minor) way but are similar enough that game stats do not differentiate between varieties. Flamethrowers are not used as precision weapons; rather, they are used to clear out bunkers, pillboxes, and underground tunnels. They fire a stream of flammable liquid (often gasoline or kerosene) through a small butane flame at the tip of the barrel, immolating any in the way of the stream. Fuel is carried in a four-gallon tank on the back of the user and provides 10 to 15 1-second bursts. Damage from a flamethrower occurs each round for D8(4) rounds until the liquid burns itself out (though other flammable materials might catch and burn on their own; ZM's option). Each round, anyone covered by flame from one of these weapons must make a Consciousness Test (*AFMBE* p. 112) or pass out from the pain.

Koshikawa Type 26 Revolver: The first "modern" pistol adopted by the Japanese army, this is a hammerless double-action revolver that suffered major design flaws. Though its 9 mm caliber offers more penetration than the Nambu pistol, the cylinders were often misaligned with the barrel, resulting in inaccuracy and a weapon potentially dangerous to the user. Any time the Rule of One is invoked (*AFMBE* p. 93) the gun jams and requires a full round and an Intelligence + Guns (pistols) Task to clear. If the roll of 1 is backed up with a second 1, the gun barrel explodes, inflicting D4 x 2 (4) points of damage to the user.

Lanchester SMG: British submachinegun whose 9 mm caliber was offset by its 50-round magazine. It could fire semi- or fully automatic.

Lee-Enfield Rifle: Standard-issue British rifle, bolt-action, with a 10-round magazine and firing .303 caliber (7.7 mm) rounds. This weapon is functionally similar to the Japanese Arisaka rifle, though not quite as accurate.

M3 "Grease Gun": This submachinegun was created as a cheaper, mass-produced replacement for the expensive Tommy gun. It was nicknamed "Grease Gun" because of its resemblance to an

automotive grease gun. While it incorporated several design upgrades, it is functionally similar to its cousin, though slightly more common to encounter in the field. The major difference between the Grease Gun and the Thompson is the lack of a semi-automatic setting. Thus, all uses of the M3 must be via either burst or full automatic fire (*AFMBE* p. 102). Submachineguns were generally issued only to NCOs and officers.

Mauser "Broomhandle" C96: 9 mm semiautomatic pistol used by German officers in place of a Luger or P38. This weapon, named for the shape of its grip, is more of an "old guard" type pistol, having been manufactured only through 1936, though it is functional, reliable, and accurate.

Mosin-Nagant: Soviet bolt-action rifle functionally similar to the Lee-Enfield, though with a 5-round clip and firing 7.62 rounds.

MP40 Submachinegun: Common German submachinegun in World War II, functionally similar to the British Sten gun.

Nambu Automatic Pistol: One of the best pistols used by the Japanese army, but a dubious distinction considering the low quality of Japanese weaponry in general. The Nambu pistol used 8 mm ammunition but was incredibly accurate. Unfortunately, the design flaws caused weapons that were often as dangerous to the user as to the target. Any time the Rule of One is invoked (*AFMBE* p. 93), the weapon suffers the same problem as the Koshikawa revolver.

Soviet AVS-36: Soviet automatic rifle that is functionally similar to the FG42.

Sten Gun: British submachinegun in wide use during World War II. Notable for its simple design and low manufacturing costs. It fired 9 mm Parabellum rounds. The name "Sten" is an acronym derived from Shepherd (S), Turpin (T), and Enfield (En), the first two being the surnames of the designers and the last the location of the manufacturing plant. More common than other submachineguns in the war, the Sten was still not a standard-issue weapon, hence its designation of C/U (common/uncommon).

Thompson Submachinegun: the more expensive counterpart to the M3 Grease Gun, the “Tommy gun” saw fairly extensive use during the war. Unlike the M3, the Thompson is capable of firing semiautomatically, but also is prone to overheating. On a roll of 1, the gun jams and requires a full round and an Intelligence + Guns (submachineguns) Task to clear.

Tokarev TT-33: A standard Russian sidearm during the war, the Tokarev TT-33 is one of the most reliable handguns of all time. It fires a 7.62 x 25 mm round, similar to that fired by a .30 caliber Mauser.

Walther P38 or Luger P08: The Walter P38 came into service in 1938 as a replacement for the Luger and was issued widely to NCOs and officers in the Wehrmacht.

“Woodpecker” Type 92 Heavy Machinegun: This Japanese tripod-mounted machinegun was nicknamed “Woodpecker” by American GIs because of the unique noise the weapon made when firing. In most respects, it is statistically similar to the United States .30 machinegun. Other machineguns were in service, both heavy and light, but in game terms most are functionally similar, so all won’t be listed here. It should be noted that machineguns were also used as anti-aircraft weapons against fighters.

Other Machineguns

Every army involved in World War II had machineguns. For the most part, except for the exact caliber of cartridge, these will all have the same game stats. Aside from the U.S. and German guns in the core rulebook, and the Woodpecker detailed here, the British used the Bren machinegun, the Lewis gun, and the Vickers machinegun, all of which fired .303 (7.7 mm) British ammo; the Italians had the Breda 30, which fired 6.5 mm Carcano ammo; and the Soviets used the Degtyarev light machinegun, which fired 7.62 ammo.



Other Firearms

There are quite literally dozens of other firearms that saw active use in World War II; those listed here are the most commonly encountered, and others will largely be variations on what is already listed. Remember that generally in the Unisystem, it's possible to stat up almost any weapon using its caliber and type (pistol, rifle, shotgun, assault rifle, etc.). The chart on page 134 of the *AFMBE* core rulebook does not include information on the 7.7 mm cartridge; in practice, this round is more similar to a .30-.06 rather than to a 7.62. Likewise, 7.62 x 25 mm pistol cartridges, while similar to .30 caliber in size, are similar to 9 mm in damage, due to the high muzzle velocity and penetration of the load.

Explosives

Full rules on how explosives work, as well as statistics for thrown grenades, grenade launchers, and mortar shells can be found in the *AFMBE* core rulebook, pp. 136–137. The expanded tables here supplement that information.

Explosive Weapons Table

Weapon	Range	EV
Land Mine	0	n/a
Light Artillery	5-10 miles (3-15 km)	#
Medium/Heavy Artillery	10-30 miles (15-45 km)	#
Light Rocket	100/500/1000/2000/2500	25/12
Medium Rocket	10-20 miles (15-30 km)	#
Heavy Rocket	20-100 miles (30-150 km)	#
Light Anti-Tank Gun	10/30/50/100/150	10/5
Medium Anti-Tank Gun	65/4000	#
Heavy Anti-Tank Gun	500/6000	#

#Artillery and heavy self-propelled munitions weigh thousands of pounds.

They are towed by, or mounted on, vehicles, or are simply part of ground installations.

Area of Effect

An explosive area of effect is expressed as a radius (the distance from the center of the explosion to the edge of the circle-shaped area it affects). As always, meters may be roughly substituted for yards for those using the metric system.

Explosive Area of Effect Table

Explosive Type	Ground Zero	General Effect	Maximum Range
Land Mine (Anti-personnel)	1 yard	3 yards	5 yards
Land Mine (Anti-tank, "Bouncing Betty")	2 yards	6 yards	10 yards
Light Artillery/Light Bomb	5 yards	10 yards	20 yards
Medium Artillery/Medium Bomb	10 yards	20 yards	50 yards
Heavy Artillery	15 yards	30 yards	75 yards
Heavy Bomb	20 yards	50 yards	100 yards
Napalm	10 yards	20 yards	50 yards
Light Rocket	1 yard	2 yards	5 yards
Medium or Heavy Rocket	1 yard	10 yards	20 yards
Light Anti-Tank Shell	1 yard	2 yards	5 yards
Medium Anti-Tank Shell	1 yard	5 yards	10 yards
Heavy Anti-Tank Shell	1 yard	10 yards	20 yards

Explosive Damage Table

Weapon Type	Ground Zero	General Effect	Maximum Range
Anti-Tank			
Light Anti-Tank Shell	D10 x 7(35)*	D6 x 5(15)	D4 x 5(10)
Medium Anti-Tank Shell	D10 x 30(150)*	D6 x 10(30)	D4 x 10(20)
Heavy Anti-Tank Shell#	D10 x 50(250)*	D6 x 15(45)	D4 x 10(20)
Artillery			
37 mm/40 mm Cannon (AP)	D8 x 20(80)@	D8 x 10(40)	D8 x 5(20)
50 mm/75 mm/76mm Cannon (HE)	D10 x 30(150)	D6 x 10(30)	D4 x 10(20)
75 mm Cannon (AP)	D10 x 20 (100)@	D10 x 5 (25)	D6 x 4(12)
76 mm Cannon (AP)	D10 x 25 (125)@	D6 x 15(45)	D6 x 5(15)
88 mm Cannon (AP)	D10 x 30 (150)@	D6 x 10(30)	D4 x 10(20)
88 mm Cannon (HE)	D10 x 40 (200)	D6 x 15(45)	D6 x 10(30)
Bombs			
Light Bomb	D8 x 20(80)	D8 x 10(40)	D8 x 5(20)
Medium Bomb	D10 x 40(200)	D10 x 10(50)	D10 x 5(25)
Heavy Bomb	D10 x 70(350)	D10 x 15(75)	D10 x 5(25)
Napalm	D8 x 5(20)	D8 x 3(12)	D8 (4)
Land Mines			
Anti-Personnel Mine	D6 x 8(24)	D6 x 6(18)	D6 x 2(3)
Anti-Tank Mine	D10 x 7(35)*	D6 x 5(15)	D4 x 5(10)
"Bouncing Betty"	D6 x 10(30)	D6 x 8 (24)	D6 x 3(9)
Rockets			
Light Rocket	D10 x 10(50)@	D10 x 2(10)	D6 x 2(6)
Medium Rocket	D10 x 20(100)@	D10 x 5(25)	D6 x 4(12)
Heavy Rocket	D10 x 50(250)@	D10 x 10 (50)	D10 x 5(25)

*Divide target's AV by 5 before applying damage

@Divide target's AV by 2 before applying damage

#Damage that penetrates armor is tripled.

New Explosive Weapon Descriptions

Antitank Weapons: Light antitank weapons are man-portable rocket launchers, such as a bazooka, British PIAT, or rocket-propelled grenade (RPG). Medium antitank shells include light artillery or tank cannons (80–100 mm) firing high explosive antitank (HEAT) rounds. Heavy antitank shells are fired from heavy mobile launchers. Any damage that penetrates armor is tripled, as the blast tends to ignite fuel and cause the vehicle to explode.

Artillery: Artillery denotes nothing less than cannons, be they mounted on tanks, ships, or ground turrets, firing rounds of 37 to 88 mm. An “HE” designator denotes a high-explosive round; AP denotes armor piercing. Larger artillery pieces deal damage as heavy antitank shells. In World War II, artillery is also the primary means of antiaircraft fire. Only Germany used surface-to-air missiles regularly, in their dreaded V2 rockets. Likewise, 88 mm cannons were primarily used by Germany; these brutal artillery pieces could fire as many as 20 rounds per minute at incoming aircraft.

Mobile Artillery

Artillery pieces are not limited to stationary guns or tanks. Often, artillery pieces were mobile, consisting of a gun on a moving platform, or attached to an armored car or half-track. The overall effect is the same, though mobile artillery is a bit more vulnerable than tank-mounted artillery, and using it in game adds a bit of variety and flavor.

Bombs: A Light bomb is 20–50 lbs (10–25 kg). A Medium bomb is 500–1,000 lbs (250–500 kg). The 50- to 1,000-lb. bomb is the standard bomb in this era. A Heavy bomb is 1,500–2,000 lbs (750–1,000 kg), and while it exists, is highly uncommon in WWII. All are designed to be dropped from aircraft.

Napalm: Dropped from aircraft or fired from specially modified tank guns (particularly Sherman tanks used in the Pacific theater), napalm is a flaming paste or gel that covers a wide swath and, well,

burns. The high damage from the paste comes from the massive amount fired, and from the impact of fire raining down upon people and land. After the initial damage, napalm continues to burn, causing normal fire damage (*AFMBE* p. 108) as though the victim were engulfed in flame, for D12 (6) rounds. Normal methods of dousing fire aren’t as effective against napalm. Smothering the flames works, as does complete immersion in water. But dousing a napalm-covered victim in water has no effect; napalm burns on the surface of water.

A *depth charge* is effectively a medium bomb dropped (or fired) from a ship (usually from a Squid or Hedgehog ship-mounted antisubmarine gun) into the ocean to destroy a submarine. These weapons could fire a salvo of depth charges into the sea (the Hedgehog could fire twenty-four bombs in an arc) which were detonated by remote control, though it was rare for a depth charge to destroy or scuttle a U-boat outright. Depth charge damage should see be cumulative for all three range increments if the U-boat is hit at Ground Zero (see Torpedoes, below, for explanation).

Floating Mines are also a type of naval bomb. The mine float on the water and deals damage in a similar manner to depth charges, but only if the ship hits the mine. Damage from a floating mine (scored as a medium bomb) should be cumulative if the vessel is hit at Ground Zero, as with depth charges and torpedoes.

Land Mines: These are explosive devices buried just beneath the surface and triggered by means of a pressure sensor that activates the device when depressed. In short, step on a mine or roll over it, and it explodes. There are three kinds of mines:

Antipersonnel mines are generally seeded throughout fields as a “booby trap” to take out troops trying to cross the field or approach a structure. They generally explode either on contact or when a soldier steps on the explosive, then lifts his foot.

“Bouncing Betty” mines were first used by the Germans. These nasty ordnance leap up into the air and explode at roughly waist level of the unfortunate who activated the device.

Antitank mines are designed to stop artillery advances. The pressure triggers on these generally cannot be set off by anything weighing less than at least a ton, though misfires and freak accidents do happen.

Detecting land mines requires a Perception + Traps or Perception + Demolitions Task. If navigating a mine field, a new Task is made for every ten yards of travel.

Floating mines are described above.

Rockets: Light rockets are man-portable. Medium rockets are transported by vehicles (artillery launchers or aircraft). The heaviest rockets, such as German V2 rockets, are too large to be carried by aircraft and are limited to ground installations.

Torpedoes are underwater missiles, fired from submarines or dropped from aircraft, and used solely to sink ships. They deal damage as medium rockets (including AV reduction), but all torpedo damage is contained due to the pressure and containment of an underwater explosion. This is similar to burying a stick of dynamite; it makes a much bigger crater than one simply laid on the ground. In game terms, this means that when a ship suffers a direct hit with an underwater explosive, the vessel takes full, cumulative damage from a torpedo's Ground Zero, General Effect, and Maximum Range codes, because the water surrounding the blast contains the damage to a smaller, more focused area. In this manner, a few torpedoes can (and often did) sink a ship.

Other Equipment of World War II

Soldier's Gear

The gear of the soldier in World War II was fairly standard across the board; this section will use U.S. common names for gear, but the functionality and standard equipment remains the same whatever the country.

Cooking Set: A standard issue of two pots, the smaller of which could be used as a frying pan, that nested into one another and were capped with the lid for the larger pot.

Entrenching Tool: An 18-inch spade that could be used to quickly dig a foxhole, it was often coupled with a hand axe and pick for cutting through roots or hard ground.

Machete: An 18-inch heavy-bladed knife that soldiers could use to hack through undergrowth in forest or jungle. In a jam, a machete can be used as a weapon, dealing D6(3) x Strength damage.

Mountain Stove: A 17-ounce folding stove with a half-pint fuel capacity, this portable cooking device would ignite in the most frigid temperatures and would run for over 2 hours on one tank of fuel. The fuel was generally carried in a spill-proof container to keep the oil from ruining other contents of the pack.

Rations: With a caloric value of 3700, the standard issue rations for soldiers in World War II consisted of sugar, coffee, chocolate or fudge, meat and beans (or beef stew, or beef and noodles), and bread (often crackers), all kept in 12- to 16-ounce cans. The standard issue ration was designed to meet a soldier's needs for three to twenty-one days, the amount of food issued depending on the length of time the soldier would be in the field. Emergency ration packs were also issued to parachutists, air crews, and lifeboat crews, consisting of fruit bars, canned sardines, hard candy, chocolate, cigarettes, water purification tablets, sugar, coffee, chewing gum, and bouillon cubes.

Rucksack: With many different names and varieties, from the M-1928 Haversack to the Mountain Rucksack or Jungle Pack, a soldier's backpack was both his best friend, as it carried all the materials he needed for survival in the wilds, and his worst enemy, as it was often heavy and cumbersome.

Sleeping Bag: A standard-issue sleeping bag in a waterproof case. Combined with a blanket, half-shelter pup tent, and the issue of a second soldier, this could be turned into a large tent in emergencies. Soldiers would fold their blankets, socks, and underwear into the bedroll for ease of carrying.

Sound-Powered Phone (SP Phone): The standard field communications device, this consisted of a radio transmitter with a handset telephone receiver that was voice-activated. Because of the lack of amplification and the limited one-mile range, SP

phones made for a surprisingly secure means of communication in the field; generally any given two units were tuned specifically to one another. SP phone equipment is explosion and impact-resistant, making it ideal for combat use. Finally, SP phones are in fact powered by the sound waves of the user's voice, meaning they need no batteries or external power source to function.

Though SP phones were generally fairly secure, when soldiers needed to be certain, verbal codes were often used, often through word substitution and sometimes mixing foreign languages with English grammar, such as was done by the Navajo Code Talkers in the Pacific theater (though the Code Talkers worked more with aerial and naval communications than with direct field orders, the example stands).

Tent: Soldiers would be issued either a small, one-man "pup tent" or a two-man mountain tent. These tents weighed less than five pounds, could withstand winds of up to 75 miles per hour, and provided good ventilation and protected cooking space.

Vehicles of World War II

The sheer variety of vehicles in service during World War II is nothing short of mind-boggling. We don't have nearly enough space in this book for a comprehensive list of the hundreds of different types of vehicles utilized by the Axis and Allies in World War II; to list and stat them all would require more than one book unto itself. Thus, we will stick to the most popular and commonly used; in some cases, where vehicles are so similar as to be mechanically identical in the game, we will simply list generic stats. On pages 140 and 141 of the *AFMBE* core rulebook, stats can be found for the jeep, military truck, and armored personnel carrier (half-track). These vehicles should be seen as standards, with some equivalent in existence for all players in the war. Jeeps in military service have a .30 machinegun as armament.

New Vehicles

The following pages will concentrate heavily on aircraft, as it was aeronautics that saw the most innovation and variation during the war. World War II was (and to a large degree remains) the largest air war in history; while we hear of key battles such as Midway Island and D-Day, the flying aces of the war are all too often overlooked, and aerial battles were common and fierce.

Tanks

Early vehicle weapons were not stabilized and had primitive aiming mechanisms. World War II-era tanks had to stop moving before firing to have any hope of hitting the target. For these vehicles, unless otherwise stated, firing on the move suffers a penalty of -3, with an additional -2 if the vehicle is moving 30 mph or faster (for a total of -5 to the Perception and Guns (artillery) Test). In addition, when firing from a vehicle, the gunner's Perception score cannot exceed the vehicle's Accuracy rating.

It is also important to note that most tanks in World War II were designed as infantry support and antipersonnel weaponry. While tank-to-tank combat did occur, it wasn't the primary function of these vehicles. Tank armor is also weaker in the rear and on top; divide normal AV by 2 for any attacks that strike the rear of the vehicle or come from above.

Tank Destroyers

Tank destroyers are essentially mobile cannons designed to demolish enemy artillery. In World War II they came in two varieties. The German variety tended to mount an 88 mm gun on a heavy tank chassis. For these vehicles, use the stats for a Panzer IV, but with an 88 mm gun (see p. 39) and no other armaments.

Allied tank destroyers were designed to be fast and mobile, and get behind the enemy vehicle where armor was thinner and more vulnerable. To this end, half-tracks often had light or medium artillery pieces mounted on top. For Allied tank destroyers, use the statistics for an armored personnel carrier on *AFMBE* p. 141, and add a 75 mm gun to it. (see p. 39).



Sherman Tank (United States)

Weight: 30 tons **DC:** 650

Speed: 30 **AV:** 125 + D10 x 3(140)

Acceleration: 5 **Range:** 150

Toughness: 4 **Availability:** R

Handling: 2 **Accuracy:** 4

Primary Armament: 75 mm cannon D10 x 20(100) / Divide target's AV by 2

Secondary Armaments: (2) .30 caliber machine-guns D8 x 6(24); 2,500 rounds each

Special: Better recoil stabilization allows fire on the move, suffering only a -2 to strike Tasks regardless of the tank's speed.

M5 Stuart Tank (United States, Britain)

Weight: 12 tons **DC:** 290

Speed: 40/25 **AV:** 150 + D10 x 2(160)

Acceleration: 12 **Range:** 80

Toughness: 4 **Availability:** R

Handling: 3 **Accuracy:** 4

Primary Armament: 37 mm cannon D8 x 20(80) / Divide Target's AV by 2

Secondary Armaments: (3) 7.62 mm machine-guns D8 x 5 (20); 2,500 rounds each

Special: Better recoil stabilization allows fire on the move, suffering only a -2 to strike Tasks regardless of the tank's speed.

Cromwell (Great Britain)

Weight: 28 tons **DC:** 610

Speed: 40/18 **AV:** 125 + D10 x 3 (140)

Acceleration: 6 **Range:** 175

Toughness: 5 **Availability:** R

Handling: 2 **Accuracy:** 2

Primary Armament: 75 mm cannon D10 x 20(100) / Divide target's AV by 2

Secondary Armaments: (2) .30 caliber machine-guns D8 x 6(24); 2,500 rounds each

Matilda (Great Britain)

Weight: 27 tons	DC: 590
Speed: 16/11	AV: 125 + D10 x 3 (140)
Acceleration: 5	Range: 55
Toughness: 5	Availability: R
Handling: 3	Accuracy: 3

Primary Armament: 40 mm cannon D8 x 20(80) / Divide target's AV by 2

Secondary Armaments: (2) .30 caliber machine-guns D8 x 6(24); 1,500 rounds each

Panzer IV (Germany)

Weight: 23 tons	DC: 510
Speed: 25/15	AV: 130 + D10 x 3 (145)
Acceleration: 5	Range: 195
Toughness: 5	Availability: R
Handling: 3	Accuracy: 3

Primary Armament: 75 mm cannon D10 x 20(100) / Divide target's AV by 2

Secondary Armaments: (2) MG-42 machine-guns D8 x 6 (24), 2,500 rounds each

Special: Sloped armor design provides resistance to AP rounds; Panzer AV is not divided when shot by another tank.

T-34 tank (Soviet Union)

Weight: 31 Tons	DC: 692
Speed: 55/36	AV: 120 + D10 x 3(135)
Acceleration: 11	Range: 465
Toughness: 5	Availability: R
Handling: 3	Accuracy: 3

Primary Armament: 76.5 mm cannon D10 x 25(125) / Divide target's AV by 2. Later models (post-1943) had an 85 mm cannon D10 x 30 (150) / Divide target's AV by 2.

Secondary Armaments: (2) 7.62 mm machine-guns D8 x 5(20); 2,000 rounds each

Special: Sloped armor design provides resistance to AP rounds; T-34 AV is not divided when shot by another tank. Transmission problems result in the tank breaking down any time the Rule of One is invoked on a Piloting Task. As a result, most T-34s carry a spare transmission, but this requires hours and an Intelligence and Mechanic roll to repair.

Fiat M13/40 Light-Medium Tank (Italy)

Weight: 14 tons	DC: 330
Speed: 22/14	AV: 90 + D10 x 2(100)
Acceleration: 7	Range: 125
Toughness: 3	Availability: R
Handling: 3	Accuracy: 2

Primary Armament: 47 mm cannon D8 x 20(80) / Divide Target's AV by 2

Secondary Armaments: (4) 7.62 mm machine-guns D8 x 5 (20); 2,000 rounds each

Special: AV in rear is 42 + D8 x 8(74).

Type 97 Chi-Ho (Japan)

Weight: 16 Tons	DC: 320
Speed: 25/18	AV: 70 + D8 x 4(86)
Acceleration: 6	Range: 109
Toughness: 4	Availability: R
Handling: 4	Accuracy: 3

Primary Armament: 57 mm cannon D10 x 30(150) / Divide Target's AV by 2

Secondary Armaments: (2) 7.7 mm machine-guns D8 x 6(24); 2,000 rounds each

Fighters

Unless otherwise noted, all machineguns on fighters are fixed, front-mounted guns. On any burst fire with these weapons, each success level means one round hits per gun (see Aerial Combat, p. 58). Light cannons are not as fully automatic as machineguns and cannot fire true bursts. In addition, they have a higher recoil than machineguns. A player can fire up to three rounds from his auto cannons in an attack action, with each shot imparting a cumulative -2 penalty to other attack actions that round. However, a successful attack roll with an auto cannon means that both guns hit. In addition, the AP value on rockets is more devastating than that for machineguns or auto cannons; divide AV of the target ship by 5 when using rockets, rather than by 2.

AGM5 Zero (Japan)

Weight: 4136	DC: 90
Speed: 410/225	AV: D8 + 15 (19)
Acceleration: 50	Range: 1170
Toughness: 2	Availability: R
Handling: 6	

Primary Armament: (2) 7.7 mm fixed machineguns in engine cowling D8 x 6(24), 400 rounds each

Secondary Armaments: (2) light cannons in wings D10 x 7(35) AP, 125 rounds each, (2) light bombs

Special: Kamikaze outfitting has no weaponry other than 1 fixed heavy bomb. Upon impact (Dex + Piloting to hit), treat the aircraft itself as a second, light bomb. All damage is cumulative, for a rating of (D10 x 70) + (D10 x 40) (430) at the point of impact, halved for general effect area (215), and that halved again (108) at maximum range.

F6F Hellcat (United States, mostly Pacific)

Weight: 9250	DC: 143
Speed: 375/125	AV: D8 + 27 (31)
Acceleration: 50	Range: 945
Toughness: 4	Availability: R
Handling: 4	

Primary Armament: (6) .50 cal machineguns, fixed front D10 x 6(30), 400 rounds each

Secondary Armaments: (2) heavy bombs or (6) light air-to-air missiles

Focke-Wulf FW-190 (Germany)

Weight: 7,000	DC: 120
Speed: 408/272	AV: D8 +18(22)
Acceleration: 40	Range: 500
Toughness: 4	Availability: R
Handling: 3	

Primary Armament: (2) fixed-mounted forward .30 caliber machineguns D8 x 6(24), 480 rounds each, and four light cannons in wings D10 x 7(35), 125 rounds each

Secondary Armaments: (2) medium bombs or (4) light rockets

Lavochkin La-5 (Soviet Union)

Weight: 7,000	DC: 120
Speed: 403/269	AV: D8+18(22)
Acceleration: 45	Range: 475
Toughness: 3	Availability: R
Handling: 4	Accuracy: 3

Primary Armament: (2) 20 mm cannons D8 x 10 (40), 200 rounds each

Secondary Armaments: 8 light rockets D10 x 10(50) or up to 1,000 lbs. of bombs.

Special: Pilot suffers -1 to all combat maneuvers due to the complexity of the controls. At speeds above cruising speed of 269 mph, -2 to all piloting rolls due to substandard rudder.

Macchi MC-202 Folgore (Italy)

Weight: 2500	DC: 75
Speed: 372/248	AV: D8 + 18(22)
Acceleration: 40	Range: 380
Toughness: 4	Availability: R
Handling: 4	

Primary Armament: (2) .30 cal fixed machine-guns on nose, (2) 7.7 mm fixed machineguns in wings; all do D8 x 6(24), 400 rounds each.

Secondary Armaments: (2) light bombs

Name: Messerschmitt Bf-109 (Germany)

Weight: 5900	DC: 109
Speed: 385/257	AV: D8 + 18(22)
Acceleration: 30	Range: 450
Toughness: 3	Availability: R
Handling: 3	

Primary Armament: (2) fixed-mounted forward .50 caliber machineguns D10 x 6(30), 400 rounds each, and (2) light cannons in wings D10 x 7(35), 125 rounds each

P-40 Tomahawk/Kittyhawk/Warhawk (Allies, Europe, North Africa, and Pacific)

Weight: 8,300	DC: 135
Speed: 360/270	AV: D8 + 22(26)
Acceleration: 30	Range: 650
Toughness: 4	Availability: R
Handling: 4	Accuracy: 3

Primary Armament: (6) .50 machineguns (D10 x 6(30)), 280 Rounds each

Secondary Armaments: Up to (3) Light bombs

Special: +2 to Toughness Tests to remain airborne with damage; -2 to Piloting rolls to land the craft, or to perform defensive maneuvers against an enemy behind or below, due to poor rear and ground visibility

P-51 Mustang (United States, mostly European)

Weight: 7,000	DC: 120
Speed: 440/295	AV: D8 + 21(25)
Acceleration: 40	Range: 750
Toughness: 3	Availability: R
Handling: 3	

Primary Armament: (6) .50 machineguns (D10 x 6(30)) (2 inboard x 400 rounds, 4 outboard x 250 rounds)

Secondary Armaments: 10 light rockets (D10 x 7(35) AP), mountings for (2) medium bombs

Special: Dive brakes add +2 to Piloting rolls to resist an uncontrolled dive, gyroscopic cockpit sight adds +2 to rolls to attack with machineguns.

Polikarpov Po-2 "Kukuruznik" biplane (Soviet Union)

Weight: 2,980 lbs.	DC: 56
Speed: 95/70	AV: D8+5(9)
Acceleration: 5	Range: 265
Toughness: 2	Availability: R
Handling: 5	

Primary Armament: (1) 7.62 mm Machinegun D8 x 5(20), 350 rounds; (2) light bombs

Secondary Armaments: None

Special: +2 to defensive maneuvers due to high maneuverability and slow speed (enemy planes simply overshoot it, as do anti-aircraft measures designed to target faster moving craft); gliding bombing assault (engines cut) in darkness provides a Stealth skill of 4 (all enemies must roll Perception + Notice vs. the U-2's Stealth of 4 and the Pilot's Dexterity or the plane's Handling, if lower, or pilot gains automatic initiative and first attack is at point blank range). Restarting engines following a gliding attack requires Piloting and Dexterity at -4 or the plane goes into an uncontrolled dive and crashes.

Supermarine Spitfire (Great Britain, general Allied usage)

Weight: 5,090 lbs.	DC: 100
Speed: 380/255	AV: D8 + 18 (22)
Acceleration: 40	Range: 470
Toughness: 3	Availability: R
Handling: 5	

Primary Armament: (4) .30 machineguns D8 x 6(24), 350 rounds/gun

Secondary Armaments: (2) light cannons D10 x 7(35) AP, 60 rounds/gun, mountings for 2 light bombs

Special: When performing Defensive Roll maneuver (p. 60) at speeds higher than 255, the pilot suffers an additional -2 due to flaws in wing design. Failure indicates the plane rolls in the opposite direction the pilot intended, and the attacker gains a +2 to hit the Spitfire. Further, the pilot must make a Dexterity (or Handling, if lower) and Piloting Task at -2 to bring the craft back under control.

Bombers and Transport Aircraft

Bombers went through various incarnations throughout the war, with the most famous arguably the United States B-17 and B-29, but given the unlikelihood of bomber vs. bomber combat, we have decided to go with generic representations for bombers: a medium and heavy bomber. The military transport aircraft, such as the Douglas DC-2, were also fairly standard and so have a generic write-up below. Finally, since there literally were no other planes in the sky like the B-17 and B-29, these planes have been given their own write-ups.

Bomber (Medium)

Weight: 9800	DC: 150
Speed: 270/200	AV: 75 + D10 x 2 (85)
Acceleration: 40	Range: 1,460
Toughness: 4	Availability: R
Handling: 3	

Primary Armament: 6 light bombs

Secondary Armaments: (3) 7.7 mm machine-guns in nose, dorsal, and tail turrets D10 x 7(35)

Bomber (Heavy)

Weight: 36,900	DC: 420
Speed: 290/195	AV: 80 + D10 x 2 (90)
Acceleration: 30	Range: 1,660
Toughness: 5	Availability: R
Handling: 2	

Primary Armament: 14 medium bombs

Secondary Armaments: (6) 7.7 mm machine-guns in ventral, dorsal, nose, and tail turrets D8 x 6(24)

Troop Transport Aircraft

Weight: 12,500	DC: 175
Speed: 210/140	V: 60 + D8 x 4 (76)
Acceleration: 40	Range: 1,085
Toughness: 5	Availability: R
Handling: 2	

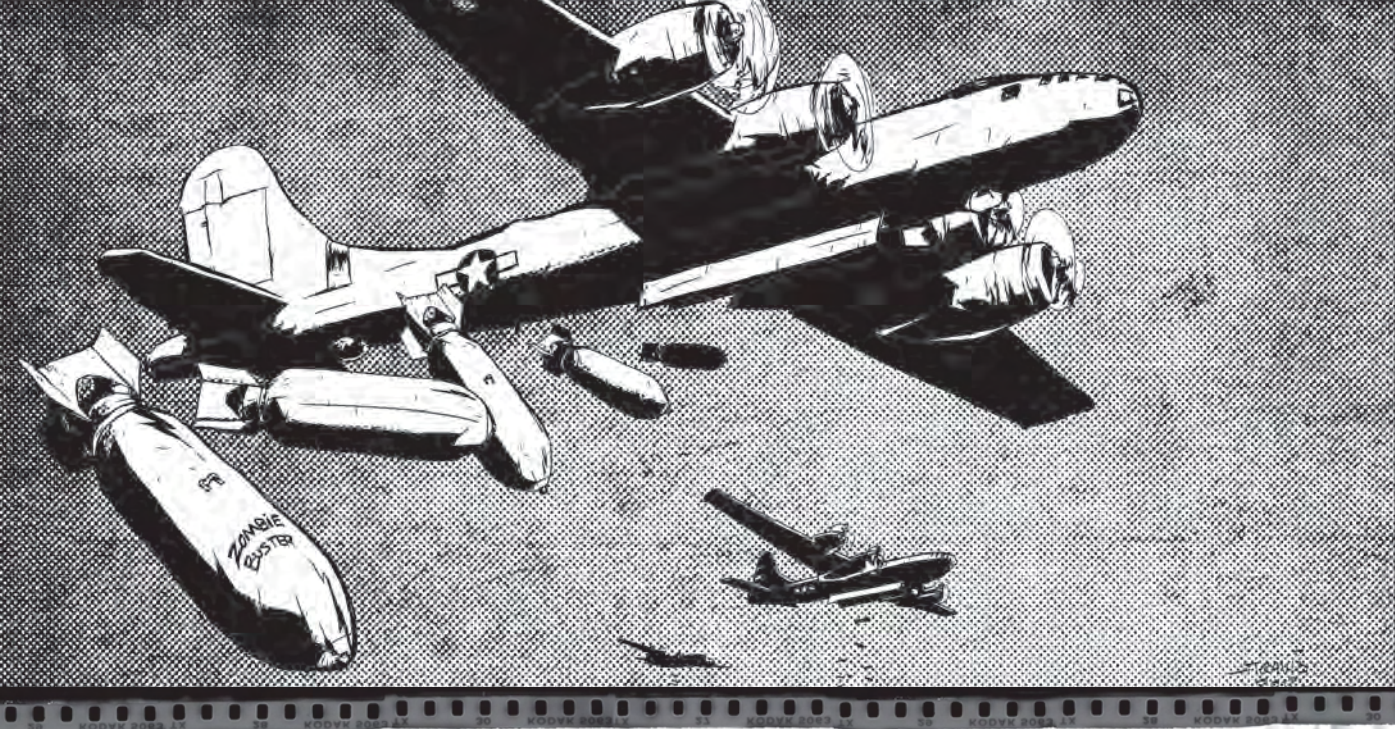
Armaments: None

B-17 Flying Fortress

Weight: 36,135	DC: 410
Speed: 290/180	AV: 80 + D10 x 3 (95)
Acceleration: 40	Range: 2,000 miles (w/6,000-lb bomb load)
Toughness: 6	Availability: R
Handling: 2	

Primary Armament: Up to 11 heavy bombs, or more than 20 medium bombs

Secondary Armaments: (13) .50 cal. machine-guns in dorsal, nose, side, ventral, and tail turrets D10 x 6(30)



B-29 Superfortress

Weight: 70,140	DC: 750
Speed: 360/230	AV: 80 + D10 x 5 (105)
Acceleration: 40	Range: 3,250
Toughness: 6	Availability: R
Handling: 3	

Primary Armament: Up to 20 heavy bombs

Secondary Armaments: (12) .50 cal machine-guns in remote-controlled or manned dorsal, nose, ventral, and side turrets D10 x 6(30), (1) light cannon in tail turret D10 x 7(35) AP

Torpedo and Dive Bombers

Sometimes called “light” bombers, these planes were designed with the specific purpose of precision bombing. Torpedo bombers carried (as one might guess) torpedoes that were dropped in the ocean as antisubmarine measures. Dive bombers carried one or two light or medium bombs and would dive toward a target in a manner similar to strafing then drop their bomb to hit a specific location, as opposed to standard bombers, which were used more for

large-scale and saturation bombing. Torpedo and dive bombers had more variation than standard bombers, but for space reasons we are including generic write-ups for a torpedo and dive bomber.

Torpedo Bomber

Weight: 10,545	DC: 155
Speed: 275/185	AV: D8 + 20 (24)
Acceleration: 50	Range: 1,000
Toughness: 4	Availability: R
Handling: 4	

Primary Armament: 2 medium bombs or 1 torpedo

Secondary Armaments: (2) .50 cal machine-guns, fixed front, (2) .50 cal machineguns, dorsal and ventral turrets D10 x 6(30).

Special: Dive brakes add +2 to Piloting rolls to keep plane from going into an uncontrolled dive. Add +2 to torpedo a target when in a dive; add +2 to see submerged U-boats while diving.

Dive Bomber

Weight: 6,400	DC: 115
Speed: 255/170	AV: D8 + 20 (24)
Acceleration: 50	Range: 775
Toughness: 4	Availability: R
Handling: 4	

Primary Armament: 2 heavy or 3 medium bombs

Secondary Armaments: (2) fixed-mounted forward .50 cal machineguns D6 x 10(30), (2) turret side-mounted .30 cal machineguns D8 x 6(24)

Special: Dive brakes add +2 to Piloting rolls to avoid going into an uncontrolled dive. Add +2 to hit a specific target while in a dive.

Naval Vessels

Again, much like artillery, naval vessels were quite similar across the board, with minor variations that won't be reflected much in their game stats. Thus, for space reasons, we present generic write-ups for a battleship, a carrier, a destroyer, and the infamous U-boat (submarine). All destroyers and U-boats are assumed to have HF/DF and sonar capabilities; for all other surface-dwelling ships, assume approximately 25% are equipped with HF/DF and/or sonar.

Naval Vehicles and Barrier Value

In contrast to other vehicles in *AFMBE*, naval vessels have a Barrier Value (BV) listed in addition to their normal AV and DC values. This is because *holing* is important to naval combat, and the Barrier Value represents the amount of damage required to punch a hole in a vessel's hull. For more information on BV and holing, see the naval combat rules on page 62 and the *AFMBE* core rulebook, pp. 109–110.

Battleship

Weight: 26,000 tons	DC: 8,000
Speed: 30/15	AV: 24 + D8 x 4 (40)
Acceleration: 5	BV: 220
Toughness: 4	Range: 16,000
Handling: 3	Availability: R

Primary Armament: (20) heavy cannons D10 x 40(200), 6 fore turret and 6 aft turret

Secondary Armaments: (80) 40mm antiaircraft guns D8 x 20(80), (50) 20mm antiaircraft guns D10 x 7(35) AP (assume half can be brought to bear on any given side)

Carrier

Weight: 30,000 tons	DC: 4,300
Speed: 31/15	AV: 24 + D8 (28)
Acceleration: 5	BV: 100
Toughness: 3	Range: 15,000
Handling: 1	Availability: R

Primary Armament: (12) 76mm cannons D10 x 30(150) (6 port, 6 starboard, up to 2 fore/aft)

Secondary Armaments: (10) 37 mm antiaircraft guns D8 x 20(80) (5 port, 5 starboard)

Special: carries up to 90 fighter aircraft

Cruiser

Weight: 15,000 Tons	DC: 4,500
Speed: 32/20	AV: 24 + D8 x 3 (36)
Acceleration: 10	BV: 160
Toughness: 4	Range: 8,000
Handling: 3	Availability: R

Primary Armament: 12 heavy cannons D10 x 40(200)AP (6 fore, 6 aft) turret-mounted, 12 medium cannons D10 x 30 (150) (6 fore, 6 aft), 8 (40 mm) antiaircraft guns D8 x 20 (80) AP

Secondary Armaments: 12 torpedo tubes (6 fore, 6 aft), 8 .50 caliber machineguns D10 x 6(30)

Special: Launch 3 fighter planes via catapult (Dexterity and Piloting at –1 to take off)

Destroyer (escort; antisubmarine)

Weight: 2,200 tons	DC: 1,000
Speed: 35/25	AV: 24 + D8 x 2(32)
Acceleration: 8	BV: 120
Toughness: 4	Range: 1900
Handling: 3	Availability: R

Primary Armament: 10 heavy cannons D10 x 40(200)AP (5 fore, 5 aft) turret-mounted, (5) medium cannons D10 x 30 (150) (3 front, 3 aft)

Secondary Armaments: 10 torpedo tubes (5 fore, 5 aft), Hedgehog depth charge launchers

Special: HF/DF and sonar-equipped

U-boat (submarine)

Weight: 625 Tons	DC: 1,500
Submerged Speed: 8/6	
Surface Speed: 17/10	AV: 24 + D8 x 3(36)
Submerged Acceleration: 3	BV: 180
Surface Acceleration: 5	Range: 11,800 (surfaced), 75 (submerged)
Toughness: 4; Availability: R	
Handling: 3	

Primary Armament: 4 torpedo tubes front, 1 aft (total complement 14 torpedoes)

Secondary Armaments: (1) 76mm cannon (AP) D10 x 25 (125), (2) 40 mm cannons D8 x 20(80), 15 floating mines/depth charges

Special: HF/DF and sonar-equipped

Cloak and Dagger Gadgets

During the war, the espionage agency Special Operations Executive (see Chapter 5, p. 106) made use of the kinds of gadgets and equipment generally associated only with spy novels. Some of the more useful and common are detailed below.

Compass: Compasses were all-important to the field agent dropped behind enemy lines and were hidden within everything from razors to hairbrushes, to trouser buttons and pipes.

Explosives: What's sabotage without explosives? The resistance hid bombs in all manner of ingenious ways. Bombs were created in oil cans, books, shoes, and just about any other innocuous-looking piece of equipment or debris, and detonated via delayed-action timers (often using acid to dissolve trigger wires). Creating such a device requires an Intelligence and Demolitions Test. Transporting and planting the thing without setting it off requires Dexterity and Intelligence. In general, home-made explosives have range increments of 2/6/10 for Ground Zero, General Effect, and Maximum Range, respectively.

Guns, hidden: SOE designed single-shot guns that appeared to be ordinary items ranging from bicycle pumps to pens to briefcases. These weapons were generally kept for emergency, last-resort use, were of limited range, and held a single, often .22 or .32 caliber, bullet (.32 cal ones were of the larger, bicycle-pump-sized variety). These are designed for point-blank use to the face or head.

Microdot: Invented by the Germans in World War II, the resistance used microdot messages to great advantage. A microdot consists of a message that is shrunk down to the size of a pinhead, a peri-

Explosives Table

Weapon	Ground Zero	General Effect	Maximum Range
Homemade explosive	D6 x 10(30)	D6 x 8 (24)	D6 x 3 (9)

Hidden Guns Table

Weapon	Range	Damage	Cap	EV	Cost	Aval
Hidden Gun, .22 cal	5/9/12/15/25	D4 x 2(4)	1	0	n/a	R*
Hidden Gun, .32 cal	5/9/12/15/25	D6 x 2(6)	1	2/1	n/a	R*

*—4 to hit at any range beyond close, in addition to normal range penalties.

od, or the dot on a lowercase “i” or “j.” In this fashion, entire messages could be hidden within what appeared to otherwise be innocuous correspondence. Microdot messages could also be hidden in water taps, hollowed-out boot heels, altered cans of food, and even loaves of bread, for later retrieval and transportation back to England.

Radio Receivers: Radio receivers were built into anything and everything imaginable; tiny receivers built for quick assembly fit into matchboxes, tins for thumbtacks, birdhouses, varnish cans, and even, in the case of one prisoner of war, an intricately wired denture plate which could be removed and hooked up to a battery and headset. Some of these small receivers had a range of up to 1,200 miles (1,800 km). With these ingenious devices, rebels could listen to BBC broadcasts and keep abreast of war correspondence, as well as receive all-important coded directives.

Welbike: This is a collapsible motorcycle issued to field agents who parachuted into occupied territory. Upon landing, they could pull out the vehicle, unfold it within 11 seconds, and ride quickly away from the drop site. When collapsed, the motorcycle fits into an airdrop canister approximately 15 inches in diameter and 3 feet long.

Welbike

Weight: 70 lbs.	DC: 30
Speed: 30/20	AV: 2
Acceleration: 10	Range: 90
Toughness: 2	Availability: R
Handling: 5	

Special: Collapsible; fits into standard parachute airdrop container.

Welrod Pistol: The Welrod pistol is a bolt-action, silenced pistol that had a limited production and was issued only to resistance fighters and irregulars. The weapon is bolt-action and chambers five 9 mm Parabellum rounds. The maximum range of this weapon is a mere 25 yards; it is designed for point-

blank assassination purposes. Welrods have no identifying markings to indicate manufacturer or country of origin. Since it is a bolt-action weapon, it is incapable of firing more than one shot at a time; additional shots require additional actions to cock the weapon and fire again.

Wireless Transceivers: The standard wireless transceivers used by SOE were capable of both transmitting and receiving messages via Morse code. The radios weighed 30 pounds (15 kg) and fit into a three-foot- (1 m) long suitcase. They were problematic in that they required seventy feet of aerial to function properly. For this reason operatives normally broadcast from buildings. Also, because it was possible for the Germans to track down the signal from one of these radios within 30 minutes, broadcasts were generally sent from remote towns and were as brief as possible.

Other radio devices were built into cameras and vacuum bottles, record players, books, cameras, wicker containers, and even sofa legs.

In addition to using standard British codes within messages, every message sent via transceiver included a hidden “identification” code consisting of specific words or words at regular intervals that were misspelled; failure to meet this code revealed that the operator had been compromised.

Other Gadgets

Other gadgets besides those listed here were used and were limited only by the imagination of the development engineers working on them. To create others for your game, we recommend the use of the *AFMBE* sourcebook *Pulp Zombies*, which includes full rules for gadgeteering. Naturally, in keeping with the historical period, some of the gadgets presented in that book are unsuited for use (there are, of course, no rocket packs or night vision goggles in the 1940's), but others are quite suitable for use in a World War II game.

Welrod Pistol

Weapon	Range	Damage	Cap	EV	Cost	Aval
Welrod	5/9/12/15/25	D6 x 4(12)	5	4/2	n/a	R

Captain Patriot

Powered

Personality

Back home I was a nobody, the runt of the town, the kid who always got picked last for pick-up games of stickball and football in the streets. When the Japs bombed Pearl Harbor, I upped immediately. Like everyone else, it gave me something to believe in. I barely passed muster to get into the army. But what I lacked in size, I made up for in guts and speed, and I trained and worked hard to build up my strength and my ability to take punishment. It worked, too; by the time I graduated basic I was one of the leanest, meanest machines in my unit, and a lieutenant to boot.

We found out we were headed for Europe, to be based out of England. While we were there, waiting for our assignments, rumors started to trickle in about Nazi soldiers that wouldn't die, or at least, wouldn't stay dead. We were given directives that when we took down a Kraut, we were to put two in his head, just to be sure. We heard the brass was working on some top-secret program to make us able to stand up to them. Most of us didn't believe any of it. Propaganda and rumors, we all said. Only it wasn't propaganda, or rumors.

It was D-Day plus 3 when we hit the Kraut special forces team, and just like they told us, the bastards didn't die when we shot 'em. Worse, we all got this kind of sick feeling, like a wave of bad was washing over us, and we heard chaos all around us, as every dead body within a hundred miles stood back up and attacked anyone not wearing a Nazi uniform. I got bit, and it burned like a bastard.

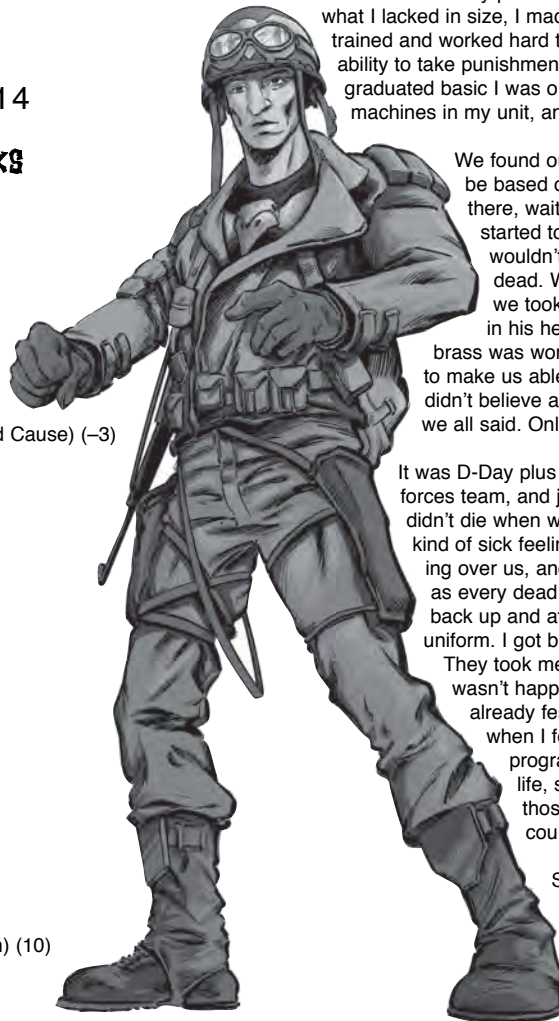
They took me to the first aid tent, and the nurse wasn't happy when she looked at my arm, already festering and pus-filled. That was when I found out about the Captain Patriot program. Only way she could save my life, she said, else I'd become one of those walking corpses. What else could I do? I took the serum.

So now, I'm not 100% human anymore, but I'm also not a nobody. I lead by example now, showing the others how to survive against the Kraut zombie bastards. It's dangerous, being on the front lines, a visible symbol of freedom and democracy, but it's what I do. I inspire the boys to give it their all, and then some. We'll win the day, even if we have to kill 'em ten times over to do it, and I'll be at the vanguard. After all, I'm Captain Patriot.

dom and democracy, but it's what I do. I inspire the boys to give it their all, and then some. We'll win the day, even if we have to kill 'em ten times over to do it, and I'll be at the vanguard. After all, I'm Captain Patriot.

Quote

"Give no quarter, and expect none, men. Put 'em down with mercy and pity, but put 'em down once and for all! Let's go!"



Str 5* Dex 5 Con 4*
Int 2 Per 3 Wil 3
LPS 61
EPS 41
Spd 18
Essence 22
Trauma Threshold 14

Qualities/Drawbacks

Adversary (Nazis) (-4)
 Captain Patriot (4)
 Cool Under Fire (1)
 Cruelty 1*
 Fast Reaction Time (2)
 The Gift (5)
 Hard to Kill (5)
 Honorable (-1)
 Military Rank (Second Lieutenant) (3)
 Obligation (Total; Serve the Allied Cause) (-3)
 Showoff (-2)

Skills

Bureaucracy 1
 Brawling 3
 Dodge 2
 Driving (Cars) 2
 First Aid 2
 Guns (Rifles) 3
 Guns (Handguns) 2
 Guns (Sub machineguns) 2
 Hand Weapon (Knife) 3
 Military Tactics 2
 Notice 3
 Stealth 2 †

Aspects

Climbing†
 Damage Resistant*
 Environmental Adaptation (Urban) (10)
 Leathery Hide (AV D6(3)) (3)
 Life Sense†
 Need to Feed: Daily, Blood*
 Regeneration (1 LP per minute) (2)

Gear

dog tags, blanket, first aid kit, haversack and knapsack, Captain Patriot insignia, journal, mess kit, M1 Rifle w/bayonet, .45 caliber automatic pistol

*Captain Patriot Quality

†Environmental Adaptation Aspect

All Flesh Must Be Eaten™

Combat Chaplain

Inspired

Str 4 **Dex** 4 **Con** 4

Int 2 **Per** 3 **Will** 4

LPS 45

EPS 38

Spd 14

Essence 45

Trauma Threshold 15

Qualities/Drawbacks

Addiction (Heavy Smoker) (-2)

Combat Chaplain Status (2)

The Gift (5)

Hard to Kill (1)

Honorable (-3)

Increased Essence Pool (5)

Inspiration (5)

Military Rank (Specialist) (0)

Obligation (Battle the forces of darkness) (-3)

Reckless (-2)

Resistance (Shell Shock) (1)

Skills

Brawling 1

Dodge 2

First Aid 1

Guns (Handguns) 2

Guns (Rifles) 1

Hand Weapon (Sword) 2

Humanities (Theology) 3

Language (Latin) 3

Myth and Legend (Christianity) 3

Notice 2

Rituals (Roman Catholic) 3

Smooth Talking 1

Streetwise 1

Metaphysics

Blessed Bullets

Sense Legion

Sword of Fire

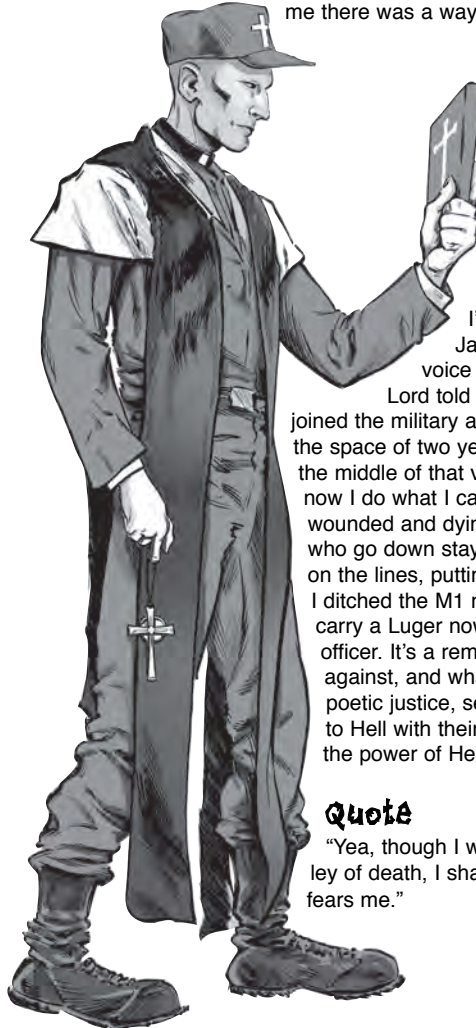
Gear

Bible, book of Roman Catholic rituals, first aid pouch and kit, folding shovel, haversack and knapsack, Luger pistol, mess kit, rosary, vestments

Personality

I grew up on the streets of South Philly, surrounded by rough-and-tumble Ginnies—I mean, Italian kids. In my neighborhood you had to know who was who, and have a silver tongue to survive. You also had to learn to fight.

Something, though, a little voice in my head, always told me there was a way out, another way, a better way.



When I was twelve I had a vision. I saw the dead walking and over-running the world. I saw the gates of Hell open and unleash its legion on the world. And I saw myself, shining with the light of God, leading the fight to send them back. I started seminary at the age of sixteen.

I'd just been ordained when the Japanese attacked, and that little voice that had called me to serve the Lord told me this was it, time to go. So I joined the military as a chaplain. Sure enough, within the space of two years I found myself smack dab in the middle of that vision from when I was a kid. So now I do what I can to bring aid and succor to the wounded and dying, and I try to make sure the ones who go down stay that way. Every chance I get, I'm on the lines, putting down as many zombies as I can. I ditched the M1 not long after I got into the field. I carry a Luger now, that I picked up off a dead S.S. officer. It's a reminder of what we're fighting against, and what we're fighting for. It's also a bit of poetic justice, sending the Godless heathens back to Hell with their own weapon, now blessed with the power of Heaven.

Quote

"Yea, though I walk through the shadow of the valley of death, I shall fear no evil. No, sir: It's evil that fears me."

CHAPTER THREE

The destroyer's deck flashed with the sulfuric brightness of a dozen small explosions, set off as a chain reaction from the bomb Soltman had dropped. Behind him, his wingman Pratchett peppered the deck with a strafing run. The initial assault on the fleet had been a rousing success; Soltman was certain they'd be home in time for dinner.

Things always turn bad right at the brink of greatness.

"Soltman, look out!" came the cry over his wireless. "Watch your six! You've got a battleship inbound!"

Soltman instinctively went into a barrel roll, trying to angle his plane to see this mysterious battleship. There it was, not too far ahead, emerging from between a pair of huge crags in the shallows.

The Jerry bastards have got guts, I'll give 'em that, he thought to himself. Who the hell hid a battleship in such shallow waters, in such a narrow gap?

"Jesus, Mary, and Joseph!" Pratchett groaned. "We've got U-boats surfacing as well."

Dammit, Soltman thought, then said, "Yup, I see 'em. And where there's a couple on the surface there are more underneath."

Explosions rang out from below, where Soltman saw smoke billowing from their destroyers. Torpedo hits, no doubt. This successful raid was turning quickly into a nightmare. If that battleship managed to get its guns to bear on the carrier, this whole thing could be over, fast.

"Well, Pratchett," Soltman said, "ready to be a hero?"

"I know what you're thinking, Ripper," Pratchett said, calling Soltman by his call sign, "and by 'hero,' you mean 'martyr.'"

"Quite possibly. We all gotta die sometime, right?"

"We do at that. And today's a good day for it."

"That's that, then," Soltman said. "Zebra Squadron, form up behind me. We're going to hit that battleship, hard and fast . . ."

ACES HIGH



Shell Shock and Combat Fatigue

“Shell shock,” in realistic, technical terms, refers to a group of adverse psychological reactions more properly called “Combat Stress Reaction,” or CSR. These conditions are closely related to the psychological disorder called Post-Traumatic Stress Disorder, or PTSD for short. PTSD arises from exposure to any sort of horrific, traumatic event; victims continually relive the moments of horror that traumatized them, often for decades into the future. Those with this disorder suffer from auditory, visual, and sometimes even olfactory hallucinations. The name “Shell Shock” arises from the fact that originally it was seen mostly in soldiers who had been on the front lines while heavy explosives went off all around. The theory was that it was a physical disorder caused by momentary exposure to a vacuum created when a shell exploded. Later, psychologists learned that any sort of severe trauma can cause this disorder, which is entirely psychological in nature.

Real PTSD normally takes over a month to set in and occurs after removal from the source of trauma, in most cases, so won’t be detailed here. Instances and stories of soldiers going mad in the middle of combat and ranting, raving, freezing up, or going feral are not true PTSD; rather, these incidents are more along the lines of stress-related psychotic breaks and are symptoms of CSR or Shell Shock.

For our purposes, we will use Shell Shock as a catch-all term to refer to any sort of trauma- or combat-related mental disorders that arise from being in the midst of the Hell that is war. While CSR is the more correct term, in the period in which we are operating, Shell Shock is the common parlance.

In game terms, Shell Shock results from continued exposure to the horrors of the war and from a lack of proper rest and nutrition, and manifests as a series of increasing Mental Drawbacks, for which the character gains no points. Of necessity, the presentation here will be far simplified from real-world

manifestations of CSR, but should suffice to add a bit of flavor and additional horror to the game.

Trauma Threshold

Every character has a "Trauma Threshold," representing his grip on reality and ability to remain rational in the face of overwhelming danger and horror, as well as his physical state of health. Exposure to traumatic situations and lack of proper rest and nutrition can increase a character's potential for developing mental disorders.

Trauma Threshold is determined by adding the Cast Member's Willpower and Constitution together. This rating is modified by certain mental Qualities and Drawbacks. Cool Under Fire (p. 27) increases Trauma Threshold by 1. Nerves of Steel (AFMBE p. 44) increases Trauma Threshold by 3. Finally, a character may purchase levels in Resistance (Shell Shock); each level increases the character's Trauma Threshold by 1.

Conversely, mental and emotional Drawbacks can decrease a character's base Trauma Threshold. Characters with Cowardly, Cruel, Delusions (Phobia), Emotional Problems, or Paranoid Drawbacks (AFMBE pp. 40-44) decrease Trauma Threshold by the total value of all of these Drawbacks possessed. Captain Patriots decrease beginning Trauma Threshold by one additional point for their Need to Feed on blood.

Systems for Insanity

Shell Shock is a very specific form of madness related to warfare. For those looking for a slightly different "flavor" of accumulated madness, more general systems can be found in the AFMBE sourcebook *One of the Living* and in the *WitchCraft* sourcebook *Abomination Codex* (from which these rules are streamlined). *Zombie Masters* should feel free to use any or all of these systems in their games. Some *Zombie Masters* may find it too cumbersome or sanitary to track forms of stress, fatigue, or insanity in their games. If that's the case, ignore this section and feel free to adjudicate Shell Shock as you see fit.

Example: *PFC Joe Smith has a Willpower of 3 and a Constitution of 4. He also has Nerves of Steel, Cruel (with a value of 1), Emotional Problems (Depression), and Paranoid. Both Depression and Paranoid are 2-point Drawbacks. Joe determines his base Trauma Threshold by adding the value of his Willpower and Constitution, giving him a value of 7. This number then increases by 3 for his Nerves of Steel Drawback, to 10. Finally, the values for Cruel (1), Paranoid (2), and Depression (2) are subtracted from the Threshold, leaving Joe with a final Trauma Threshold of 5. If Joe had three levels in Resistance (Shell Shock), his total would increase by 3 to 8.*

Players should mark Trauma Threshold somewhere on their character sheets; this number never changes.

Shell Shock Points

As the game progresses, Cast Members will accumulate Shell Shock points. These points are accumulated in two ways. First, any time a Cast Member fails to get at least six hours' sleep in a 24-hour period, he stands a chance of accumulating a Shell Shock point. For each consecutive 24-hour period in which the character fails to get enough sleep, make a Simple Willpower Test with a cumulative -1 penalty per consecutive day. A failed Test results in a Shell Shock point. Characters with the Recurring Nightmares Drawback must make a Test on any day in which they had nightmares.

It gets worse; actually getting enough sleep when on the front lines is next to impossible. If a character is in the forward area of a heavy combat zone, such as trying to sleep in a foxhole while the area is being shelled, it takes a Simple Willpower Test just to get to sleep in the first place.

The second way a Cast Member accumulates Shell Shock points is through failure of Fear Tests. Any time a character fails a Fear Test, he gains a Shell Shock point. If the character fails the Fear Test by more than 5, he gains an additional Shell Shock point.

As always, when a Fear Test is required is at the discretion of the Zombie Master, but in war time, Fear Tests should be fairly regular occurrences. The sheer brutality of war, combined with zombie enemies that cannot die, is a strain on the sanity and rationality of the vast majority of people.

It is also recommended that in a World War II game, even characters with Nerves of Steel be required to make Fear Tests, though they gain the standard +4 to their roll as per the Quality on *AFMBE* p. 44. Finally, don't forget to add penalties to Fear Tests based on the circumstances of the check (*AFMBE* p. 96), and don't be afraid to stack those penalties up high! War is brutal and terrifying, and Shell Shock should bring this home in a big way.

Effects of Shell Shock

A Cast Member suffers no ill effects from Shell Shock until his Shell Shock points exceed his Trauma Threshold. At this point, he gains one Drawback from the list (ZM's choice) of Basic Shell Shock Symptoms (see table).

After this initial Drawback is obtained, the character is assumed to be developing Shell Shock. From this point on, every multiple of Willpower or Constitution (whichever is higher) above the Trauma Threshold a character gains in Shell Shock points results in a new Drawback. Once all the Drawbacks on the above list are obtained, Zombie Masters should look to the list of Advanced Shell Shock Symptoms (see table). At this point the character becomes a threat to both himself and his allies as well as to the enemy and should be removed from the front lines for treatment and/or medical discharge from the military. The exact in-game effects of such severe levels of Mental and Physical Drawbacks are left to the discretion of the ZM and players, who may even deem characters at this level unplayable in the game.

Trauma Threshold and Shell Shock Symptoms

It is important to note that Drawbacks acquired through Shell Shock *do not* modify the character's base Trauma Threshold; only those Drawbacks possessed before entering the war zone modify this rating, which is a measure of the character's rationality and fortitude before going into war. Trauma Threshold can go up, based on treatment of existing symptoms, but not down.

To make combat-related madness a more slippery slope, half the Cast Member's existing Shell Shock points (rounded up) can be applied as a penalty to all future Fear Test rolls, at the ZM's option.

Basic Shell Shock Symptoms

Addiction (Levels 1 and 2) (*AFMBE* p. 36) (the character turns to drugs or alcohol to deal with his problems)

Cowardly (Level 1) (*AFMBE* p. 40)

Cruel (Level 1) (*AFMBE* p. 40)

Emotional Problems (Depression) (*AFMBE* p. 41)

Fatigue-Prone (p. 28)

Humorless (*AFMBE* p. 43)

Recurring Nightmares (*AFMBE* p. 45)

Slow Reaction Time (p. 30)

Unfocused (p. 31)

Advanced Shell Shock Symptoms

Addiction (Higher Levels) (*AFMBE* p. 36)

Cowardly (Levels 2 and 3) (*AFMBE* p. 40)

Cruel (Higher Levels) (*AFMBE* p. 40)

Delusions (Phobia) (*AFMBE* p. 41)

Obsession (*AFMBE* p. 44)

Paranoid (*AFMBE* p. 44)

Reckless (*AFMBE* p. 45)

Example: PFC Smith and his Trauma Threshold of 5 have been through Hell. When his Shell Shock points reach 6, he develops a new Drawback from the list of Basic Shell Shock Symptoms. He already has Emotional Problems (Depression), so the ZM settles on Recurring Nightmares. PFC Smith is now developing Shell Shock. Looking at his attributes, Smith has Willpower 3 and Constitution 4. Constitution, the higher of the two, becomes the bar for further Drawbacks. From here on out, for every four Shell Shock points Smith accumulates, he gains a new Drawback from his increasing level of instability.

Recovery

For every week a Cast Member spends away from the front lines and under the care of a doctor or alienist (psychologist), he may make a Simple Willpower Test; success indicates the removal of one Shell Shock point. The character retains any Drawbacks previously acquired through Shell Shock (though at the ZM's option may buy off these drawbacks as standard on *AFMBE* p. 119), but his Trauma Threshold is now raised to the previous level of his Shell Shock points.

Example: The brass gets PFC Smith off the front lines for a few weeks' R&R. He manages in that time to lose three points of Shell Shock. He retains his Recurring Nightmares, but his Trauma Threshold is now raised to 6 (the level his Shell Shock points had reached before he was removed from the lines).

Expanded Aerial Combat

Let's be blunt for a moment before diving into the meat of these rules. People die in aerial combat. They die quickly, they die brutally, and they die without warning. There isn't much of a way around this in game, so players should be prepared, when undertaking aerial combat missions, to lose a Cast Member when his plane goes down or the turret he's manning gets hit. In many ways, aerial combat is even deadlier than regular gunplay (and we all know how rough that can be in the **Unisystem**.)

The Basics

During aerial combat, the pilot uses Dexterity + Piloting to attempt various maneuvers, and Perception + Guns (Machine Guns) to fire fixed weapons. Gunners use Dexterity + Guns (Machine Guns) to fire turret-mounted weapons (if there are any). Larger planes such as bombers and transports will have mechanics on board to deal with problems that arise; mechanics' Tasks are always Intelligence + Mechanic to diagnose and repair the problem.

These rules expand upon and replace those found in the *AFMBE* Core Rulebook; where discrepancies arise, these rules supersede those previously written.

Initiative

The pilots of all opposing planes roll Dexterity + Piloting to see who maneuvers first, possibly modified by the plane's Handling.

Actions

Actions in dogfighting work like actions in regular combat, but are resolved using either Dexterity + Piloting for maneuvers, or Perception (or Dexterity) + Guns (Machineguns) for firing. Each Turn a plane gets a defense action and an attack action, and possible extra attack actions based on its Handling score. For every 3 points of Handling above 0 the vehicle has, the crew can take an extra attack action per Turn without penalty. Unlike normal combat, additional attack actions cannot be performed at a penalty, but are limited to those granted by the plane's Handling. Defensive actions, on the other hand, are unrestricted, as the pilot is generally assumed to be constantly performing evasive maneuvers. Additional defensive actions after the first suffer a cumulative -2 penalty as standard (*AFMBE* p. 100).

However, a plane can fire all of its weapons each attack action, provided there is a firing arc available to all weapons (see "Firing Position," on next page). This means that a B-17 Bomber surrounded by fighters can fire each of its six machineguns on its attack action.

Mixing Genres

There will undoubtedly be those who wish to mix genres and have World War II-era fighters go up against modern F-16s or even starfighters, using *All Tomorrow's Zombies*. Naturally, it's not right that a Japanese Zero is just as maneuverable as a modern Russian MiG or a futuristic space fighter. When running World War II-era fighters against modern aircraft, subtract the WWII fighter's Handling from 7. The result is the bonus that the modern pilot gains to all piloting rolls. When running against futuristic spacecraft, subtract the WWII fighter's Handling from 10, and the result is granted to the futuristic pilot as a bonus to all piloting rolls.

Pilots may attempt certain combat maneuvers to put them in a better spot to do battle. If a pilot does not fire at any time in a Turn (the only weapons that are fired are turret-mounted or homing torpedoes fired by specialized gunners) he gets a +3 to any defensive maneuver. This is similar to Defensive Posture as described in the *AFMBE* core rulebook, p. 101. Likewise, a Pilot can attempt an Aggressive Posture, gaining +2 on his attack actions that Turn, but will be unable to take any defensive action, potentially placing him in a very compromising position.

Aerial Combat and Speed

Aircraft move much faster on average than ground vehicles, but are designed to be piloted at higher speeds as well. In general, an aircraft takes no penalties to piloting actions for running the vehicle up to its cruising speed. Beyond that speed, every 25 mph imparts a -1 penalty to all actions.

Example: A Supermarine Spitfire has a maximum speed of 380 mph and a cruising speed of 255 mph. The pilot takes no penalties to rolls made while the craft is at 255 mph or below. But he has -1 to all rolls when flying between 256 and 280 mph, -2 when flying between 281 and 305 mph, -3 up to 330 mph, etc.

Firing Position

Aerial combat takes place in a full 3D environment. It is hard to keep track of that sometimes, but one consequence is that not all of a vessel's guns can always fire at a target, because they may not, in fact, have a firing arc on the target. Unless plane design dictates otherwise, assume that if there is only one opponent (or more that are keeping close together), only half the guns (round up) can be used in a Turn.

On aircraft such as fighters, which have multiple fixed-mounted machineguns all pointing in the same direction, use Burst Fire rules (*AFMBE* p. 102), but for every Success Level in a 10-round burst, one bullet from each gun strikes its target.

Example: A P-51 Mustang fires a burst at a Japanese Zero. The pilot makes his Perception + Guns (fixed aircraft guns) skill roll and gets 4 success levels. For each gun he fired, four bullets hit. Since a P-51 has six machineguns, this means the Zero is peppered with a whopping 24 rounds of machinegun fire. The aircraft's AV should be applied against each bullet that hits, not against the total damage. So assuming average damage per round of 30, the Zero, with an AV of 10, takes 20 points of damage from each round, or 120 points of damage total. Likely, it's going down.

Piloting vs. Guns An Optional Vehicle Weapons Rule

Some vehicle-mounted weapons are entirely fixed in their positions and, realistically, would require the pilot to actually maneuver the entire vehicle in order to aim at the target. A fighter's nose cannon or helicopter's dumb fire rocket pods are good examples of such weapons. For the sake of keeping the game simple, the appropriate Guns skill is still used as the default for Strike Tasks with such weapons, but if you're looking to make your vehicle combat a little more true to form and are willing to keep track of a few more things, the appropriate Driving or Piloting skill may be used instead of Guns when aiming and firing.

Maneuvers

Below is a list of several maneuvers a fighter pilot might try to outwit his opponent. This list is by no means comprehensive, and players and Zombie Masters should feel free to create more as ideas strike them. Unless otherwise noted, these maneuvers are all opposed by the opponent's Perception + Piloting roll. If a maneuver is used defensively (e.g., loop the loop to escape an enemy firing at your six), it's a defensive action. If used on your initiative or to set up an attack (e.g., loop the loop to get behind an enemy and take him down), it's an attack action. As always, the ZM is the final arbiter of what use of a maneuver constitutes an attack or defense.

Bearing Down

This is also sometimes known as "playing chicken." The pilot turns his plane around and flies a collision course directly at his opponent. The rules for playing chicken on page 117 of the *AFMBE* core book apply, with the following modifications. During this action, as long as the planes head toward each other, both pilots must make Difficult Willpower Tests to stay on course (Nerves of Steel bonuses apply); failure means "chicken" and the failed pilot must veer off. If one pilot veers off, the other can make one free attack Task at no penalty. As long as both pilots are maintaining their collision course, they may freely fire upon one another, at a +2 bonus to all Attack Tasks. Performing a defensive maneuver while Bearing Down means breaking off the charge, though in this case the opponent doesn't get a free attack Task.

Defensive Roll

This maneuver is when the pilot puts his plane into a spin, hoping to provide a more difficult target for his opponent. Roll Dexterity + Piloting against the opponent's Perception + Piloting; if successful, the opponent suffers a penalty to his next attack roll equal to the successes on the pilot's Dexterity + Piloting Task. However, any attacks by the spinning plane for the rest of that Turn and all of the next Turn suffer the same penalty, even if the maneuver fails (either way, the pilot must concentrate on getting his plane stabilized and back under control).

Dropout

This extremely risky maneuver results when the pilot cuts his engines suddenly and drops below his opponent. The theory is that the opponent will overshoot the pilot, who will then come up behind at an advantage. Make an opposed Task as normal. However, the pilot must then make a Dexterity + Piloting Test at -5 to get his engines started again and regain control, before the plane goes into an uncontrolled nosedive. For this reason, only the most daredevil pilots use this maneuver. If successful, however, the opponent loses his attack this Turn and Initiative next Turn.

Loop the Loop

In this maneuver, the pilot attempts to flip behind his opponent by rolling his plane high in the air and coming back down behind. Make an opposed Task as normal, with the pilot attempting the Loop the Loop at a -2 penalty to his Dexterity + Piloting Test. If successful, the daredevil gains one additional attack on the opponent at no penalty.

Red Rover

During a Red Rover maneuver, the pilot flies straight through the enemy's formation, firing his machineguns in an effort to take out one or more enemy fighters. To perform this maneuver, the pilot first must be attacking a line of enemy planes in formation. In game terms, he makes a Simple Willpower Test to remain on course (this is a dangerous maneuver requiring a lot of guts), then follows this with a Perception and Guns (Fixed Aircraft Guns) test; each success level on the Test, as standard, means one bullet hits and each burst fire is considered "Rock n' Roll" (*AFMBE* p. 102), though the pilot can fire up to three long bursts in this manner. Enemy pilots suffer -2 to Dexterity and Piloting maneuvers to dodge, and all successful hits are divided equally between up to three targets. The pilot must then make an immediate Piloting and Dexterity Task at -4 to avoid a collision with an enemy craft. Any further defensive maneuvers this Turn by the Red Rover pilot are at -2.

Strafing

The pilot sends his plane into a dive, buzzing low to the ground and peppering a land-based target with a stream of machinegun fire. This requires Dexterity + Piloting at -3 to avoid an uncontrolled nosedive, and a Perception + Guns (fixed aircraft guns) roll at -4 if firing at a specific, human-sized target. There is no penalty if strafing a large area for damage, such as the deck of a ship. Use burst fire rules for aircraft weaponry (Firing Position, p. 59) to determine successful hits and damage. However, the pilot suffers a -5 penalty to perform evasive maneuvers against antiaircraft attacks (such as machinegun fire) when strafing.

Damage

Once the plane's DC is reduced to half its total, things start going badly wrong, and each hit after that can cause serious damage, though hull Toughness helps offset this.

For large planes, such as bombers and transports, use the Plane Damage Table and roll D10, add the Success Levels of the hit, and subtract the

Toughness of the plane. The area affected (if any) is hit and requires a mechanic to attempt an Intelligence + Mechanic Task to get it going again. However, each time the same area takes damage, the repair Task suffers a cumulative -2 penalty. If at any time the mechanic's D10 roll is a 1 or nets a negative result due to penalties, the system is irreparable without new parts, time, and a complete overhaul. Pray it wasn't a system you needed to get home.

Once the plane reaches 0 DC, it breaks up or explodes. If the crew doesn't have parachutes, or are strapped into the wreckage, they're pretty well dead at that point.

For fighter planes, excessive damage is much simpler, if a great deal more devastating. Once the plane's DC is diminished to half its original total, the pilot must roll a D10 after each successful hit suffered and add double the plane's Toughness, with a penalty equal to the success levels of the hit. Failure indicates the plane is going down, and there's nothing the pilot can do about it. Hopefully, he's got a parachute . . .

Plane Damage Table

Roll 1D10 + Success Levels – Toughness

1–5	No effect (apart from normal damage).
6	Wing flap damage. Handling drops by one.
7	Crew hit! The unlucky Crew member suffers D8 x 6(24) slash/stab damage from shrapnel and flying debris.
8	Landing gear broken. Pilot suffers a -5 penalty on Dexterity + Piloting Task to land.
9	Weapon turret. Crew member must make a Dexterity + Dodge Task. Failure means he suffers damage from the shot or is hurled into open air (ZM's option).
10	Fixed weapon hit. Any nearby crew (usually pilot and copilot) suffer D8 x 5(20) damage. Weapon is no longer functional.
11–12	Engine hit and no longer functional. Most large planes with 4 engines can fly on as few as 2.
13	Pilot struck! Treat as a 7, but the pilot is hit.
14	Fuel tank hit! Roll d12x2. The result is how many minutes the plane can remain in the air.
15+	Fire and flak tear a hole in the hull of the plane. Any crew not strapped in must make a Strength + Dexterity Task at -2 or be sucked out the hole.

Bailing Out and Crash Landing

If a plane is going down, there are two options: bail out or crash land. Both present potentially deadly results, but both offer a chance for survival in a very bleak situation. In general, ZMs should assume that a fighter pilot is equipped with a parachute and the means to eject from a plane going down; a Simple Dexterity Test at -3 allows the pilot to eject safely and in time. What happens to him after he lands is another matter entirely . . .

If ejecting is not an option, or the pilot wants to try and save the plane, a crash or belly land is possible, given enough of a landing strip. Crash landing is much more common with bombers, where the crew may not have access or time to strap on parachutes, where the pilots rarely have time to get out of the cockpit to escape, or where there is too much risk in letting a plane go down in flames (such as over a civilian population or crowded military base). Crash landing requires Dexterity + Piloting or the bird's Maneuverability (whichever is lower), at a cumulative -2 penalty for every 10,000 feet the pilot must descend (cumulative with penalties from things such as malfunctioning landing gear. Each failed roll means the crew and craft suffer D10 x 2 (10) points of impact damage (cumulative) upon landing. If the damage will be enough to destroy the plane, the crew is likely going to die a fiery death.

Naval Combat

U-boat wolf packs . . . allied destroyers, battle-ships, and carriers . . . amphibious landings . . . this is where we get into the grit of battles at sea. We've tried to keep the rules compatible with the aerial combat rules (p. 58) and battle system rules (p. 69) so that all three systems can be freely combined for lots and lots of carnage. The nuances might change a bit between air-to-air and ship-to-ship combat, but in the end most vehicular combat comes down to the vehicle's Handling and the pilot's Dexterity and Piloting. Keep those basics in mind, and everything should mesh together well.

Fleet Combat

These rules work best when there are only a few ships battling. For large-scale naval battles involving fleets of ships, we refer you to the Battle System rules for mass combat (p. 69).

Naval Combat: The Basics

Naval combat mostly works like any other kind of combat in the **Unisystem**. Most tasks to steer a ship in naval combat use the helmsman's Dexterity and Piloting, adding or subtracting the Seamanship modifier, as above. Firing weapons uses Perception and Guns (Artillery) for the boat's main guns or Perception and Guns (Rockets and Torpedoes) for torpedoes.

Combat is undertaken in several steps:

1. Optionally, each fleet admiral can make a Seamanship Task to grant bonuses or penalties throughout the battle. See sidebar on page 63.
2. Initiative. Each fleet rolls D10 and Handling to determine who acts first.
3. Positioning and Facing are determined
4. Attacks are resolved. Each vessel gets one maneuver and attack action and one defense action per Turn; however, unlike smaller vessels such as fighter planes (see Aerial Combat, p. 58), the defense action made by a naval vessel applies to all attacks against the ship for the entire Turn. This is called an *Evasion Task*.
5. Determine and effects of that damage.

Initiative

At the start of combat, each ship rolls a D10 and adds the ship's Handling score and any situational bonuses or penalties determined by the ZM. The higher result gains initiative and attacks first. For fleets, use the average Handling of all ships involved in the battle, to keep things simple.

The rules herein have been streamlined and updated from the *AFMBE* book *Arrgh! Thar Be Zombies!*. If ZMs wish more detailed rules, including information on zombie and ghost ships, and detailed crew rules, we encourage you to check out that book. Attentive readers will notice these damage ratings, consequences, and penalties from taking hits in naval combat are greater than those in *Arrgh! Thar Be Zombies!*. The reason for this is that more modern combat takes place on a much larger scale than combat in the Age of Sail. While the systems for handling combat are the same, the effects of that combat are far more severe due to the massive damage capabilities of artillery and explosives versus the cannons of the 1600's.

Positioning and Facing

Much like aerial combat, no ship is going to be able to fire all of its guns at any given opponent at one time. Since weapons for the most part have a limited arc of fire, this works in a similar manner to aerial combat. If the ship is broad side to its target, half its guns can fire at any given target. If it is facing head-on or to the rear, only the front or rear artillery (if any) or torpedoes (if launchers are available and facing) may fire.

When a vessel is within weapons range, the crew can attempt to fire guns or artillery. First, the ship must have weapons to bear, meaning getting guns or artillery in a position to fire upon the enemy vessel.

If the ZM rules that weapons are not yet to bear,

Seamanship Modifier

Optionally, at the beginning of combat, the admiral of each fleet can make an Intelligence and Seamanship Task, using the average stats and skill level of the ship's crew, as determined by the ZM (see above), or using the admiral's own stats, at the discretion of the person making the roll. Each Success Level in the Task adds a +1 bonus to all Piloting, repair, and Combat Tasks during the combat. If the Seamanship roll is failed, a -1 penalty is applied to all Piloting Tasks for every 3 points by which the Seamanship Task is failed. This is called the *Seamanship modifier* and is an abstract representation of the support skills of the crew and the admiral's ability to coordinate his fleet.

Most competent military crews will have attributes ranging between 2 and 3, and a Seamanship skill of 3 or 4. Certain crew, such as the captain, admiral, navigator, etc. should probably (if they aren't Cast Members) be statted out as Supporting Cast, but as always, the level of detail in the game remains in the purview of the ZM.

each gunner must make a Perception + Artillery Task, modified by the Seamanship Task and appropriate entries on the Naval Combat and Piloting Modifiers table. Success indicates weapons have been brought to bear. If the gunners are Supporting Cast, to make things easier, make each roll using the average Perception and Artillery scores of the crew. A successful roll readies half the guns available to fire.

Naval Combat and Piloting Modifiers

Better Handling	+1 per point of difference between ships
Worse Handling	-1 per point of difference between ships
Faster moving vessel	+1 for each knot in difference in speed
Slower moving vessel	-1 for each knot in difference in speed
Situational Awareness (captain, navigator, helm, or gunners)	+2
Choppy Sea	-1
Cross Wind/No Wind	-2
Heavy Gale/Fog	-3

Some vessels have a lot of guns. In this case, use a modification of the Automatic Fire – Burst rule on *AFMBE* p. 102; only one attack roll is made for all guns or artillery brought to bear. If the ship has three or fewer guns that have been brought to bear, use the Automatic Fire – Burst rules in the *AFMBE* main book with each Success level as one hit. If a ship has more than three guns on a side that have been brought to bear, use the Automatic Fire – Burst rule and make one attack roll, adding +2 for each additional group (or fraction thereof) of three.

If the gunner desires to fire at a small target with one or more of those guns the penalty for attacking that target should be applied. If the attack roll is still enough to hit the ship after comparing the defensive roll to the attack roll then all guns or artillery hit as above and those targeting the smaller target hit the target. If the penalty drops the roll below the target's defense, but the original roll was still enough to hit the ship, then only the guns or artillery firing at the smaller target miss.

Example: *The Cast has decided before the attack roll that two of their eight artillery are to be fired at a specific enemy gun. Their attack roll results in 22, but –6 is imposed against the attack roll for firing on a gun, which brings the roll down to 16. The ZM notes that the enemy vessel's defense roll was 18, so the penalty brings the attack roll below what is needed to succeed in hitting the gun. However, since the original roll was enough to hit the ship, only the two guns that were firing at the enemy gun miss, and the remaining guns still hit the ship. If the enemy vessel's defense had been a 15, all eight guns would hit, and two of them would hit the enemy gun (likely destroying the gun and gunner in the process).*

Other Targets

Targeting a specific section of the ship works much like targeting a limb in *AFMBE*. Specific guns are difficult targets to hit; however, if the damage done is at least 1/10 of the vessel's total DC, the target is generally considered destroyed.

Penalties to Striking Targets aboard a Ship

Specific Hull Section (holing attempt)	–2
Aiming for or Firing across the Deck (see Sweep the Deck p. 68)	–3*
Bridge	–5
Weapon	–6
Human-sized Target	–7

*Aircraft strafing a deck from above are not subject to this penalty; see Strafing, p. 61.

Damage

Once the attack has been resolved, subtract the vessel's AV from each shot fired and apply the total damage to the ship's DC. Normally, a ship's AV rating applies only to its hull. The bridge has an AV equal to half of the hull AV, artillery has one-quarter the hull AV, and the deck has no appreciable AV; attacks that strike the deck deal full damage to the ship's DC (making aerial attacks and bombings particularly devastating to naval vessels).

Too much bookkeeping!

If it's too much to keep track of separate AV ratings for different parts of each ship, just use the standard AV any time an attack is resolved.

Holing a Vessel

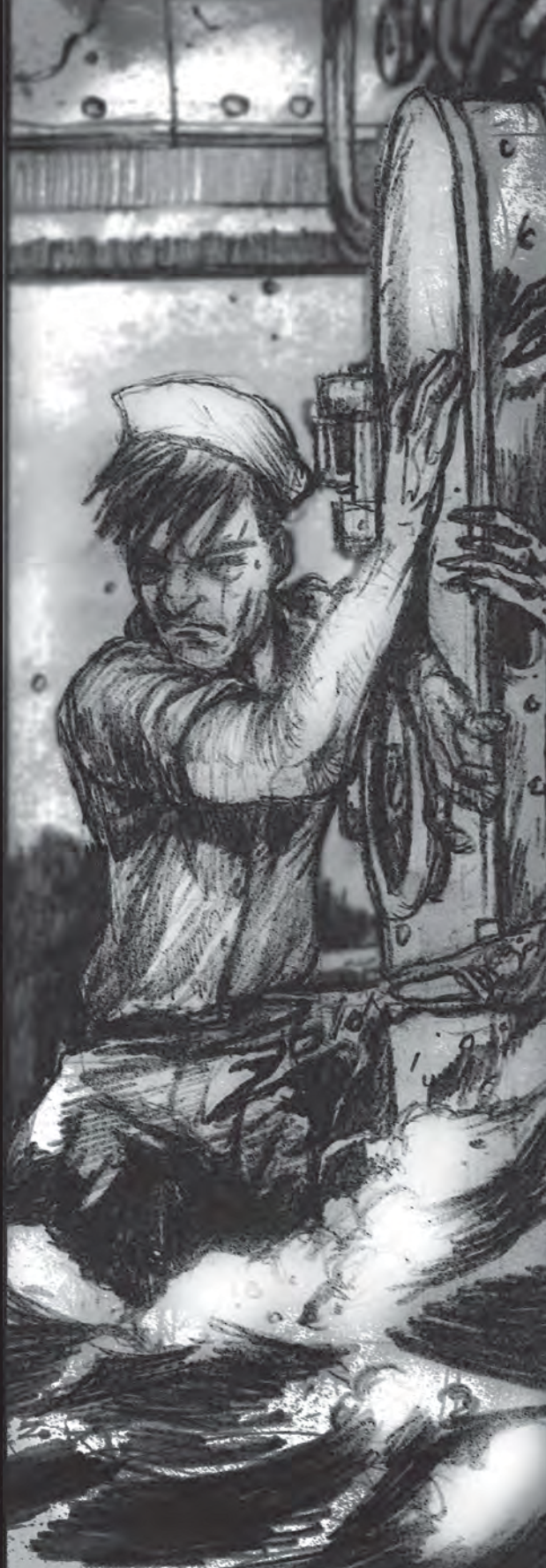
Sometimes an attacker may wish to intentionally cause a ship to take on water by “holing” the ship by firing its guns or artillery into the enemy ship at the waterline. This causes the ship to slow, allowing a faster vessel to move in more quickly and overtake it, or simply scuttle the enemy vessel.

The attack roll is made at -2. If the damage is greater than the ship’s Barrier Value (BV) it begins taking on water. In game terms, the ship begins losing 10 DC per Turn as its hold and lower decks fill with water. This damage is cumulative, so that if another attack penetrates the ship’s BV at or below the waterline the ship would take an additional 10 DC per Turn, and so on. This holing will cause the ship to slow by 1 knot and lose 1 point of Maneuverability every 5 Turns as well, due to drag and weight change.

Manning bilge pumps can slow the DC loss, but this is difficult during the middle of combat. Pumping water during combat causes a -1 penalty to the Seamanship modifier per hole in the ship’s hull, since operating the bilge pumps that empty out the water requires crewmen to be pulled away from essential duties to bail.

Example: *A ship has taken three hits and is consequently losing 30 DC per turn in water gain (cumulative 10 DC per hole). Manning the bilge pumps to keep the vessel afloat and stop it from taking on any more water would result in -3 to the Seamanship Modifier for the rest of combat. The captain can opt to slow the water gain rather than stop it. If he does, he suffers -2 for the ship to take on 10 DC per turn (one hole still taking on water), or -1 for the ship to take on 20 DC per turn (two holes taking on water).*

Torpedo attacks always result in holing, regardless of the amount of damage done, as do attacks from depth charges or mines at Ground Zero range. Also, torpedo attacks do not suffer the typical penalty to the attack roll for holing, since they’re already below the waterline. Depth charge and floating mine attacks result in holing if the ship is hit at Ground Zero range; otherwise, holing is standard (attack must deal more damage than the ship’s BV).



The cumulative damage from holing is far greater in modern naval combat than in the Age of Sail represented in *Arrgh! Thar Be Zombies!*. That's because modern ordnance makes far bigger and more devastating holes than cannons in the 1600's.

Bookkeeping!

Again, for some ZMs, the rules represented here may require too much bookkeeping. If this is the case, simplify things in this manner.

When a ship's DC hits 50% of its total, it automatically rolls on the Toughness Failure Table. When its DC reaches 20 or less, it must make a roll on the Catastrophic Failure Table.

When DC reaches 0, the boat will sink in D10 – 2(3) hours and must make a second roll on the Catastrophic Failure Table.

Toughness

Once a vessel takes more than 25% of its total DC in damage, Very Bad Things start to happen, such as loss of maneuverability or even munitions hits. At this point, the ship must start making Difficult Toughness Tests each time the ship takes damage. Each failed Toughness roll brings a D10 roll on the Toughness Failure Table below, subtracting the Toughness of the ship but adding any Success Levels from the attack. The result on the table is then applied to the ship, which could result in poor mobility, loss of speed, or much worse.

Buoyancy Threshold

If the ship loses three quarters of its DC it has passed its *Buoyancy Threshold* and is in danger of sinking. It must make Simple Toughness Tests every

hour with –1 to the roll for every 100 points below the Buoyancy Threshold, or sink in D10 – 2(3) hours (minimum 1). Manning the bilge pumps will add +2 to the roll but carries its own consequences (see Holing, p. 63). Even if the roll is made, the vessel will sink in D12 (6) hours if repairs aren't made. If the damage inflicted is more than the ship's total DC, the vessel will sink within D10 – 2(3) (minimum 1) hours unless repairs are effected. A ship that has taken double its total DC in damage is utterly destroyed. It was rare for a vessel to be completely obliterated; generally, they were just sunk.

Toughness Failure Table

Result	Effects
1–3	Maneuverability. Damage to the ship's maneuverability drops the Handling of the vessel by 1 and imposes –2 to all Seamanship rolls to maneuver.
4–6	Decreased Speed. Damage to the ship's engines has resulted in decreased speed. Drop the maximum speed of sailing vessels by 5 knots. This also affects the current speed of a craft. Use the next highest result if the ship is already dead in the water.
7–8	Solid Hit. The damage done to the vessel is the maximum possible for the weapon type.
9–10	Pounded Hull. The ship has taken so much punishment that the Toughness of the craft has decreased by 1.
11–12	Gaping Hole. The vessel takes x2 damage from the attack. Speed drops by 2 and Handling drops by 1.
13–14	Massive Damage. Chain reactions throughout the ship have taken their toll. Speed drops by half, Handling drops by 2, and 30% of crew are killed.
15+	Catastrophic! Roll a D10 and consult Catastrophic Damage Table.

Catastrophic Failure Table

Result	Effect
1–2	Munitions/Engine Room Hit. Damage x 10 from resulting explosion and the ship is on fire, taking D6(3) fire damage per Turn.
3–6	Engine Completely Destroyed. Lose all propulsion; ship is dead in the water.
7–9	Massive, Irreparable Damage to Hull below Waterline. Ship will sink within D4 x 5 (10) minutes; all hands abandon ship!
10	Explosion Sets the Entire Ship Ablaze. All on board suffer D6 x 3 (9) points of fire damage and must make a Survival Test.

Maintenance and Repairs

When emergency repairs are needed, the ship's engineer makes an Intelligence + Mechanic Task; each Success level rolled repairs 10 DC to a ship, can repair damaged systems, or, in the case of a boat taking on water, reduces the amount of DC loss per Turn by 5. Water loss must be stopped before DC can be restored, and restoring DC to a damaged ship is dependent upon spare materials at hand (plating to weld to the hull, etc.).

Major repairs may require a ship to be sent home to the shipyard for refit, at the ZM's discretion. All repair attempts take time, ranging from hours to days. Multiple assistants could lower the time required. This, too, should be determined by the ZM.

Brace for Impact!

Crew can be lost by many means during naval combat. They can be specifically targeted on a vessel as shot is intentionally laid across a ship's deck. They can be lost when a ship is hit in the hull as the shells or torpedoes rip through, spraying the interior with shrapnel. Any time the ship takes a hit, or weapon shot is strafed across the decks, the crew of a ship must make a standard Dodge maneuver (the ZM should roll once for the entire crew in the affected area of the ship, using the average Dexterity and Dodge scores of the crew added to the D10; Cast Members in danger gain their own, separate Test if the crew's Test fails). If the result is higher than the attack roll, the crew successfully hits the deck. If not, 10% of any remaining crew (round up) are lost.

If the attack was designed to take out personnel, damage from the guns or artillery are halved and applied to both the vessel and any Cast Members who failed their Dodge Task. If the attack was designed merely to hit the ship, the vessel suffers full damage, and the Cast suffers _ damage from the attack.

When crewmen are lost, a ship may be more difficult to pilot until more crew are picked up. Each time the crew drops by a quarter (25%), they lose 1 point in all bonuses, as well as Willpower. Brace for Impact stays the same. Thus, a crew that has been reduced by half has all bonuses dropped by 2 and their Willpower dropped by 2.

Healing Crew

After a combat or a disaster that causes damage to the crew, the ship's surgeon may attempt to use the Medicine skill to save lost crewmen. The surgeon makes a Dexterity + Medicine Task roll and saves 10% (round up) of the lost crew for each Success level in the roll.

Submarines and U-Boats

Submarines and U-boats use the same rules for naval combat as all other ships; however, when submerged a submarine is nearly impossible to detect by surface-moving vessels. The submarine gains an effective Stealth skill of 5 while submerged; detecting the U-boat requires the Cast or crew of the surface ship to make a Perception + Notice Task at -3 against the submarine's Handling + Stealth in order to detect the ship. Vessels equipped with a HF/DF (pronounced "huff duff")

or sonar device and qualified operator are treated as though the ship had Situational Awareness for the Perception + Notice Task.

If the submarine attacks, the Cast is not penalized on future Perception + Notice Tasks, but without torpedoes or depth charges, won't be able to do much damage. Fortunately, surface-dwelling ships are generally much faster than submerged U-boats.

Combat between U-boats is standard; two submerged vessels can see each other just fine. U-boats can take evasive maneuvers to avoid depth charges and torpedoes; this is the same as a surface-dwelling ship's Defensive action, but U-boats get +3 to evade (escape Ground Zero range) depth charges.

If at any time a U-boat fails a Toughness Test, it is unable to surface until repairs are made. At this point, the crew has D10(5) hours of oxygen left before suffocation sets in (use rules for drowning, *AFMBE* p. 108).

Maneuvers

Below is a list of several maneuvers a crew might use to try and outwit their opponent. As with those in Aerial Combat, this list is not comprehensive, and players and Zombie Masters should feel free to create more. These maneuvers are all opposed by the opponent's Evasion Task unless otherwise noted.

Shadow

The pilot must succeed in a Dexterity (or Handling) + Piloting Task roll with -2 to the roll to stay hidden behind another ship. The ship must be smaller or of the same size as the ship being shadowed. This maneuver is most useful for fooling a pursued vessel into believing only one vessel is behind it. Failure in the roll allows those on the opponent's vessel to make a Perception and Notice Task roll at +3 to see the second vessel.

Sweeping Broadside

The pilot must succeed in a Dexterity (or Handling) + Piloting Task roll at -5 difficulty to the roll. If successful, the ship banks hard, threatening to dip one side into the drink while quickly pulling all guns on a side into firing position. However, this maneuver drops the current speed of the vessel by

3/4, which can quickly mean the end of an encounter if the broadside misses. If the roll is failed, the ship dips too far and all hands must make Difficult Dexterity Tests to keep from falling into the drink. If the crew fails, 10% of their current numbers are lost in the briny sea. Even worse, the ship has pulled out of any proper position to fire and has still lost 3/4 of its speed.

Sweep the Deck

The gunner aims guns or artillery to fire across the deck of a ship, which causes the enemy crew to make a Dodge roll (Brace for Impact! p. 67). The maneuver is performed at -3 to the roll. This is most useful for clearing the way to board the enemy vessel.

Wolf Pack

More a tactic than a maneuver, the Wolf Pack is a fleet of submarines with half the boats on the surface and half submerged. The surface vessels would draw in the enemy, hoping to take out the surface boats, while the submerged ships would surround and attack like a pack of wolves hunting prey. Since German U-boat commanders had a great deal of autonomy, neither they nor the enemy knew until the battle commenced exactly how many ships would be involved, and by the time even the surface decoys were detected, it was often too late to run, as submerged ships were closing in. If using this tactic in game, the Wolf Pack gains +3 on all Combat Tasks until the Cast locates the submerged U-boats.



Mass Combat: The Battle System

Since this is, in fact, a game about war, massive battles between units, companies, and battalions of soldiers are inevitable. We would be lax if we didn't include rules for mass combat to cover those situations. Some games lay out complex miniatures-based skirmish rules that can take hours to set up and play through a battle. Since that kind of goes against the entire idea of what the **Unisystem** is, we've tried to keep our system narrative and fast-playing, while still allowing room for the Cast Members to get directly involved. The rules are designed to play fast and loose with numbers so the ZM can concentrate on describing the action. This description matters in the context of the rules, even though it's a fairly subjective summation of how the battle is going. The Cast's plans and reactions must make sense within the context of the ZM's interpretation of the battle results. How exactly this works will become clear as we go.

Again, these rules are designed to simulate a mass battle in a narrative sense. They are not tactical miniatures rules, and they depend a great deal upon the storytelling abilities of the ZM. In the end, this system should *never* come down to a strictly numbers game; always keep in mind the circumstances of the battle,

*The rules herein are adapted from the **Army of Darkness** roleplaying game. For those wishing a slightly different (simpler) take on mass combat, including the Drama Point system for character-driven plots, we encourage you to check out that game.*

the skill and equipment of troops on each side, the strategies and planning the Cast comes up with, environmental factors, and other such dynamics when determining the outcome of a given Turn of combat or the tide of a battle as a whole. Feel free to adjust the numbers and percentages given here if it makes sense in the context of the scene, and always remember: The story comes before the numbers.

Quick Breakdown

Mass combat may look complicated but actually takes place in several basic stages:

1. Review of Forces: The ZM gives the Cast a breakdown of everyone involved in the battle.
2. Plotting and Scheming: The Cast comes up with a strategy and presents it to the ZM.
3. Leading from the Front (direct Cast action): Individual Cast Members can act to affect the battle.
4. Total Bonuses or Penalties: All bonuses and penalties from the above three steps are totaled into a single modifier.
5. Battle Test: Roll the bones!
6. Casualties and Morale: Make Constitution checks to determine casualties on each side, and a Willpower Test to determine troop morale for the remainder of the fight.

Review of Forces

Before the battle, the Cast should be given a written list of the forces at their disposal and at least a sketch map of the situation. This description should include number of troops and weaponry types, such as “2,000 Infantry with 20 of those designated machine gunners, mortars and bazooka men, 7 Sherman Tanks, and 5 P-51 Mustangs for aerial support.” Providing a good description and at least a quick sketch map gives the players a clear understanding of what they’re up against. The ZM, in addition to this description, provides a Battle Test bonus based on the total size of the forces, generally as they relate to the basic Unit Size.

General Unit Sizes

For better application of the Battle System, it may help to be familiar with the various types of units one may encounter on the battlefield. The following unit breakdowns are based on U.S. military divisions. Other countries have similar breakdowns but may call them by different names. Where possible, non-U.S. naming equivalents are listed. Following each unit, we list the bonus or penalty to Battle Tests

if that unit represents the full size of the “army” in question. In general, the Battle Test bonus for an army should be based on the *total forces* involved, not broken down by unit.

Example: *The Cast have three Companies and a Fire Team at their disposal, for a total of roughly 905 men. Rather than +2 for each company and -2 for the fire team, count the forces as a battalion (total bonus +3) when assigning Battle Test bonuses.*

Corps: Typically composed of 30,000 or more troops, a corps is commanded by a lieutenant general (or equivalent). Although divided into two or more divisions, a corps is the largest unit that will be sent into battle. Because it is so large, a corps structure is never static and is always changing to suit current deployment and logistic needs. **Battle Test Modifier:** +10 (it’s unlikely an entire corps will ever participate in a single battle).

Division: Consisting of several regiments or two to four brigades, depending upon its purpose, most divisions have between 10,000 and 20,000 men and are led by a major general (or equivalent). A division usually bears a numerical designation and is further defined by a category, such as “infantry” or “armored.” **Battle Test Modifier:** +8 (it’s only slightly more likely to have an entire division involved in a single battle).

Brigade: A brigade will contain 2,000 to 5,000 troops split between two or more regiments or three to six battalions, along with their support units. Brigadier generals or colonels lead these flexible units. Nazi brigades are sometimes called legions; Hitler believed his Third Reich to be the successor to the Roman Empire. **Battle Test Modifier:** +5.

Regiment: Popular in the U.K. and Commonwealth nations, regiments typically contain between 500 and 700 soldiers, broken down into two or more battalions, although some swell as high as 1,000 during wartime. A regiment is led by a colonel (or equivalent rank; brigadiers in the U.K.). A regiment is Britain’s largest “permanent” organizational unit, often having long and proud traditions. The U.S. Army did not use regiments,

except for its modern cavalry and a number of elite units, because of their rigid organization. Brigades are used instead, and associations with the regiments of old remain only for historical and nostalgic purposes. **Battle Test Modifier:** +3.

Battalion: Commanded by a lieutenant colonel (or equivalent rank; majors in the U.K.), a battalion consists of two to six companies, totaling 300 to 1,000 soldiers. Companies are usually designated alphabetically, plus the addition of a supply company and headquarters/command company. **Battle Test Modifier:** +3.

Company: Headed by a captain (or equivalent rank), a company usually has between 150 and 300 men distributed between three to six platoons. Companies are typically given an alphabetical (not necessarily ordered, though) designation, such as “E Company,” which in turn is pronounced using the military phonetic alphabet, such as “Easy Company.” **Battle Test Modifier:** +2.

Platoon: Consisting of 30 to 40 soldiers, broken down into two or more squads, a platoon is commanded by a lieutenant with a 2nd lieutenant or sergeant major (or equivalent ranks) assigned to assist. Infantry platoons are the most common, although

specialized platoons, such as heavy weapons and reconnaissance, also exist. **Battle Test Modifier:** +1.

Squad: With 8 to 12 soldiers in two or more fire teams, each squad is headed by a non-commissioned officer (NCO), usually a staff sergeant. The more experienced and/or higher-ranking NCOs are typically assigned the more important squads, or the ones that need them most. **Battle Test Modifier:** –2, but every two squads increases the Battle Test Modifier by +1 (to –1 if there are two squads, then to 0 at four squads. More than four squads is the equivalent of a platoon).

Fire Team: With an NCO (typically a corporal) in charge, a fire team (the smallest recognized unit) consists of four or five soldiers. Typically, each fire team is assigned a heavy weapon, usually a man-portable grenade launcher or light machinegun. Fire teams are especially important to Special Operations, because fire teams are trained to operate independently of the chain of command when necessary, and to rely upon each other more than anyone else for survival and support. Fire teams are perhaps the most likely makeup of a military-oriented Cast in *Band of Zombies*. Fire teams are also sometimes referred to as *squads*. **Battle Test Modifier:** –3 (see Squad, above).

The Military Phonetic Alphabet

In order to cut down on miscommunication, the military assigns words to represent specific letters and numbers. The result is the Military Phonetic Alphabet. It is as follows:

A: Alpha	K: Kilo	U: Uniform	1: Wun
B: Bravo	L: Lima	V: Victor	2: Too
C: Charlie	M: Mike	W: Whiskey	3: Tree
D: Delta	N: November	X: X-Ray	4: Fower
E: Echo	O: Oscar	Y: Yankee	5: Fife
F: Foxtrot	P: Papa	Z: Zulu	6: Siks
G: Golf	Q: Quebec		7: Seven
H: Hotel	R: Romeo		8: Ait
I: India	S: Sierra		9: Niner
J: Juliet	T: Tango		0: Zeero

Designations were then spelled out phonetically rather than said. For example, “Pizza” would be “Papa-India-Zulu-Zulu-Alpha,” and a designation of “C-19” would be “Charlie-One-Niner.”

Additional Unit Types

Fleet, Atlantic and Pacific: In the Navy, these units refer to the sum total of all vessels in service in a particular theater of conflict. Atlantic Fleet and Pacific Fleet are proper names. **Battle Test Modifier:** +10 (it's highly unlikely an entire fleet will ever participate in a single battle).

Fleet: In a more general sense, a fleet can refer to any large group of naval vessels assembled for a given task. In general, a fleet consists of at least 10 ships, with a minimum of one battleship and likely at least one aircraft carrier. **Battle Test Modifier:** +4.

Squadron (Air Corps): A squadron consists of 12 to 24 aircraft, depending on type and purpose, distributed between three or four flights. **Battle Test Modifier:** +4.

Squadron (Navy): A flexible, ad hoc unit, squadrons are usually several ships of the same type (more than two, but fewer than 10) but can also be units comprised of at least two capital ships, such as battleships or aircraft carriers. **Battle Test Modifier:** +2.

Flight (Air Corps/Navy): Such units have 2 to 4 aircraft, including air and ground crews. **Battle Test Modifier:** +2.

Plotting and Scheming

Once the group knows what their troops and terrain are like, they can start working on their plan, which is important when the Battle System comes down to dice-rolling. Some of the actions they take might gain them bonuses on their Battle Test (see p. 75), or they might take advantage of certain narrative situations that arise, if they've properly planned. In addition, at the ZM's option, some units can be "split," which the ZM may rule requires separate Casualty Tests for each unit (see p. 75).

Example: *The Cast decides to send two squads to flank and cross-fire the enemy, which is bottlenecked in a ravine. The ZM decides this strategy grants an extra +2 until the enemy gets out of it, but also decides these two squads must roll separate Casualty Tests if the enemy focuses fire on either or both of the squads.*

Leading from the Front

Cast Members won't likely sit back and let the Guest Stars do all the fighting for them. They're the stars of the show, after all, and most will want to leap into the fray. These Cast Members can choose whether to fight in hand-to-hand combat, stand back and fire their guns, turn their fighter onto an enemy formation, etc. To get directly involved, the player first describes his Cast Member's action in general terms. This should be something like "I lead the charge across the battlefield," or "I strafe the enemy lines with my Mustang's machineguns."

The narrative description determines what roll the character uses for the Turn and will be a standard combat Task (Dexterity and Guns, Perception and Piloting, etc.). Once that's determined, check the tables below to see what happens. Use the standard target number of 9 for this roll, not a foe's Resisted Task, as this roll simulates several minutes of fighting against multiple foes. **In the Fray** is the chart for those involved in a shootout or hand-to-hand on the battlefield with enemies all around, **Sniper** is for those who want to hang back and pick off their targets from afar, and **Aerial** is for those in aircraft. The **Naval** table is used in naval combat, and during a fleet battle at sea, generally only it and the Aerial table are available, unless the crew manages to board an enemy vessel.

The Success Level on the Cast Member's combat Task determines the effect the hero has on his side's Battle Test (see p. 75).

Some of the entries state that the hero suffers a "counterattack." This is an attack from the most common weapon wielded by the enemy in that type of combat (generally guns on the battlefield; aerial assaults can be from other aircraft or antiaircraft guns on the ground, or both, at the ZM's discretion). The ZM should roll these attacks as standard, using average values for an enemy soldier, vehicle, etc.; the character can attempt to defend against the counterattacks, but if he ducks and covers (*AFMBE* p. 101) he may not assist his side on the next Turn.

Note that Cast Members can't go after specific foes whenever they want, unless they invoke the

All Flesh Must Be Eaten™

Rule of Ten (AFMBE p. 93), in which case the Cast Member can choose a specific foe *if that foe can be feasibly attacked*, at the ZM's discretion. The ZM should work to set up a one-on-one combat between the Cast Member and that foe, if at all possible, as the battle rages around them.

In the Fray

Failure	The hero wades into battle and finds himself overwhelmed by his foes. He suffers four counterattacks. War is Hell.
1–2 Success Levels	The hero slays his fair share but pays for his heroism in blood. He adds +1 to his side's Battle Test for the Turn but suffers three counterattacks.
3–4 Success Levels	The hero rages through his foes, creating a one-man bloodbath. He adds +2 to his side's Battle Test for the Turn and suffers two counterattacks.
5+ Success Levels	The hero covers himself in glory (as well as brains, blood, and bits of bone)! He adds +3 to his side's Battle Test for the Turn and suffers no counterattacks this Turn.

Sniper

Failure	The enemy spots the hero and fires a couple of volleys at him. He inflicts few casualties this Turn and suffers four counterattacks. Duck and cover!
1–2 Success Levels	The warrior picks off several foes but suffers some return fire as well. He adds +1 to his side's Battle Test for the Turn but suffers two counterattacks from enemy fire.
3–4 Success Levels	This guy could shoot the wings off a fly. He puts down a number of foes and adds +2 to his side's Battle Test for the Turn.
5+ Success Levels	Don't give this guy a bell tower and a box of Oreos! He nails more opponents than he can count. He adds +3 to his side's Battle Test for the Turn.

Field Medic or Chaplain*

Failure	The other side doesn't realize he's a noncombat type! He suffers four counterattacks and must make peace with his dear and fluffy Lord.
1–2 Success Levels	He manages to bring some succor to his fallen men but takes some shrapnel in the process. Add +1 to his side's Casualty Check this Turn, but he suffers two counterattacks for his trouble.
3–4 Success Levels	He has the hands of a healer! Add +2 to his side's Casualty Check this Turn, but he suffers one counterattack as a grenade, land mine, or shell explodes just a bit too close.
5+ Success Levels	Hippocrates incarnate! Add +3 to his side's Casualty Check this Turn and +1 to the Morale Check.

*The Field Medic or Chaplain should, rather than a Combat Task, make a Task appropriate to his duty (First Aid, Medicine, a Miracle, etc.).

Aerial

Failure	The pilot has problems; too many foes, fighting the stick, or poor decisions means he suffers four counterattacks from antiaircraft, other planes, or both. Hope he's got a parachute.
1–2 Success Levels	The pilot takes out a few foes, but an enemy has his six. He adds +1 to his side's Battle Test for the Turn but suffers two counterattacks for his trouble.
3–4 Success Levels	The flying ace inflicts losses on the enemy but has drawn the attention of an enemy hotshot! He adds +2 to his side's Battle Test but suffers one counterattack, or finds himself in a dogfight with a specific enemy pilot (ZM's discretion).
5+ Success Levels	The Red Baron reincarnated in this guy. He's the terror of the enemy skies (and ground, to boot). He adds +2 to his side's Battle Test this Turn and chooses where half the casualties this Turn go.

Naval

Failure	The gunner has just drawn attention to himself; he hits nothing and suffers four counterattacks from aircraft, artillery, enemy crew, or some combination of the three. Time to duck and cover.
1–2 Success Levels	The gunner lands a solid hit but advertises himself as a threat in the process. He adds +1 to his side's Battle Test for the Turn but suffers two counterattacks for his trouble.
3–4 Success Levels	The gunner scores big! He adds +2 to his side's Battle Test and can choose one ship to directly damage, but suffers one counterattack.
5+ Success Levels	This guy is bucking for a medal or a promotion. He adds +3 to his side's Battle Test this Turn and can sink one specific enemy ship.

Total Bonuses and Penalties.

Now the question arises of judging relative strengths between the armies. Compare numbers, types of troops, individuals who make up the types of troops, weapons, armor, and training, and consult the section on Unit sizes (p. 70).

Example: *A heavily armed cavalry unit with 20 Sherman tanks takes on 200 zombies with bolt-action Mausers and grenades. While the tanks clearly outclass the zombies one for one, in such a battle the abilities of the artillery might be balanced by the numbers of the dead, so the ZM might rule that no modifier is applied.*

For situation-specific modifiers, consider what's different about the Battle Test for this Turn compared to any other. Did the infantry get into position to flank this Turn? Are the front ranks in range of the enemy artillery for the first time this Turn? Is the

Battle Modifiers Table

Mod	Situation
+2	The leader's army is twice as strong as the opponent.
+2	The leader's army is protected by major fortifications.
+2	The leader's army is composed of undead or supernatural troops, and their foes are mostly human.
+1 to +4	Any additional beneficial surprises, tricks, advantages, or Cast Member bonuses this Turn, including tactics, artillery, aerial strikes, etc.
+2	The army has at least a platoon of zombies or other supernatural creatures.

final route of retreat cut off, so the troops know it's now "do or die"? These are the situations that call for special modifiers.

When judging the strengths of armies, always keep in mind that the storyline is paramount.

What do you think would make for a good tale? All in all, there's no need to agonize over exact balance or relative strength. Make a call and move on. Likewise, ZM judgment calls don't have to be rigid from one Turn to the next. Assign modifiers, roll the dice, and see what the results are. Next Turn, adjust the modifier depending on new circumstances, re-evaluation of the army strengths (taking into account casualties on both sides), or where you want the story to go.

Also, don't forget situational modifiers (the Cast sets up a crossfire, so they get +2 this round; the enemy has a unit of Panzers that will add +3 every other round until they're wiped out, etc.).

Finally, ZMs wanting a simpler take on mass combat can ignore bonuses for specific unit sizes and simply add bonuses based on the Battle Modifiers Table.

Battle Test

Now the dice are cast. The leader of each side makes an Intelligence and Military Tactics Resisted Task and adds or subtracts his total Battle Test modifier. The leader with the highest total wins the Turn. Ties are just that—the Turn is a stalemate. The ZM now narrates the action, covering the next "stage" of the battle. The exact amount of time this takes depends on what's going on; rounds in mass combat are even more fluid than those in standard combat, lasting a minute to an hour, depending on the actions of the Cast and their foes.

The Role of Luck

At the ZM's option, when a Battle Test invokes the Rule of One, and the second roll results in a negative modifier, all casualties double for this Turn only. Conversely, if a Battle Test invokes the Rule of Ten and the second roll results in a positive modifier, the commander can halve any casualties (to 5%) for this Turn only. See the Role of Luck (AFMBE p. 93) for more information.

Casualties

Now both sides make Difficult Constitution Tests for each *type of troop in their force* (not each individual troop; make a single roll for all infantry, not for each infantryman). At the ZM's option, split forces—such as two infantry units that move to flank an enemy—may roll separate checks. Also, depending on the tactics employed by each side, the ZM can rule that there is an effect on the Casualty check (for example, successfully sending a fire team with a bazooka specifically after the enemy's Panzer squadron could net a ZM ruling that the Panzer unit suffers -2 to its Casualty check, and doubles losses to that unit, that Turn).

The Constitution of a unit is determined by the average of its troops (this will usually be 2, save for elite units which may be 3, 4, or higher) and should be provided by the ZM with the initial write-up of the Cast's forces. For units such as aircraft and artillery, use the average Toughness of the vehicle types in the unit instead of Constitution. The side that lost the Turn suffers a penalty equal to the victor's success levels on the Battle Test this Turn.

Example: *The victor's total Battle Test comes out to 16, or four success levels. The loser of the battle will suffer -4 on all casualty checks this Turn.*

If a troop type fails its roll, it suffers 10% casualties (round up) from its current numbers. Assume that if a vehicle is destroyed, its pilot, driver, and/or crew are dead or at least wounded and out of the battle. If an army has 2,000 infantry, for instance, and it suffers 10% casualties, 200

infantrymen become casualties that Turn and may no longer participate in the battle. Make sure you write down your different troop types before you get to this step so there's no "cheating." Remember that "casualties" means *killed or wounded*, not just killed. Some of those who took a dive might be just fine for the next battle, having just taken a bit of shrapnel to the leg.

Finally, if troop size is reduced significantly enough to warrant a change in unit sizes, Battle Test modifiers in future Turns should be adjusted accordingly.

Fight or Flight

The final step is for the commander who lost to make a Morale Test. The Test is a Simple Willpower Test as long as he still has half his force left (Nerves of Steel adds +4 to this test; Cool under Fire adds +2). The moment it drops below that, he must roll a Difficult Willpower Test.

Failure means his troops are ready to retreat. The commander can choose to keep fighting, but all losses from this point on are doubled and the loser suffers -2 to future Battle Tests, until the commander wins a Battle Test or succeeds in a future Morale Test. This often happens when troops can't retreat, such as those who are surrounded or entrenched and cut off from reinforcements or escape.

Morale and Battle

A morale check represents only the commander's ability to rally his troops and keep them in the fray. It should *never* be the sole deciding factor in whether a battle continues or ends. At some point, any commander worth his salt is going to realize he's being beaten and order the retreat. Again, *Zombie Masters* should always keep the narrative elements of the battle in mind and never let a mass combat degenerate into a sheer numbers game.

Suicide Runs: Two Historical Tactics

The Russian Charge: The infamous Russian charge of World War II was utterly horrific and demoralizing to German troops. If ZMs wish to include this tactic in mass combat situations, the charging unit would inflict a -4 morale-related penalty to the enemy's Battle Modifier, cumulative with all other bonuses and penalties, and a -2 penalty to the Casualty check of the enemy infantry. This tactic is not without its drawbacks, however. The charging unit suffers 10% casualties even if it succeeds in its Constitution Test, and 50% casualties if it fails.

The Highland Charge: A variation on a theme, the charge of the Cameron Highland unit was very similar to the Russian Charge, and just as demoralizing, but performed by far better-trained soldiers. If using this tactic in a desert campaign, the charge inflicts a -3 morale-related penalty to the enemy's Battle Modifier, cumulative with all other bonuses and penalties, and a -2 penalty to the Casualty check of the enemy infantry, which suffers 20% casualties on failure rather than 10%. Again, the tactic is not without its drawbacks. The charging unit suffers -1 to its Constitution Test, and 20% casualties if it fails the Test. Even the sound of Highland bagpipes can be a one-time bonus to a unit, adding +2 to the unit's Battle Test that Turn.

Sample Battle

Easy Company is entrenched in the forests of Bastogne, surrounded and cut off by Nazi forces, and is waiting for General Patton to get them out. The Cast is entrenched with 80 infantry, 5 machinegunners, and 5 mortars. The Nazis have 150 infantry (split into two units of 75 human and 75 undead), 10 mortars, 10 machinegunners, and 2 Panzer tanks.

Now assign modifiers. The ZM decides the zombies are roughly the same as normal infantry, but each tank is easily the equivalent of ten good men. In addition, the Nazis have twice the machinegunners and mortars of Easy Company, so that makes the bad guys more than twice as strong as Easy. So they get +2 for their unit size and an additional +2 because of their strength. They also add +2 because

the undead instill fear in the normal men of our heroes' unit. The ZM decides that being surrounded and cut off is demoralizing to E Company (who are low on rations and ammo and haven't had a good rest in days), resulting in another +2 for the enemy, for a grand total of +8.

Easy Company is well entrenched, so they get +2 for fortifications. Their unit size is between a platoon and company; the ZM decides that 85 men with 5 mortars is closer to a full company than to a platoon, so adds +2 for unit size. The ZM also decides to award the heroes a one-time bonus of +2 for the use of an antitank round (a bazooka), and +2 for well placed mortar shots. Each of these bonuses may be used only once, however, and they can only be used when they make sense in the narrative. The Cast must decide when they wish to use these bonuses. For instance, the bazooka can only be used when the Panzers emerge from the trees.

Our players decide they'll use the mortars right off the bat, to try to cut down the enemy forces a bit. Their bonus is already +4 (for foxholes, bunkers, and tree cover added to their unit size), so the leader rolls and adds +6. His Intelligence 3 and Military Tactics 2 combine for a total of 5. He rolls a 4 and gets a Battle Test total of 9 before any modifiers. With the +2 for unit size, +2 for the entrenchment, and +2 for the mortars, he has a 15.

The Nazis send in the zombies and fire machineguns the first Turn. Their commander is roughly equivalent to the players': Intelligence 3 and Military Tactics 2 for a total of 5. He gets to add +8 to his Battle Test for his numbers, the undead fear factor, and the tactical advantage of having E Company cut off and surrounded. He rolls his D10 and gets an impressive 7, for a grand total of 20 (five Success Levels).

The first Turn goes to the Nazis. Each group of the Allied men must make a Constitution roll at -5. The Cast rolls for its infantry first, who the ZM has decided have Constitution 3. They roll a 7, add 3, but have to subtract 5, so their total is 5. They fail, so one out of every 10 goes down. Since there were 80, eight men are out of the fight.

The machinegunners have Constitution 2. They roll a 9, add 2, subtract 5 because they lost, and get a 6. They also suffer 10% casualties, suffering .5 (rounded to 1) loss.

The mortar operators get a little luckier. Their Constitution 2 combines with a roll of 10, backed up with an 8—a final die result of 13 (Rule of Ten, *AFMBE* p. 93). The grand total is $13 + 2 = 15$. Subtracting 5 still leaves them with 10, and they suffer no casualties.

Now it's the bad guys' turn. Since they're on the winning side this Turn, their Constitution roll is not penalized. The ZM makes a Constitution roll for the zombies first. They have Constitution 2, and they get unlucky and roll a 1, so the zombies suffer 10% casualties, and 7.5 of them (rounded up to eight) go down beneath a barrage of shells and machinegun fire.

The human infantry have a Constitution 3. They roll a 6 and get 9, so they're fine.

The Nazi machinegunners and mortar operators each have Constitution 2. They roll 6 and 7, respectively; the machinegunners' total of 8 means they lose one man. The mortar operators are fine.

The Panzer tanks have a toughness of 5; they only roll a 3, for a result of 8. 10% rounded up is still one, and the ZM decides that a mortar shot got lucky and took out one of the tanks (a serious bonus for our heroes). The next Turn, he'll give E Company a morale bonus for that small victory.

Now the commander of E Company makes a morale check. His Willpower is 3 and he has Nerves of Steel, which the ZM applies as a +4 bonus. He rolls a 4 on his d10 for total of 14; his troops are still in the fight.

The battle continues until E Company or the Nazis are wiped out or retreat. Easy Company better hope that Patton's division gets through, or the skies clear so some air support can make it in . . .

Miniatures and Tactical Combat

For those who want a bit more tactics in their combat, we present here a set of rules for miniatures in the **Unisystem**, which converts the Speed attribute into a movement base in inches for use with a standard battle mat, ruler, or tape measure.

The best way to use this system is to pick up a vinyl battle mat, available at most gaming stores. Maps are available with both hexagonal and square grids, and this system will work with either. Some mats are available with hexes on one side and squares on the other; this can be ideal, since many games use squares as the default for indoors and hexes for the default outdoors. As always, your personal preference is key. If using a battle mat, one hex or square is equal to 1 yard or meter.

Determining Movement

First, determine a base movement for the character. The character's Dexterity + Constitution scores determine how fast he can move (yards/meters) in a second. Since each combat turn takes between one and six seconds, multiply this figure by the average (rounded down) of 3 to get the running speed of a character. In combat and situations where there are obstacles hindering the character, he won't be moving at a full run and certainly won't be unhindered. Thus, when in a combat situation, divide the character's speed by 2 and round down. The formula is as follows:

$$((\text{Dexterity} + \text{Constitution}) * 3) / 2$$

This Movement score should be recorded along with base speed on the character sheet.

Example: John's Dexterity + Constitution is 5, meaning he can move 5 yards per second. Since a combat Turn is 3 seconds long, he can move up to 15 yards per Turn in a totally unhampered situation at a full run. Dividing that number by two leaves us with 7.5, rounded down to 7. John's Movement in combat comes out to 7 yards (meters) per Turn.

Applying Movement

Generally speaking, a Cast Member can travel up to his Movement each Turn. Moving counts as an action, applying standard multiaction penalties to other actions taken in the same Turn. He can also, if he chooses, move up to double his movement (running), but moving further than his standard Movement requires expending *three* actions, adding multiaction penalties as standard. Cast Members may not move through any space occupied by another Cast, Supporting Cast, or Adversary unless that character is unconscious or dead.

"Flyby" Attacks and Parting Shots

If any character attempts to move past an enemy who is not in combat (within one inch/1 yard), without stopping to attack that enemy, the ZM may, at her discretion, allow the enemy one free attack at -2 (if the moving character adopts a Defensive Posture, *AFMBE* p. 101, increase the penalty to -5). This attack does not count against normal attack or defense actions for the Turn and is considered a "bonus action."

Similarly, if a character withdraws from combat at his full running speed, his opponent may take a "parting shot" at him, with no penalties, as a bonus action. In either case, since his guard is down, the moving character may only defend against this bonus attack with a Dodge action.

Example: John (Movement of 7) attempts to move past a zombie to attack the zombie lord controlling the creature. In doing so, he passes within 1 inch (1 yard) of the zombie. Since he is simply trying to dash or bull rush past, the zombie may make an attack at John as he moves past, at a -2 penalty.

Example 2: John is fighting a Nazi necromancer and taking a beating. He decides that discretion is the better part of valor, but knows if he withdraws slowly, the necromancer will simply follow and press the attack. He opts to take all 15" of movement at once to get out of the action. Since he is basically turning tail and running, this lets his guard down and the zombie lord can make a free, unmodified attack at John as he runs.

Eliminating Flyby Attacks

Some players and ZMs might feel flyby attacks and parting shots muddy the waters a bit too much, and/or overcomplicate their game. If this is the case, feel free to ignore that part of the rules. They are only there to add a bit of spice, realism, and common sense to the system, but if they seem counterintuitive to you and your players, certainly you should omit them from your game.

Large-Scale Battles

If using miniatures with the Battle System (p. 69), each squad or fire team moves as one, with a Movement rate determined by the average Movement of the troops in that unit, and takes up one inch per soldier in the unit. The ZM should keep track of which, if any, Cast Members are in a given unit. However, that can take up a great deal of space, and with huge battles, we're looking at the kind of wargames that require tables and terrain. We recommend for real mass battles, just use the Battle System to abstract the combat. In general, the rules here work best for skirmish-level combat. However, if you really want to use miniatures to map out huge battles, we suggest halving the scale (thus, one inch of real space equals two for purposes of movement, spatial reference, etc.). Again, larger units such as companies and platoons should always be split into platoons or squads that can move independently of one another.

Environmental Rules

Here we get into some situational and environmental rules that Cast Members might run into when fighting in the desert, tundra, heat, or cold, or in wars of attrition. These environmental rules were largely adapted from the detailed system in the *Armageddon Armies* sourcebook for the *Armageddon* Roleplaying Game. For those wishing more detail, check out that book!





Brutal Conditions

The environmental rules herein, while realistic, may be a bit too brutal for some ZMs wishing a more action-oriented game. As always, you are free to ignore environmental rules outright, but we suggest rather you at least require Cast Members to make a daily Constitution and Willpower Test to avoid suffering heat-related penalties for that day. On the other hand, for those wishing a more detailed set of environmental rules, we again recommend the upcoming *Armageddon Armed Force* sourcebook, from which these rules were adapted.

General Winter

The Russians referred to the onset of the brutal north-eastern European winters as “General Winter,” their greatest ally against unprepared Axis troops. Characters engaging in warfare during these bitter cold and desolate times face a myriad of environmental dangers.

Frostbite and Hypothermia

Prolonged exposure to cold can inflict damage to tissue, which becomes pale, waxy, and numb, and can cause death if left untreated. The severity of frostbite varies by duration of exposure to cold. Any level of frostbite applies penalties to attributes and damage, along with any other effects the ZM feels appropriate (reduced speed, etc.). When Endurance Points reach 0 from cold-related damage, the character must make Consciousness Tests (*AFMBE* p. 112) as normal, applying all cold-related penalties. When Life Points reach -10, the Cast Member must make Survival Tests (*AFMBE* p. 112) to stay alive. Constant medical attention allows the character to apply the medic’s success levels in an Intelligence and Medicine Task to Survival Tests.

The ZM should move a character up or down through these categories depending upon exertion, clothing, and other factors, using her best judgment. In general, cold weather gear increases personal effective temperature by 25° F, and standard clothing increases personal effective temperature by 10° F.

All Flesh Must Be Eaten™

Effects of Extreme Cold

Temperature	Effects	Damage*
Extremely Cold (-35_ F or below)	Str -3, Dex -3, Con -3, Will -2	D8(4) per Turn
Very Cold (-24_ F or below)	Str -1, Dex -2, Con -1, Will -12	1 per minute
Cold (+25_ F or below)	Dex -1	1 per 30 minutes

*The damage is initially Endurance loss. Once Endurance reaches zero in these conditions the character suffers half the listed amount in Life Point damage. Endurance loss is cumulative with normal loss due to exertion.

Gear and Cold

In cold temperatures (anything below -24_ F), vehicles must make a Simple Toughness Test, applying Constitution-related penalties for temperature, or they will freeze up and be non-functional. In extremely cold temperatures (below -35_ F), this becomes a Difficult Toughness Test. The same applies for firearms, which require oil and grease to keep the moving parts working smoothly. Firearms should be treated as having a Toughness of 5 for this purpose. Weapons and vehicles resume normal functioning when temperatures go above freezing.

Hazards of the Desert

Technically, a desert is any area that does not reach a minimum amount of yearly precipitation, and there are frozen deserts as well as hot ones. This section, however, will deal with environmental issues from deserts such as those found in North Africa: dry, arid, and like living in a blast furnace. A soldier fighting a desert war has a great deal more to worry about than the enemy, even in a world where the enemy could just as easily be walking dead as living. This section will examine some of the environmental hazards of military operations in the desert.

Cold

Generally, one doesn't think of cold and the desert together; however, due to the loss of heat radiation under the generally clear skies at night, temperatures at night during the winter months can

drop below freezing, making cold a potential threat in the late-night hours.

Heat

Extreme heat acts upon a body in much the same way as extreme cold, imposing penalties to Attribute-based Tests and inflicting damage to the body, first Endurance-related, then Life Points. Being reduced to half or less of one's normal Life Points by the effects of temperature requires a Consciousness Test (Willpower and Constitution) every five minutes, using the highest applicable penalty from heat.

Example: A character suffering -3 to Con and -2 to Will makes his Consciousness Test at -3, since his Con has a higher penalty than Will.

Failure results in loss of consciousness and temperature-related Damage at twice the normal rate. Another Consciousness Test is made every minute thereafter to see if the character can regain his senses, returning the Damage rate to normal.

Unlike cold, heat-related penalties can be reduced if the character remains properly hydrated. Cast Members who drink at least a quart of water every day may reduce penalties from heat by one category (i.e., Very Hot conditions are treated as Hot conditions if a character is properly hydrated). In addition, proper measures and clothing to deal with conditions can reduce the effective temperature under which a character suffers. Hot weather gear reduces effective temperature by 10°. An impromptu heat shelter reduces effective ambient temperature by D10(5)°, and a high-quality heat shelter reduces temperature by D8 x 4(12)°. Standard military clothing raises effective body temperature by

Effects of Extreme Heat

Temperature	Effects	Damage*
Extremely Hot (105_ F)	Str -3, Dex -3, Con -3, Will -2	D4(2) Damage* per 30 seconds
Very Hot (95_ F)	Str -1, Dex -1, Con -2, Will - 2	1 per minute*
Hot (85_ F)	None	1 per 30 minutes

*The damage is initially Endurance loss. Once Endurance reaches zero in these conditions the character suffers half the listed amount in Life Point damage. Endurance loss is cumulative with normal loss due to exertion.

D10x2(10)°. However, each Success Level on an Intelligence and Survival (Desert) Task reduces effective temperature by D4(2)° (a commanding officer can make such a Task for his entire unit).

Dehydration

Con penalties due to extreme heat will worsen unless lost salts and water are replenished at a controlled rate. Typically, a person must properly rehydrate every 30 minutes in hot conditions or make a Simple Constitution Test. Failure means the character suffers a cumulative -1 penalty to Con-related Tasks and Tests.

Suffering a Con-related penalty due to heat equal to or greater than one third of the character's total Con score results in *mild dehydration*, causing dry mouth and lips, and extreme thirst. Activity costs an additional D4(2) Endurance.

Suffering a Con-related penalty due to heat equal to or greater than one half of your Con results in *moderate dehydration*, meaning an unbearably dry mouth, sunken eyes, and waxy, less resilient skin. Activity costs an additional D6(3) Endurance and there is a -1 penalty to all actions.

Suffering a Con-related penalty due to heat equal to or greater than two thirds or more of your Con results in *severe dehydration*, meaning the same symptoms as moderate dehydration plus a weak and rapid pulse, rapid and raspy breathing, blue lips, and vomiting and possible diarrhea. Activity costs an additional D8(4) Endurance and there is a -3 penalty to all actions.

Treating dehydration demands a proper mix of salt and water, requiring either an Intelligence and First Aid Task or Intelligence and Medicine Task at +5. Apply a -2 penalty if moderately dehydrated or -4 if severely dehydrated. Failure or improper treatment requires the victim to make a Durability Test at -2 for moderate and -4 for severe dehydration or suffer D4(2) Life Point Damage per 30 minutes. After a failed rehydration attempt, another should not be made for at least another 10 minutes or an additional -4 penalty is imposed on the First Aid or Medicine Task, as well as a Willpower and Constitution Test following failure.

Characters suffering from severe dehydration pass a point of no return within Constitution - 3 (minimum of one) days, after which they must pass a daily Survival Test with all penalties for Willpower and Constitution cumulative, or die from lack of proper fluids.

Quicksand

Quicksand found in the desert is not the marshy, wet, swamplike mess one thinks about when we hear the term. Desert quicksand is *dry quicksand*, loose sand whose bulk density is reduced by blowing air through it, causing it to yield easily to weight or pressure. Anyone stepping into such a hazard will begin to sink at a rate of 1 foot per Turn. Once a person sinks beneath the surface, he begins to suffocate (use the rules for Drowning, *AFMBE* p. 108). A Difficult (-4) Perception and Survival (Desert) Task may notice the quicksand in time to avoid it.

Panic is the greatest danger posed by quicksand. Despite a lack of actual suction, a victim must make a Fear Test at +2 to resist the panicked belief to the

contrary. Panicking doubles the sinking rate. Once the effects of a failed Fear Test wear off, the character makes another Fear Test if still within the quicksand, but this time there is no bonus. However, once a Fear Test is made it is possible, contrary to legend, to swim through quicksand to get to more solid footing, though the different density of sand vs. water imposes a -4 penalty to Dexterity and Swimming Tasks to do so.

Sandstorms

A sandstorm whips about loose sand, dirt, and dust and tosses it about in anything from a small cloud to an obscuring wall that stretches for miles. Characters stuck in a sandstorm suffer -2 to base speed, Vehicle speed is reduced by 10%, Ranged combat suffers a -5 penalty, and close combat and Perception-related Tasks suffer -3. For more severe storms, these penalties can be increased by -2 to -4 at the ZM's discretion.

Despite some of the myths surrounding sandstorms, their abrasive nature is not bad enough to cause actual harm except in the worst and rarest cases, but they do impede breathing and foul machinery. A sandstorm traveling over 40 mph (64 kph) requires something over the mouth to prevent choking or the victim will suffer Endurance loss at twice normal rate. Sand will also get into clothes, hair, and machines, possibly stopping the latter from working properly, as follows below. ZMs should roll periodically as deemed necessary for the conditions and circumstances.

Well Protected from Environment/Easily Maintained: Make a Strike Task using an attack skill of 0 +1 per 10 mph (16 kph) of wind, with success indicating the machine has become fouled. Cleaning usually requires D6(3) minutes (adjust for size and other factors if necessary) before a fouled machine may be used again.

Typical Mechanism: Make a Strike Task using an attack skill of 2 +1 per 10 mph (16 kph) of wind, with success indicating the machine has become fouled. Cleaning usually requires D6 x 4(12) minutes (adjust for size and other factors if necessary) before a fouled machine may be used again. Most equipment falls in this category, including vehicles.

Exposed/High Maintenance: Make a Strike Task using an attack skill of 5 +1 per 10 mph (16 kph) of wind, with success indicating the machine has become fouled. Cleaning usually requires D6 x 30(90) minutes (adjust for size and other factors if necessary) before a fouled machine may be used again.

Sunburn

Too much ultraviolet (UV) light may cause a person to succumb in areas of extreme heat and cold if the sky is clear enough and there is too much direct skin exposure. Besides the long-term danger of skin cancer, a light burn imposes a -1 penalty to all physical actions due to discomfort. Extreme sunburn causes the skin to peel, crack, and split before it has a chance to heal, imposing a -3 penalty to all physical actions and a -1 penalty to all mental and social actions. Extreme sunburn also causes the character 1 point of Fire damage per 15 minutes of continued UV exposure, possibly leading to permanent scarring.

Starvation

Most people living a normal lifestyle require 2,000 calories a day to maintain a healthy living. Those who engage in manual labor or strenuous jobs require up to 3,000. The recommended minimum caloric intake per day to survive is 1,000 to 1,200 (sources vary). Those who have less than this amount, and/or do not get an adequate intake of nutrients (vitamins, minerals, and so forth), begin to suffer the effects of starvation.

Effects of starvation begin after three days of not eating at least 1,000 calories of food. For each day after this that the sufferer doesn't gain enough to eat, he suffers -1 to Strength and Constitution. If either of these attributes ever reaches 0, starvation takes its final and inevitable toll, and the character dies.

Recovery from starvation is possible, but once the effects of starvation kick in, the victim must consume a minimum of 5,000 calories per day until Strength and Constitution both reach prior levels. Consuming this high-calorie diet will recover 1 point of Strength and Constitution per week.

All Flesh Must Be Eaten™

Flying Ace

Survivor

Gear

.45 caliber automatic pistol, flight suit, M-1 rifle, first aid kit, mess kit, P-51 Mustang

Personality

Yee-haw! That's what the Limeys expect us to say, right? Yee-haw! Let's get 'em, boys! You didn't sign up for this job so you could hang back, didja? Hells no, son! You signed your ass up to shoot some Krauts out of the sky! Quit hiding behind the B-17; we're supposed to be protecting it!

Str 3 **Dex** 5 **Con** 4

Int 3 **Per** 4 **Will** 2

Lpg 53

Epg 32

Spd 18

Essence 20

Trauma Threshold 13

Qualities/Drawbacks

Acute Senses (Eyesight) (2)

Addiction (Habitual Drinker) (-1)

Addiction (Heavy Smoker) (-2)

Clown (-1)

Cool Under Fire (1)

Clown (-1)

Fast Reaction Time (2)

Hard to Kill (5)

Honorable (Mild) (-1)

Hot Dog (Fighter) (5)

Military Rank (Second Lieutenant) (3)

Obligation (Total) (Air Corps) (-3)

Showoff (-2)

Situational Awareness (2)

Skills

Brawling 2

Bureaucracy 1

Climbing 1

Dodge 2

Driving (Car) 1

Driving (Motorcycle) 1

First Aid 1

Gambling 1

Guns (Fixed Aircraft Guns) 4

Guns (Machineguns) 1

Guns (Pistols) 2

Guns (Rifles) 2

Guns (Sub-Machineguns) 1

Hand Weapon (Knives) 2

Hand Weapon (Spears) 2

Military Tactics 2

Notice 2

Pilot (Fighter Planes) 4

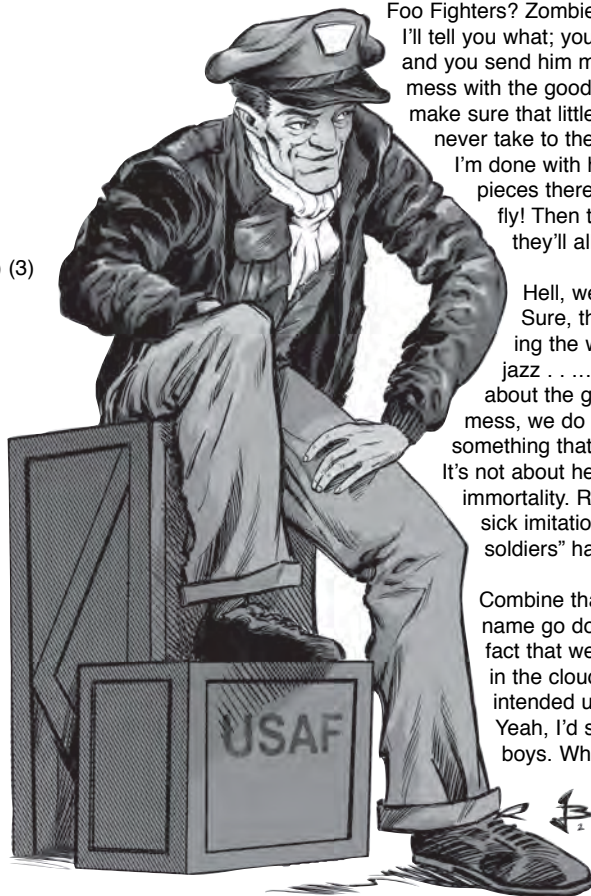
Questioning 1

Smooth Talking 1

Stealth 2

Survival (Forest) 2

Swimming 1



Foo Fighters? Zombie pilots? The hell you say!

I'll tell you what; you see that ol' Red Baron, and you send him my way. I'll teach him to mess with the good old U.S. of A. and I'll make sure that little undead Kraut prick'll never take to the skies again, cuz when

I'm done with him, he'll be in so many pieces there won't be anything left to fly! Then they'll talk about me. Then they'll all know who I am.

Hell, we all know why we're here.

Sure, there's patriotism and saving the world from evil and all that jazz . . . but in the end, it's all about the glory. We survive this mess, we do something important, something that'll be in the books forever. It's not about heroism, either. It's about immortality. Real immortality, not the sick imitation of life those Nazi "super soldiers" have.

Combine that shot at having your name go down in the books, with the fact that we're the guys who are up in the clouds, doing what God never intended us to do and pulling it off? Yeah, I'd say this is a hell of a life, boys. Whoa! Heads' up! Bogeys at 2:00!

Quote

"Cut down on the radio chatter and watch your six. I've got your back. Ready? Let's do it! Hi-yo, Silver!"

All Flesh Must Be Eaten™

Airborne Infantry

Survivor

Str 4 **Dex** 4 **Con** 4

Int 2 **Per** 3 **Will** 3

LPS 57

EPS 35

Spd 16

Essence 20

Trauma Threshold 20

Qualities/Drawbacks

- Addiction (Habitual Drinking) (-1)
- Addiction (Habitual Smoking) (-1)
- Acute Eyesight (2)
- Acute Hearing (2)
- Covetous (Lecherous) (-2)
- Delusions (Delusions of Grandeur) (-2)
- Fast Reaction Time (2)
- Hard to Kill (5)
- Honorable (-1)
- Military Rank (Private First Class) (-1)
- Nerves of Steel (3)
- Situational Awareness (2)
- Reckless (-2)
- Resistance (Fatigue) (1)
- Resistance (Pain) (2)
- Resistance (Shell Shock) (3)

Skills

- Brawling 2
- Bureaucracy 1
- Dodge 2
- Drive (Motorcycle) 2
- First Aid 1
- Gambling 2
- Guns (Handgun) 2
- Guns (Rifle) 2
- Guns (Rifle Specialty: M-1) 4
- Guns (Shotgun) 2
- Hand Weapon (Knife) 2
- Hand Weapon (Spear) 1
- Hand Weapon (Spear Specialty: Bayonet) 3
- Military Tactics 1
- Parachuting 4
- Seduction 1
- Smooth Talking 2
- Sport (Baseball) 2
- Stealth 2
- Throwing (Sphere) 2

Gear

blanket, canteen and cup with cover, dog tags, first aid packet and pouch, folding shovel, grenades (4), haversack and knapsack, M-1 rifle with bayonet and ammo, mess gear (meat can with cover and knife, fork and spoon), sawed-off shotgun

Personality

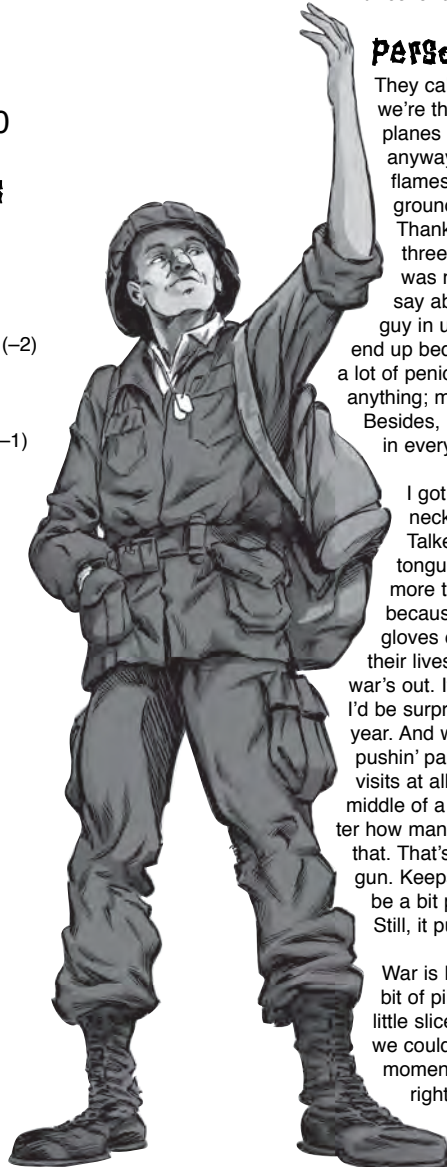
They call me "Cowboy," and I'm a paratrooper. Yeah, we're the guys who jump out of perfectly good planes with not a thing wrong with 'em. Sometimes, anyway. My plane on D-Day was going down in flames when we bailed. I ended up hitting the ground in a farm in Normandy, all by my lonesome. Thank God for that nice French farmer, and for his three daughters, who all took turns making sure I was nice and comfortable that night. One thing I'll say about this war: It must be something about a guy in uniform, because every town we end up in, I end up bedding some cute local gal. Good thing there's a lot of penicillin handy, huh? It's not like I'm cheating or anything; my gal is thousands of miles away, right? Besides, I keep her picture handy, and I see her face in every gal I lay down with, I swear.

I got busted, once, with a gal's legs around my neck while I was supposed to be on watch. Talked my way right out of that one, silver-tongued devil that I am. Truth is, I get away with more than some of the other boys in the unit because I'm just better than they are when the gloves come off. Half the guys in this unit owe me their lives. I expect the other half will, too, before the war's out. It's only a matter of time before I make officer. I'd be surprised if I don't make Captain by the end of the year. And won't that be a cushy job, sitting in an office, pushin' paper with all the local chippies I want payin' visits at all hours. It'd sure beat having to stand in the middle of a field of bodies that keep getting up, no matter how many bullets you pump into 'em, I can tell you that. That's why I carry Betsy, my dad's .20 gauge shotgun. Keeps me in mind of home, course Dad'll probably be a bit pissed when he sees I sawed a foot off of it. Still, it puts down zombies pretty good.

War is Hell, they say? In the field, it's true, but with a bit of pillow talk and the right attitude, you can find little slices of Heaven in there, too. Life is a party and we could be dead (maybe twice) at any given moment. May as well live it up while we're here, right?

Quote

"Nice little town you got here. Saw the zombies already, now I can't wait to see the women!"



CHAPTER FOUR

The disciplined slapping of boots on the black stone streets was the first sound the city had heard in thousands of years. The second was the barking of orders in tongues that would've been completely alien to the builders of this place, combined with the metal-on-metal of slung rifles bouncing across the backs of the small band of invaders.

When the explosion came, it was scarcely a surprise to the living black stone that made up the entirety of the nameless city. The men entered the Chamber of the Dead, where the book sat in its revered place upon a podium. And while the stone could neither hear nor understand the words, it pulled their meaning straight from the thoughts of those speaking and understood exactly as though it could hear.

"Step aside!" one of the men barked, pushing his way through the small band of soldiers. The man, dressed in a smart military uniform that set him apart as a high-ranking official, approached the book, eyes glittering with greed. The man rubbed his hands together, then without even turning, pointed to a random soldier behind him.

"You," he said. "Come here and take the book."

"Yes," the soldier stammered. "Yes, Herr Himmler."

If the stone could've smiled, it would have as the soldier approached. The man called Himmler stepped back, said, "When you have it, bring it to me outside," and turned on his heel to march from the room.

The soldier reached forth, hands trembling, to grasp the book, foolishly unaware that such a priceless artifact had to be guarded. As the young blonde man's hands wrapped around the leather bindings, dozens of hidden doors spilled open, unleashing demonic horrors the likes of which none could imagine nor describe. Screams filled the room; seven of the twelve men fell within seconds, and the tentacled horrors slithered back to their hidden chambers, leaving four of the remaining five gibbering in madness.

But the book had fallen to the floor. The one remaining man who still had some small spark of rationality left dashed for the tome, snatched it up, and ran for the



door, even as the seven dead men stood and fell upon the four maddened survivors. The last man managed to get the book to Himmler before the undead caught up with him. Himmler in turn took the book and ran, barking an order to “seal it up” as he did so.

One of the men outside lifted what to the black stone looked like a long tube. There was a hiss, a second resounding explosion, and the chamber imploded upon itself.

The book had been taken. The Nazis had made away with a dark tome of unspeakable power.

The black city was not pleased.

ALTERED HISTORY

Introduction

“Sure, we want to go home. We want this war over with. The quickest way to get it over with is to go get the bastards who started it. The quicker they are whipped, the quicker we can go home. The shortest way home is through Berlin and Tokyo. And when we get to Berlin, I am personally going to shoot that paper hanging son-of-a-bitch Hitler, just like I’d shoot a snake!”

—General George S. Patton, June 5, 1944

As we stated in Chapter One, *Band of Zombies* isn’t our typical *AFMBE* sourcebook. Rather than a collection of individual, completely stand-alone Deadworlds, we present in this book a unified campaign setting for World War II. That being said, given the different faces of the thousands of different cultures all over the world, every new place will still have its own flavor, including specialized zombies and sometimes rules specific to that region. No one ever said a unified campaign setting meant fewer options or stale horrors!

This book examines the world in terms of theaters of conflict; *Zombie Masters* are encouraged to create new and exciting challenges for their players by further breaking down these individual theaters of conflict into individualized societies and cultures. The Middle East alone has hundreds of different cultures and societies that could be mined for ideas; this work has room to focus only on a few. In that sense, *Band of Zombies* is similar to our other books in the series; it stands as a fleshed-out framework that can be developed further in your home game. This chapter presents an overview of what is to follow, breaking down how the introduction of the undead changes the historical timeline of the war, which no longer ends in 1945, but continues on . . . perhaps even to the modern day. This particular chapter will examine the timeline of the Rise, how the Nazis created the zombie plague, and the general effect it had at the epicenter. Other chapters will look in detail at specific parts of the world and will take the war past 1945 with suggestions of zombie incursions elsewhere.

So sit back, dive in, and prepare yourselves for not just zombies, but vampires, mummies, *chiang-shi*, and all variety of undead to overrun a world already torn apart by war.

A Chronology of War

The first years of World War II, from 1938 to 1940, played out exactly the way the history books tell it. In these years, the Axis powers were quite literally kicking ass and taking names, with the sole exception of Italy, whose continual blundering of military affairs would be a major contributing factor to the defeat of Germany later on. Hitler was well aware that the major reason for Germany’s defeat in World War I was that Kaiser Wilhelm had fought wars on too many fronts; Hitler was determined not to repeat this mistake. At first he succeeded, concentrating his Wehrmacht solely on the Western front, with a nonaggression pact (of convenience) with the Soviet Union ensuring he wouldn’t have an attacker at his rear flank. The first few countries fell without a shot ever being fired; this is why many historians list September 1939 as the start date of the war—the campaign where the first shots of the war were fired was in Poland. However, in 1938 Germany annexed much of Eastern Europe, most notably the Sudetenland in Czechoslovakia and Austria, and portions of Northern Europe, without firing a single shot. These aggressive moves were indeed the first acts of war perpetrated by the Axis and the beginning of this great conflict. In that first year, the powers in Western Europe (specifically England and France) were so desperate to avoid another war that they practically handed over anything Germany asked, backing up their concessions with vague and empty threats of military action should Hitler press for further advantage. Neville Chamberlain at one point returned from a meeting with Hitler carrying an autographed photo of the Fuehrer and declared, “There will be peace in our time.” It wasn’t until the Germans invaded Poland with force that Britain and France realized their policy of appeasement had failed and attempted to stand up to the aggressor; by then it was far too late.

Despite declaring war on Germany following its invasion of Poland, France mounted only a token effort against the Wehrmacht and Britain took no action in support of the Poles whatsoever. Germany, for its part, took time to regroup between 1939 and 1940, and little to no ground fighting took place during this period (which could be said to strongly resemble the long-running Cold War that would for the fifty years following World War II plague the Western world). During this time, German U-boats inflicted massive damage on Allied shipping concerns in the North Atlantic, sinking more than 100 ships in the first six months of the war.

In 1940, the Soviet Union invaded Finland with Hitler's blessing. Meanwhile, Hitler took Denmark and Norway, then moved on to the Netherlands, Belgium, Luxembourg, and France. Of these territories, France would be the last to fall, with an armistice in June 1940 and the establishment of a puppet government. However, the French army maintained its structure and functionality and continued to be effective in Allied operations throughout the war. In addition, the organized civilian resistance continued to be a thorn in the side of the Nazis for the rest of the war and even played key roles in an espionage capacity for Allied forces invading Europe after D-Day.

While all of Western Europe, save Spain, belonged to Hitler, Britain concentrated its defenses on protecting its own empire both at home and in North Africa and the Middle East. Britain would put up a stalwart fight, led by the tough and charismatic Winston Churchill, whose speeches kept the spirits and determination of the British people high

throughout the brutal bombings of London and other British cities.

In fact, this British determination to keep fighting to the end led to events that later would reflect a crucial turning point in the war. Following a successful invasion of Ethiopia in 1935, Italy had remained somewhat quiet in the early stages of the war, lending support to Germany but taking few notable actions of its own. In 1940, Benito Mussolini decided Italy had been sitting on the sidelines for long enough and declared war on Britain. Italy mobilized to attack Greece and planned to then move on to Britain's empire in North Africa, seeking to turn the British Empire into a new Roman Empire. Mussolini, unfortunately, wasn't a fraction of the military leader that Hitler was in those early days and bungled almost every operation he undertook. This forced Hitler in April 1941 into postponing his planned attack on Russia due to sending troops, weapons, and equipment to support (read: bail out) Mussolini, and before he knew it, Hitler was fighting exactly the multifront war that he'd hoped to avoid at the outset of war. Still, Germany managed to gain and press advantages even in this multifronted war, and the Desert Fox, Erwin Rommel, became the terror of Allied forces in North Africa.

In 1941, the United States became involved with the war, beginning with Roosevelt convincing Congress to send equipment and weapons to support the Allied cause, despite heavy pressure from isolationist factions in the government. Hitler had always planned on taking the war to the United States eventually, but had hoped that the giant to the west would remain well asleep until he was ready to take the U.S. on. Britain's fortitude during repeated Nazi bombings convinced Hitler to temporarily abandon his plan to conquer the British Isles, and he turned his attention to the betrayal and invasion of his ally to the East: the Soviet Union. Hitler had not planned on the sheer amount of resistance the Soviets would offer, nor was the Wehrmacht prepared in the slightest for the savagery of the Russian winter. It was at this point that things started to look rough for the Nazis, and it was at this point that Hitler began to seek other solutions to the war effort.

Spain in WWII

During World War II, Spain was nominally neutral, as the Spaniards were enmeshed in their own civil war. However, the fascist country was in fact allied with Germany, and the Wehrmacht used the Spanish Civil War as a testing ground for much of its new equipment and tactics. It was, in short, a tune-up for the Blitzkrieg.

Meanwhile, in the Pacific, war had been raging since 1937 when Japan invaded China, and the war in Southeast Asia had remained mostly in stalemate since the fall and rape of Nanking. A nonaggression and mutual defense pact with Japan left Hitler feeling somewhat secure in the Pacific theater, but when the Japanese undertook an unbelievably bold (and unbelievably foolish) action against the United States, Hitler was desperate.

Japan and China

Japan had actually invaded China three times in the 40 years prior to World War II; its 1937 invasion was the most successful, and some scholars consider it the true beginning of World War II. In fact, the term "Axis Powers" came from a declaration Hitler made regarding the fact that Tokyo and Berlin lie along a straight axis. Hitler believed there was significance in this fact and moved quickly to sign a mutual defense pact with Japan.

In the summer of 1941, the United States began an oil embargo against Japan in hopes of damaging Japan's aggressions in the Pacific. Rather than backing off their attacks, Japan launched a massive air strike against the U.S. Pacific fleet stationed at Pearl Harbor on December 7, 1941, then increased its own aggressive actions against British holdings in the Pacific, including Manchuria and Hong Kong. This aggressive assault largely failed in its objective; Japanese intelligence had been mistaken about the locations of ships and failed to hit a single aircraft carrier, and managed to sink only two battleships. The following day, the "sleeping giant" awoke, and the United States declared war.

History Turns Left

Here is where our historical account of the events of World War II take a left turn. Reports had already come out of Russia that demonic creatures had emerged from Leningrad to harass Nazi forces. Hitler dismissed these reports as nonsense, but was desperate and panicked when the United States

entered the war, and even more concerned when the Nazis, three days following the United States entry into the war, suffered their first major defeat at the hands of Soviet forces, who drove them back 150 miles from their goal of Moscow.

Realizing that this new (and massive) influx of manpower and equipment would be devastating to the Axis powers, Hitler turned to his trusted aides, Deputy Fuehrer Rudolf Hess, and SS head Heinrich Himmler for advice. Himmler had been involved in the occult for years and persuaded Hitler to allow him to pursue occult-related answers to this problem. The appearance of *ghúls* in Russia (see p. 124) combined with prophetic dreams had convinced Himmler to track down certain ancient and arcane writings. With the approval of Hitler, he felt he could obtain and translate these works, which could then be used to reinforce German victories in the field, both brutally and irrevocably.

The Thule Society

Himmler was no fool; he saw what Hitler had done to the occult societies of the Freemasons and Illuminati (though Hitler himself had been obsessed with Christian occultism for quite some time) and cloaked his suggestions and advice in a thin veneer of Christian and Nazi trappings. Hitler already possessed what most believed to be the Spear of Destiny, the spear that had pierced Christ on the cross, having taken it from an Austrian museum much earlier in the war. Now, Himmler said, he knew where more powerful ancient artifacts could be found, including books of ancient Gnostic magic hidden by Arian Christians in the second century. Hitler immediately approved Himmler's plan, and a secret arm of the Nazi party, called the Thule Society, was founded under the control of Himmler, General Karl Haushofer, and Rudolf Hess, who in this alternate history never flew to Britain but was convinced to remain in Germany to plot with Himmler and Haushofer the overthrow of Hitler.

Dedicated to the research and exploitation of occult resources, the Thules recruited from the ranks of the SS and the military, those who showed the mark of the otherworld (the Gift) or were slavishly dedicated to the religious aspects of the Nazi

state cult. These men were indoctrinated and brainwashed even further than normal Nazi propaganda and training techniques had already done, and learned over time loyalty to the Thules first, and the Fuehrer and party second. Himmler, Hess, and Haushofer knew that Hitler's reign would come to an end soon and planned to replace the Fuehrer with their own oligarchical triumvirate as soon as the opportunity presented itself.

The Thule Triumvirate

The triad in charge of operations of the Thule Society in our setting were three notorious occultists in Nazi history. Rudolf Hess was the Deputy Fuehrer of Nazi Germany, third in command behind Hitler and Hermann Göring. In real-world history, Hess, envious of his dwindling role in Nazi affairs, secretly parachuted into Scotland in June 1941 in an effort to negotiate peace with Britain, in return for assistance assassinating Hitler. Instead, he was arrested, tried, and imprisoned for life.

In our game history, Hess was caught by his fellow occultist Heinrich Himmler. Himmler was the chief of the SS, the elite Nazi special forces, and the Gestapo, the Nazi secret police. This position afforded Himmler a great deal of political and military power. Like many of Hitler's high-ranking military officers, Himmler was at odds with the Fuehrer's methods of conducting the war and eventually sought underhanded methods to usurp power from Hitler. In *Band of Zombies*, he was instrumental in the founding and control of the Thule Society, along with Hess and General Karl Haushofer.

Haushofer was an old teacher of Hess', and as a result was instrumental in Himmler convincing Hess not to abandon the cause but to join the Thule Society. Haushofer's theories regarding "living space" for the German people contributed strongly to official Nazi imperialism and expansionism; though he often denied direct influence, his political ideas formed a strong basis for Hitler's ambition. However, more of a socialist than a fascist, Haushofer was drawn to any conspiracy that could end the reign of Hitler (and, he hoped, Nazism) in Germany, leading him to distasteful relations with

Nazi party officials such as Himmler. In *Band of Zombies*, Haushofer's deepening obsession with the occult and rituals found in *Buch der Toten* drive him mad and result in the use of the Doomsday Incantation.

The Vril Society

The inner circle of the Thule Society was known as the Vril Society. At first it included only the triumvirate of Hess, Himmler, and Haushofer. The Vril Society formed Thule policy and was the backbone, planning, and brain of the entire organization. As more and more German and Nazi officials turned against Hitler and were drawn into the Thule Society, even more notable figures came to be members of the Vril inner circle. Two other important members were Nazi minister of propaganda Josef Goebbels and Auschwitz SS officer Dr. Josef Mengele. Goebbels' close ties to the Fuehrer allowed the Thule Society to keep close tabs on Hitler's activities and pull certain strings to manipulate not only Hitler's actions but his very sanity, and Mengele, the Nazi surgeon responsible for unspeakable atrocities performed on concentration camp victims under the auspices of medical and scientific advances, was drawn to the vast and infinite possibilities offered by the arcane formulae in the *Buch der Toten* (see p. 92), which he felt would enable him at last to pursue his dream of scientifically creating the Nazi übermensch.

The Black City

In January 1942, while Rommel continued to occupy the Allied forces in North Africa, the Thule Society sent agents, mostly occultists and loyal SS officers, into the deserts of Egypt, Iraq, and Iran, seeking ancient libraries of Himmler's so-called "Gnostic" texts. What they found was far more terrifying: In the deserts of southeastern Iraq (once Sumeria) was buried beneath the sands a city built of shining black stone. The Nazis delved deeply into this black, nameless subterranean city, encountering uncountable horrors and suffering madness and unspeakable losses to the ancient terrors hiding within, before they came to an ancient temple dominating the central portion of the city. The temple, it seemed, had been dedicated to the Sumerian god-

dess Ereshkigal, queen of the underworld. As the SS troops were slaughtered by alien, demonic entities in those black halls, archaeologists unearthed a book, bound in human flesh and inked in blood, detailing the burial rites and practices of the goddess. Himmler recognized a book of power when he saw one and had the book entitled *The Howling of Demons in Darkness* transported back to Berlin, where Thule occultists began translating the writings therein.

Ten Nazi occultists went stark, raving mad working on the translations before the answers the Vrils sought arose from the arcane writings. There, in that book, was the secret to immortality. Certainly, it would take research to develop the formulae therein, but once the Nazis had them, their soldiers could fight on even beyond the grave. Failing that, another incantation promised a doomsday weapon that made the Nazi scientists' heavy water experiments look like child's play.

Apparitions

The seeds of doomsday were sown in that one simple reading, for even the few passages which Himmler himself read aloud were enough to place hairline cracks in the walls between the worlds, and strange phenomena began to occur almost immediately and spread over the entire world.

The first manifestations of these otherworldly incursions were mostly harmless. Pilots both Allied and Axis began to encounter odd formations of lights that followed and teased their vehicles. These strange, unidentified flying objects became known as *Foo Fighters*, and while not aggressive unto themselves, more than once they led to panicked pilots losing control of their fighters and plunging to fiery deaths below.

As the crack between worlds grew wider, the manifestations became worse. Foo Fighters suddenly took on the forms of aircraft and pilots long dead, and reports came in of British and American pilots shot from the skies by the ghostly apparition of Baron Manfred von Richtofen, the infamous Red Baron of World War I. Rumors about the ghost insisted that his Fokker triplane was far faster and more maneuverable than any plane of its make

Heavy Water Experiments

The infamous German "heavy water" experiments were Germany's attempt to create an atomic bomb for use against the United States. The experiments used heavy water, a type of water that contains an extra hydrogen electron (2H₂O or D₂O) and causes sterility or even death (in great enough doses) if consumed. The key usefulness of heavy water is that it can be used to breed atomic-grade plutonium, which the Nazis intended to use in the production of atomic weapons. Germany even went so far as to begin testing several long-range delivery methods (among them a "flying wing" design that much later became the basis for the United States' B-2 Stealth fighter/bomber). Atomic weapons use a fission process to create their explosive power, splitting atoms, as opposed to modern fusion bombs, which fuse atoms together to create energy in the same manner as stars (though on an infinitely smaller scale).

German heavy water experiments were ultimately unsuccessful, and scholars are divided on just how close Hitler actually came to possessing atomic weapons.

should be, and that it appeared to be held together by shreds of wood and metal so flimsy that no plane built in such a manner should be able to fly.

Meanwhile, even in the Pacific, reports surfaced of ghostly samurai warriors wading into Allied platoons, and in Egypt rumors surfaced of the specters of ancient pharaohs emerging from pyramids and attacking Allied and Axis soldiers alike. Most of the brass at the time attributed these tales to shell shock, since there was no such thing as ghosts.

Übersoldaten

By mid-1942 the formulae from the *Buch der Toten* ("Book of the Dead"), as Haushofer called it, had been ciphered and placed into production following thousands of failed and partially successful experiments on concentration camp victims under

the supervision of Vril Society surgeon Josef Mengele. The first of the new Nazi *übersoldaten* were field-tested on the Soviet front, to astonishing success; the Soviets were rocked on their heels by these unkillable soldiers, and within days Nazi forces had recovered all of the Soviet ground they'd lost and were closing on Moscow by the hour.

Not to be defeated so easily, however, Stalin ordered the capture of one of these unstoppable warriors for experimentation, and in June 1942 a caged zombie was flown to an Allied war conference. The Allies immediately began efforts to determine how the Nazis had acquired this secret, and the Patriot Program was launched with joint funding from the United States, Great Britain, Canada, and Australia. Its goal was simple: create a means of granting Allied soldiers the power to stand against these zombie troops without them becoming undead themselves.

The Russians could not afford the patience that the other Allies showed, however; Moscow would fall within the week, and Stalin knew it. He put out orders for his soldiers to capture as many of these undead soldiers as possible . . . and proceeded to use blood from the Nazi zombies to create zombie troops of his own. He kept this development secret from the other Allies, knowing full well that they would turn on him if they knew what he'd done, but convinced that once Germany had been dealt with, he could then rise as the new ultimate power in Europe and Asia, and they would all pay for the cavalier way they'd dismissed the Red Army throughout this conflict.

The introduction of zombie troops by both the Wehrmacht and the Red Army caused the battle for Russia to come to a complete standstill, with neither side able to gain any real advantage, as neither was able to effectively kill the troops of the other.

Using "Mein Zombie" and "Our Zombies at War"

The *AFMBE* Core Rulebook includes a World War II Deadworld entitled "Mein Zombie." The *Worlds of the Dead* sourcebook contains another WWII Deadworld entitled "Our Zombies at War." Our intention is to make this book compatible with either or both of those Deadworlds; however, D-Day takes place very late in World War II, so we have moved the events described in "Mein Zombie" forward by several years, which brings it in line with "Our Zombies at War." The Nazi undeath serum is as described in "Mein Zombie" but is unleashed during the Nazi invasion of the Soviet Union rather than against the Allies on D-Day. For those looking to include information from "Our Zombies at War," Thule zombies are created using a variation of the serum. The Nazis performed hundreds of ghastly biological and medical experiments; their delving into the realms of undeath would be no different as they tried to refine and perfect the formula for creating *übersoldaten*.

Zombies created through the Nazi undeath serum are as described in "Mein Zombie," *AFMBE* p. 191, or as described in "Our Zombies at War," *WotD* p. 78. Mein Zombie stats also apply to those soldiers injected with the blood of Mein zombies, while psychotronic zombies (*WotD* p. 79) could represent Russian advancements in undead research. For ease of use, we have reprinted the stat blocks for both Mein zombies and advanced Thule zombies here; more detailed information and more stat blocks can be found in the associated books.

If this all seems too confusing, ignore those settings and just run with what we've given you here.

The Mein zombie stat block represents a mass-produced hard-to-kill infantry, while the Advanced Thule zombie represents an undead officer who retains some semblance of will and memory of his former life.



Mein Zombie

Strength 2 **Constitution** 2
Dexterity 2 **Intelligence** 2
Perception 2 **Willpower** 2
Dead Points 15 **Speed** 4
Endurance Points n/a **Essence Pool** 12
Attack: As normal human or according to weapon type. Assume the zombie has a skill of 1 in Brawling and any weapon needed.
Weak Spot: Brain
Getting Around: Life-Like
Strength: Dead Joe Average
Senses: Like the Living
Sustenance: Daily; All Flesh Must Be Eaten!
Intelligence: Tool Use 1; Long-Term Memory
Spreading The Love: Special (requires *Buch der Toten* formula or blood infection) [1]
Power: 21

Advanced Thule Zombie

Strength 4 **Constitution** 4
Dexterity 2 **Intelligence** 3
Perception 3 **Willpower** 3
Dead Points 15 **Speed** 4
Endurance Points n/a **Essence Pool** 19
Attack: As normal human or by weapon type.
Skills as in life -1
Weak Spot: Heart [+7]
Getting Around: Life-Like [+3]
Strength: Strong Like Bull [+5]
Senses: Like a Hawk [+3]
Sustenance: Occasionally [+2]; All Flesh Must Be Eaten! [0]
Intelligence: Teamwork [+4]; Long-Term Memory [+5]; Problem Solving [+15]
Spreading the Love: Special (magic ritual/formula from *Buch der Toten*) [-3]
Power: 41, modified by actual skills

The Cracks Grow

Meanwhile, the fractures between the worlds grew wider, and in places where men had enough drive and determination, random incursions of undeath occurred. The most prominent areas affected by this influx of hell-spawned energy were in the Pacific theater, where Japanese soldiers, driven by their honor, loyalty, and duty to the Empire, just didn't stay dead when they went down, but rather rose again to feast on the bones and souls of the white devils who had made war upon them. But while it was in the Pacific theater that most instances of random zombies occurred, isolated incidents were reported all over the world; these creatures came to be known as *revenants* and could rise among the Allies or the Axis, with no warning. In most cases, revenants continued to fight for the side they served before death, but would on occasion turn on their erstwhile allies in a feeding frenzy.

While Mein zombies and Thule zombies are considered the bulk of Nazi undead soldiers, revenants are to be considered the “standard” random zombie of *Band of Zombies*. They represent the typical (randomly) risen dead, though after doomsday (see below) it becomes something of a crap-shoot whom the zombies will serve. Some fallen Axis soldiers rise and join the fight against their former comrades, just as some fallen Allied soldiers rise and attack their former brothers-in-arms. Theories by Inspired have been put forth that the zombies are created by possessing entities, angels and demons, and that it is the entity that possesses the body, and not the soul of the former occupant, that determines on which side the zombie will fight. No one has been able to prove this theory one way or the other.

In general, assume that roughly three quarters of revenants continue to fight on the side they served before death. Also, after 1943's Doomsday Incantation, anyone killed by a revenant in hand-to-hand combat (through claws, biting, etc.) is guaranteed to rise as a revenant herself.

Typical Revenant

Strength 4	Constitution 2
Dexterity 2	Intelligence As life-1 (minimum 1)
Perception 2	Willpower 2
Dead Points —/26 OR 15 (See Weak Spot)	Speed 4 (8)
Endurance Points n/a	Essence Pool 12+

Attack: As normal human or according to weapon type. The zombie punches, kicks, bites and shoots a rifle just like a normal human. It has skill ranks for all skills equal to its skills in life, minus 1. An average revenant has skills of 1 or 2.

Weak Spot: None [10]; Fire [–5]* OR Brain [6] (varies per individual revenant and country)

Getting Around: Life-like [3]

Strength: Strong Like Bull [5]

Senses: Like the Living [1]

Sustenance: Daily; All Flesh Must Be Eaten [0]

Intelligence: Language [1]; Long-Term Memory [5]; Problem Solving [15]

Spreading the Love: Circumstance [–2] (Post-Doomsday, this changes to Only the Dead [–2])

Power: 33 or 34 (Brain Weak Spot), modified by actual Int and skills

*Fire does damage as though the revenant had Weak Spot: All and fire damage is doubled.

Revenants as Cast Members

Some players may wish to continue playing their character as zombies after dying in game. This is feasible, at the ZM's option, and can be handled by “rebuilding” the character according to the following guidelines. Cast Members in AFMBE are built with 70 points. Begin with the Revenant template, above, as this is the “standard” zombie for the setting, ignoring skills. Then subtract the final Power (modified by Int) from 70. The Cast Member gains the remainder in points to spread among skills and purchase additional Aspects, with the ZM's approval. Strength, Dexterity, and Perception may be modified through Aspects.

Willpower and Constitution can be raised at a cost of 2 points per level (or through Aspects, if the player has access to *Atlas of the Walking Dead*).

Alternatively, for a quick-and-dirty conversion, simply subtract 1 from all attributes and skills (if a skill is reduced to zero, it is forgotten; attributes cannot be reduced below 1) and add the revenant's Sustenance, Weak Spot, and Spreading the Love.

More detailed rules for Zombie Cast Members can be found in the AFMBE *Zombie Master's Screen* and the *Enter the Zombie* sourcebook.

Doomsday

As the war progressed, Hitler grew suspicious and frightened of the Thule Society. The Fuehrer was paranoid by nature (a trait increased by his growing drug addiction) and realized the sheer power that Hess, Himmler, and Haushofer were cementing for themselves. But by this time he'd begun to hear voices, which haunted both his dreams and his waking hours, whispering that he was going to burn in Hell for the things he'd done, that God was withdrawing his protection and that Germany would burn. The only peace he found was in quiet moments he'd spend with his beloved Eva Braun in his Eagles' Nest retreat.

In truth, the voices Hitler heard were the mystic whisperings of the Thule Society reading incantations from *Buch der Toten* that were designed to eat away at the fringes of his sanity. As Hitler grew more and more paranoid and withdrawn, more power by default fell to the three men running the Thule Society, who gradually cemented their positions so strongly that Hitler was powerless to deal with the internal threat. Still, he would remain as a figurehead to the Nazi party until the war's end, even though he killed himself in his bunker two years before he did so in real-world history, and the Allies would never be aware that the Thule Society even existed until many years after Hitler's death.

Doomsday came in 1943, when Haushofer decided he wasn't satisfied with the stalemate in Russia and the victories in Europe. Nazi soldiers hadn't been as effective in the Middle East as Haushofer would've liked, and not enough of the serum was being mass-produced to inoculate all of the German troops. Then, on September 3, 1943, the Allies invaded mainland Italy and Haushofer decided enough was enough. Himmler and Hess had put off using the Doomsday Incantation for long enough, and Haushofer was tired of their cowardice. On the autumnal equinox of that year, Haushofer gathered together a circle of loyal Thule occultists in a secret underground bunker and performed the spell.

Hess and Himmler had become aware of Haushofer's treachery and burst into the underground bunker with their own forces, but they were



SS Officer / Commando

Strength 3	Constitution 3
Dexterity 3	Intelligence 3
Perception 3	Willpower 3
Life Points 49	Speed 12
Endurance Points 35	Essence Pool 20

Qualities and Drawbacks: Cruelty (Severe), Emotional Problems (Violent Tendencies) (Mild), Fast Reaction Time (2), Hard to Kill (5), Nerves of Steel (3), Situational Awareness (2)

Skills: Brawling 2, Bureaucracy 2, Cheating 1, Dodge 3, Driving (Car) 2, First Aid 1, Guns (Handguns, Rifles, Submachine Guns) 2, Hand Weapon (Knives) 2, Intimidation 1, Language (any two) 2, Military Tactics 2, Notice 3, Questioning 2, Streetwise 1, Surveillance 2

Attack: 9mm Luger or MP40 submachinegun D6 x 4 (12) bullet, or combat knife D4 x 3 (6) slash/stab

Armor: SS leather trenchcoat provides AV of D4(2)

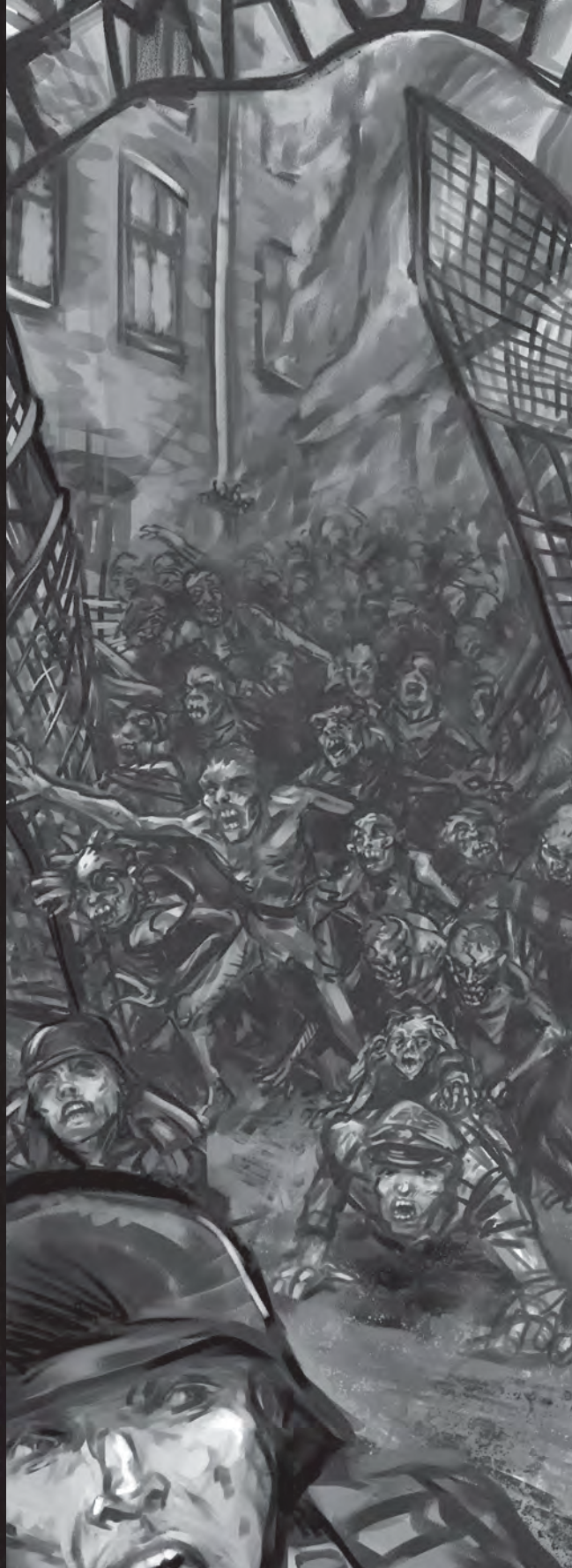
Gear: Combat knife, Luger 9mm, pen and notebook, winter clothing, MP40 submachinegun

mere seconds too late. They gunned down Haushofer and his cultists, but the damage was done, like dropping a mystical bomb on the world. The very gates of Hell were torn asunder and demons poured forth into the world, possessing the bodies of the dead *en masse*, and even some of the weaker-willed among the living, all over the world.

Strangely, the Rise was restricted to the war-torn areas, and mainland North and South America were largely spared an influx of the undead as a result. To date, no one has been able to explain this phenomenon.

The first twelve hours of the Rise made the Holocaust and the gulags combined look like child's play, as millions of dead bodies stood up on the battlefields where they'd fallen and descended upon the living like ravenous wolves, at least ninety percent of the creatures fighting on the side of the Axis, who had freed them from their hellish torment. Then those who fell under the initial onslaught rose themselves and further pressed the attack. In mere hours, the death toll of the entire first years of warfare had doubled, with the vast majority of casualties on the Allied side of the conflict. It was only the brave and stalwart commanders of the war who managed to keep their heads together and rally their forces that enabled the Allies to survive those dark moments.

Then, surprise of surprises, undead rose that joined the *Allied* side of the battle. The gates of Auschwitz burst open as hordes of undead Holocaust victims fell upon their Nazi tormenters. In Egypt, the tombs of the pharaohs burst open and risen priests, no longer specters but fully corporeal mummies, attacked the Nazis without mercy. In Northern Europe, ancient Pictish burial mounds erupted and spilled forth painted warriors that joined the Allied side. Long-dead Russian Cossacks and Chinese *Chiang-Shi* assaulted the Japanese in the Far East. In Eastern Europe, an army of zombies and vampires led by a powerful vampiric voivod claiming to be Vlad Dracula him-





self swept out of the Black Forest and attacked both Allies and Axis. All over the world, undead warriors of every shape, size, and description strode forth from the netherworld, and suddenly World War II was a battleground not only of earthly conflict, but seemingly of a war between the forces of Heaven and Hell themselves. And while even these saviors from beyond the grave were prone to turn on their living allies when the feed was upon them, they still enabled the Allied forces to survive and regroup in those early hours of the new war.

The Allies, desperate for an advantage, rushed the unfinished Patriot Serum into production, instructing field tests on mortally wounded soldiers. Inside of a month, Captain Patriots were commonplace on the battlefield, symbols of the Allied will to survive and win the day, and if rumors occasionally surfaced that a Captain Patriot had gone mad and turned cannibal on his allies, what of it? In a world gone mad, men were always prone to turn their fear on anything they didn't understand, even their own allies.

Death of a Fuehrer

Hitler watched the carnage unfold in mute helplessness. Genocide against undesirables was one thing, in his mind, but this was a horror beyond his worst imaginings. One could not stand as the head of a new world empire if no one was left to subjugate. The risen and hungry dead devoured even his Master Race, and the voices in his head incessantly told him that this was his fault, that because of him Hell had been unleashed upon the Earth and there was nothing he could do about it.

On a cold November morning in 1943, the Fuehrer suffered a psychotic break. He married his mistress, Eva Braun, and the two of them went deep into his bunker beneath Berlin, where Hitler shot Eva and then himself.

It was then that something awful happened: Adolf Hitler got back up.

The Thule Society was keeping tabs on the Fuehrer and when Hitler descended into his

bunker with Braun, Himmler and Hess gathered a small number of loyal SS and followed the couple down. They heard the gunshots ring out and rushed to the underground bunker just in time to witness the undead Hitler feasting on the flesh of his deceased mistress. Rather than being horrified at the development, the two men were overjoyed and quickly used incantations from *Buch der Toten* to enslave the newly undead fuehrer. For the remainder of the war, Hitler would remain a figurehead to the Nazi party, with no one save the Thule Society any wiser that the ruler of the Third Reich was in fact a zombie puppet. He would remain this way until the end of the war when, in need of a scapegoat for their crimes, Himmler and Hess sent Hitler into his bunker with orders to shoot himself in the head after chewing on a cyanide tablet. They then set the bunker on fire and let their former master burn, along with the well decayed body of his dead mistress.

Plotting a New Course

Following the catastrophic events of 1943, the timeline of the war remains wildly diverged. The massive worldwide Rise changes the entire face of the war, and while events such as D-Day, the Battle of the Bulge, the island-hopping campaigns of the South Pacific, and the Middle Eastern desert campaigns still occur, whether they have the same outcome in this dark timeline we leave entirely up to individual games to determine. In all likelihood, operations that historically were great successes turn into dismal failures, and one-sided victories become long, drawn-out stalemates. Most soldiers coming from the United States, Canada, and Australia—countries that have been spared the horrors of the Rise—believe that the zombies are nothing more than rumor and horror tales blown way out of proportion. These young men are generally in for a very horrific and rude awakening.

Other Theaters of Conflict

The above is a breakdown of what caused the Rise and how it affected the course of the war. However, just because it was the Nazis that started the whole mess, don't think that the rest of the world

is spared or sees a lesser influx of undead. The rituals in *Buch der Toten* affected the entire world (Hell isn't choosy), and everyone sees horrors that go far beyond mundane warfare. The upcoming chapters will detail individual theaters of conflict and discuss the varying effects of the Rise on those areas of the world and the war, and will look at different types of war stories that can be explored, from resistance campaigns to special operations units to flying aces and combat journalists. Buckle in; it's going to be a Hell of a ride.

A (Very) Brief Timeline

A more complete and detailed timeline of the real-world war can be found at:

http://en.wikipedia.org/wiki/Timeline_of_world_war_II

1937: Japan invades China

1938: Germany annexes Sudetenland, Austria, and much of Northern Europe. Britain and France adopt a policy of appeasement to maintain peace in Europe.

1939: Germany invades Poland. Britain, France, Australia, and New Zealand declare war. Hitler signs nonaggression pacts with Soviet Union and Japan. Hitler begs Britain and France for peace while secretly planning invasions of both countries. The United States and Italy declare neutrality but in practice support the Allies and Axis, respectively. The USSR is expelled from the League of Nations.

1940: The USSR invades Finland. British and French combat actions against Germany begin. German Blitzkrieg overruns Europe, ending its conquest of Western Europe with France, which surrenders after 29 days of fighting. Free French Government operates in exile from Britain, along with the exiled governments of several other European countries. The Battle of Britain begins. Italy and Romania enter war on the Axis side. Desert campaigns begin as Italy launches a failed invasion against Greece, and invades Somaliland and Egypt. Special Operations Executive espionage



organization founded in Britain. Hungary, Romania, and Slovakia formally join the Axis powers.

1941: Bulgaria and Yugoslavia join the Axis powers. Germany begins general offensive in Africa. In April, Italy invades Greece. May (real-world history) sees Rudolph Hess land in Scotland and be arrested. This does not happen in the *Band of Zombies* timeline. Also in May, the famous sinking of the German battleship *Bismarck*. In June, Germany invades Russia. Hungary, Slovakia, Finland, and Albania declare war on the Soviet Union. Siege of Leningrad begins in July. It will last 900 days and result in more than a million Russian casualties from starvation and frostbite. October: Battle of Moscow. In the USSR, German army faces “General Winter” and suffers massive casualties. The war begins to turn in Russia’s favor. December: Japan attacks Pearl Harbor. The United States declares war on Japan. In response, Germany declares war on the United States.

1942: History Turns Left. The Thule Society is officially recognized by Germany, and in January Himmler obtains the *Buch der Toten*. Translation efforts result in random incursions of undead all over the world. The earliest, little-reported incidents are *ghúls* out of Leningrad. By March, Germany learns to harness the book and begins to create zombie troops, which are unleashed on Russia. In April, Russia mimics Germany’s efforts by injecting its own troops with *übersoldaten* blood. The Patriot Program begins in Britain and the U.S. The Bataan Death March occurs in the Pacific Theater. May: Japan takes the Philippines. The War in Russia is a stalemate due to undead troops. As the year winds down, the Pacific island-hopping campaign gets underway. The Manhattan Project to create an atomic bomb is established in the United States.

1943: The Doomsday Incantation. Everything changes . . .

Post-1943 Historical Timeline

Below is a brief recap of historical events after 1943, for ZMs to use as a reference for modifying existing events to their game. These events may not jibe with those presented in forthcoming chapters, as (again) the introduction of undead changes everything.

1943: January sees the invasion of Guadalcanal by U.S. forces; Siege of Leningrad gets relief from Soviet forces; Jews in the Warsaw, Poland ghetto stage a failed uprising against Nazi forces; Allies capture Tripoli, Libya; Battle of Stalingrad begins. In February, Dwight D. Eisenhower is appointed commander of European forces; Erwin Rommel's Afrika Korps hands American forces defeat in Tunisia. In March, the Battle of the Bismarck Sea sees a major naval conflict between Allied (American and Australian) fleets and the Japanese; the Krakow Jewish ghetto is liquidated by Nazi forces; the entire population of the village of Khatyn in Belarus is burned alive by Nazi forces in retaliation for partisan activities; battles in the Aleutian Islands begin between Allied and Japanese forces. May sees the surrender of German and Italian forces in Tunisia; the Warsaw Ghetto Uprising ends and the ghetto is liquidated, with more than 50,000 Jews killed or sent to death camps; Germany withdraws the majority of its U-boats from the North Atlantic. In July, the Allies invade Sicily; the Battle of Prokhorovka between German and Soviet forces is the largest tank battle in history; Allies bomb Rome; Operation Gomorrah sees the continual, 24-hour-a-day firebombing of Hamburg; Treblinka death camp opens in Warsaw. In September Allied forces invade mainland Italy; Red Army recaptures the city of Kiev from German forces; Allies begin plans for the invasion of Europe. In December Dwight D. Eisenhower is named Supreme Allied Commander in Europe.

1944: In January, the Red Army begins a general offensive at Leningrad and Novgorod; Siege of Leningrad ends; Operation Storm uprisings begin in which the Polish Army attacks occupying Nazi forces; major regular bombing of Berlin underway.

In February the U.S. captures the Marshall Islands from Japan; Admiralty Islands in Bismarck captured by Douglas MacArthur. March sees German forces occupy Hungary. May sees German Army begin to pull back toward Berlin from Eastern Europe. In June, D-Day invasion occurs; Rome falls to the Allies; Stalin attacks Finland. In July, Japan's entire government resigns and Emperor Hirohito begins establishment of a new one. In August, French Resistance forces begin a general uprising in Paris, helping liberate the city; Romania surrenders to the Red Army. In September, Allied troops enter Belgium; Operation Market Garden, the attempted liberation of Arnheim, fails miserably. By October, German forces are in a fighting withdrawal toward Berlin; Allied forces in the Pacific invade the Philippines. November sees the liberation of Greece. In December, the Battle of the Bulge begins.

1945: In January, the Battle of the Bulge ends when the U.S. First and Third Armies link up; Warsaw and the Auschwitz concentration camps are both liberated by Soviet troops. In February, Allied forces firebomb Dresden; U.S. Marines invade Iwo Jima; U.S. Army captures Manila. In March, the U.S. firebombs Japan; Allied forces in Europe cross the Rhine; the Red Army enters Austria. In April, the U.S. invades Okinawa; Franklin Delano Roosevelt dies and Harry Truman is sworn in as President of the USA; Russian forces begin assault on Berlin; first contact between Soviet and American troops; Mussolini captured and executed by Italian partisans; Hitler commits suicide. In May, Berlin falls and Germany surrenders. In August, U.S. drops atomic bombs Little Boy and Fat Man on Hiroshima and Nagasaki; Japan surrenders.

CHAPTER FIVE

“Are you sure this is the place?” Jacques whispered. He took a final draw from his smoke, stamped it out in a puddle, and put the butt in his pocket. No evidence.

“I’m sure,” Kelleigh shot back. “All our intel from SOE says this is where they’re doing it.”

“But it’s just a shack!”

Kelleigh shrugged and ran a hand through her brunette curls. “Could always be more on the inside, couldn’t it?”

She flashed a grin that Jacques had grown far too fond of over the past few months. He grinned back and checked his .45, a lovely gift from an Allied supply dump a few weeks back. It was loaded, primed, and ready.

So was the explosive in his backpack.

“There,” Kelleigh snapped, and pointed.

Sure enough, a bored-looking SS officer walked around the front of the shack, a cigarette dangling from his mouth. Jacques held up his gun questioningly, and Kelleigh shook her head.

“Too noisy,” she said, and held up her own pistol, a Welrod silenced gun. The thing had a range of twenty-five yards, maximum, and she’d need to be a lot closer for it to really be effective.

“*Tu ne peux pas!*” he snapped, reverting to his native French instinctively. “*Faut être juste sur du mec pour ce que le flingue marche!*”

Kelleigh nodded. She stuck with her own native English, her soft Scottish brogue putting him somewhat at ease. “I do at that, but I’ve done this before, haven’t I? Besides,” she winked, “I’m good at gettin’ on top of men. You go over that way. Find a rock or something to throw and make some noise. Turn his attention away from me.”

Without another word, she vanished into the shadows.

“*Merde,*” Jacques said and moved off to create the diversion.

In moments, it was done. Jerry looked left at the sound of the rock striking a thicket, there was a pop, and he went down. Kelleigh dragged him into the tree line, and they both sat for several minutes, waiting to see if anyone had heard the disturbance. When no one came, Jacques joined her and they silently entered the place.

Inside, the two-room shack was empty save a few broken pieces of furniture and long-empty bottles and jars. At least, it appeared that way. Jacques was sharper than that, though. He spotted a moldy rug that looked as though it had been disturbed, and beneath it found a trap door.

Down the two rebels went and came to a landing overlooking a basement that was larger than the upstairs. Below, men in lab coats labored over test tubes filled with a brownish-green ichor that smelled of rotting meat. Two more SS officers, both toting submachineguns, stood in the corner, and more men shambled in the shadows.

When two of the shadowy figures ambled into the flickering light of the yellow bulb, Kelleigh bit back a squeal of shock. They both wore the uniforms of German soldiers, but their skin was gray and



pallid, and even falling off in some places. She knew immediately that the stench came not from the stuff in the test tubes, but from these abominations.

"Sweet Jesus!" she said, and pulled out her camera.

"*Oui*," Jacques replied. "Zombies. It looks like the rumors were true after all."

"That's disgustin', that is." Kelleigh snapped three photos in rapid succession, but the camera clicked just a tad too loudly, and the SS noticed her and Jacques on the landing.

"*Halt!*" he yelled, bringing his SMG to bear. "*Halten Sie jetz!*"

Kelleigh exchanged a glance with Jacques. The Frenchman nodded, grim, and unslung his knapsack.

"Sorry, love," Kelleigh said with a grin. "I don't speak German."

"*Vive de Gaulle!*" Jacques threw his backpack, full of volatile explosives, then grabbed Kelleigh by the hand and ran up the stairs amid a hail of gunfire. If they made it out of this alive, they'd have a hell of a story to deliver to SOE.

FORTRESS EUROPE

Introduction

"We shall go on to the end. We shall fight in France, we shall fight on the seas and oceans, we shall fight with growing confidence and growing strength in the air, we shall defend our island whatever the cost may be. We shall fight on the beaches, we shall fight on the landing grounds, we shall fight in the fields and in the streets, we shall fight in the hills; we shall never surrender, and even if, which I do not for a moment believe, this island or a large part of it were subjugated and starving, then our Empire beyond the seas, armed and guarded by the British Fleet, would carry on the struggle, until, in God's good time, the New World, with all its power and might, steps forth to the rescue and the liberation of the Old."

—Winston Churchill, June 1940

In Chapter 3, we looked at the overall timeline of how the Rise happened and what the Axis (and Allies) did to spur it on, or react to it. Beginning with this chapter, we look at different areas of the world and focus on the effects the Rise has on the war effort in those areas. This chapter focuses on the land and air war in Western and Northern Europe, mostly detailing the situations in France, Belgium, the Netherlands, Norway, and Sweden. We will look at the Axis and Allied bombing campaigns, the flying aces who battle for supremacy in the skies, and the resistance campaigns organized by the British and French and other exiled governments in Europe.

Eras of Play

The first thing one has to decide, particularly when playing in this colorful theater of conflict, is in which era to set the campaign. We explore several below, beginning with the fall of France (when the war really takes off), and going through the Rise itself. Each era has its own attraction, with the earliest your standard, zombie-free, typical war story kind of game, through the last, which is survival horror and chaos as the war takes on the mode of a battle for the souls of all humankind.

Female Cast Members and Resistance Campaigns

Of all the potential settings for a World War II campaign, this particular chapter offers perhaps the most opportunities for women to get in there and mix things up. Resistance campaigns involved a great deal of espionage, and women played major roles in the Maquis, SOE, and other resistance groups during the war. In addition, some countries that fought in World War II had female soldiers, particularly fighter pilots (the Russian Night Witches, who will be examined in Chapter 5, are a prime example).

Best of all, there were partisan resistance forces in every country that the Axis invaded, all over the world, and while the trappings may vary from country to country, the methods employed and goals of the resistance were similar everywhere. This chapter is especially useful for those wishing to use *Band of Zombies* for a non-military-centered campaign anywhere in the world.

Era 1: May Through June 1940

On June 21, 1940, Hitler's march across Western Europe came to something of a conclusion with the surrender of France at Compiegne. The German *Blitzkrieg* had been the terror of Europe and one of the most effective military tactics in history. At the time, Germany possessed hands-down the most technologically advanced military in the world and remained at the forefront of technology throughout most of the rest of the war. When German Panzer units were combined with the skill of the Luftwaffe air corps, there was at the time no single military that could stand against the war machine of Germany, the Wehrmacht. Hitler was still focused on a single purpose: His intent was to fight a single-front war, conquering all of Europe west of Germany. He had already acquired much of Eastern Europe through diplomatic concessions, had overrun Poland and Northern Europe with the *Blitzkrieg*,

and had established a nonaggression pact with the Soviet Union, even granting the USSR permission to invade Finland to bolster trust and a false sense of security before turning on his unsuspecting (so he thought) ally, Stalin, in the east.

France was the last holdout, and one of the two loudest voices in the world threatening action against Hitler, the other being Great Britain. When Hitler circled north in May and completely bypassed the French Army's stalwart Maginot Line, he moved to silence one of these voices and prove to the world that none could stand in his way.

To her credit, France put up a good fight, holding out for a full forty-two days against the German onslaught before finally surrendering. No other country had lasted that long. And, never to be counted out, the French military amazingly survived the invasion largely intact, having been evacuated from Dunkirk to Great Britain. With the signing of the armistice and the establishment of the Vichy "puppet" regime, France even managed to maintain a mask of freedom in the south, while northern France was occupied by Germany. It didn't take long for the roots of resistance to grow in the occupied zone, as well as the "Free" zone, following the BBC radio broadcasts of the exiled French general, Charles de Gaulle. Likewise, it was during this time that Hitler launched his assault on the British Isles, his final goal in Europe. The bloody and heroic aerial struggle that followed from July 9 through October 31 would be known as the Battle of Britain.

Playing in This Era

Mid to late 1940 is still a full two years before the Nazi recovery of the *Buch der Toten* from the nameless Black City and the first scattered incidents of supernatural activity, and three years before the Domsday Incantation of Haushofer. The world stands at the threshold of possibly its darkest days in all of history, an empire more evil than any the world has ever seen standing at the doorstep of global domination. Many people in Europe, Asia, and the Middle East cannot imagine anything worse than the conquering power sweeping across the world. In the occupied zones, the shadow war against Germany begins in earnest on June 18,

1940, when Charles de Gaulle, an obscure general who had been evacuated from Dunkirk with the rest of the surviving French military, made a broadcast from the BBC directed at those loyal French citizens still trapped beneath the boot of Nazi occupation: "Must we abandon all hope? Is our defeat final and irremediable? To these questions, I answer, 'No!' . . . There still exists in the world everything we need to crush our enemies one day. . . . Whatever happens, the flame of French resistance must not, and shall not be extinguished."

For the British, the voice of freedom and hope is carried over the BBC by Winston Churchill, one of the greatest orators the world has ever known. Churchill's speeches, calm, determined, and delivered with a quiet force and will, stand in sharp contrast to the charismatic rants of Hitler at his podium; both men rally opposite sides of the conflict to devoted fury. Through the angry and yet rational directives of Charles de Gaulle, the man who comes to be known as the leader of the Free French, a fire is lit for all Frenchmen who would be free to stand against their oppressors through acts of sabotage and subversion. Many take these calls for vengeance to heart, and rebels all over Europe begin to wear the Cross of Lorraine as a symbol of their loyalty to de Gaulle's principles and as a quiet protest against their German conquerors. On posters and in underground tunnels, the letter "V" is spray painted in red, a symbol of the eventual victory of the resistance against the invaders.

The Battle of Britain begins; Germany attacks, a wolf at Britain's door. In the skies above London, bombings occur almost nightly as the German aerial Blitz destroys houses, businesses, and streets, and the frightened citizens huddle in shelters beneath the very same streets upon which the bombs fall. Flying aces mark the sides of their planes with hashes for each enemy pilot they down, and England stands firm with a stiff upper lip against the Nazi incursions.

In the occupied zones, censorship and propaganda are the order of the day. All news broadcasts and publications are strictly regulated by Nazi forces, and any information that hints at a spirit of rebel-

lion, of anything other than Nazi victories and the glory of Germany, is quelled and destroyed quickly and decisively. Still, underground newspapers thrive, some even using the same presses as so-called “legitimate” presses, and circulate among the populace like a cancer that can’t be cut free. War correspondents behind enemy lines use pirate radio signals to broadcast their stories to Britain, which rebroadcasts the true news over the BBC. Some of these brave men and women even deliberately make their way into occupied territory for no other purpose than to help get the real word out.

Cast Members in this time period would be firmly historically based. That doesn’t mean romantic heroism doesn’t exist, however. On the contrary, hotdog pilots engage in spectacular dogfights above the skies of the war-torn continent. Teams of ragtag but determined rebels interfere with Nazi activity any way they can. There exist “underground railroad” type escape operations dedicated to helping lost or stranded Allied soldiers find their way back to England. Illegal radio operatives communicate directives both to and from British intelligence and the de Gaulle-led Free French, while staying barely one step ahead of the occupying invaders. A character’s role can change in seconds; a pilot shot down over France might survive the crash to find himself embroiled in the hidden Resistance movement.

A campaign set in this time period could revolve around a squadron of British fighter pilots or a bomber crew flying missions over Europe. It could involve a guerrilla-style military fire team cut off from the bulk of their forces, carrying out special operations. It could deal with any number of subversive resistance activities, from radio operations to supply runs to rescue operations to news correspondents desperate to get their stories out to the real world. It is unlikely that large military units are available to Casts in this era. Generally, military groups should be limited to squads or fire teams, either on special missions or cut off from the bulk of their forces.

Resistance or Terrorist?

Many gamers may question the difference between resistance fighters and terrorists. In practical terms, ignoring the fact that Hitler’s Nazi party was, perhaps arguably, the most evil regime ever to scar the world, there isn’t much difference. Resistance fighters in World War II generally attempted to avoid civilian casualties and concentrated their efforts against military targets and known collaborators, but mistakes were made and terror was indeed a primary tool of the resistance.

Churchill himself directed SOE to “set Europe ablaze.”

The ZM might want to consider her group before undertaking a campaign heavy with this sort of feel. On the other hand, one man’s terrorist is indeed another man’s freedom fighter, so there’s a great deal of heroism and romance to be had in a resistance campaign as well.

Special Operations Executive

Special Operations Executive, or SOE, was a top-secret organization within the upper levels of British government, whose primary objective was to foster resistance and interfere with any and all Nazi activities in France through subversion and sabotage. The organization was founded in 1940 by Winston Churchill and Hugh Dalton, and proved quite successful, despite severe early stumbling blocks. At the time, Britain was facing what appeared to be a certain invasion from Germany following the crushing defeat of the British Army on the mainland and the subsequent surrender of northern France.

The headquarters of the organization was a nondescript-looking building at 64 Baker Street, which displayed a plaque advertising the place as the “Inter-Services Research Bureau.” A little way down the street, at 82 Baker Street, was an office purported to be the administrative offices of the Marks and Spencer department store. For this reason, those in the organization sometimes affection-

ately referred to SOE and themselves as “The Baker Street Irregulars,” after Sherlock Holmes’ fictional crime fighting team.

SOE suffered from harsh and debilitating growing pains and stumbling blocks throughout its history, preventing it in the early days from being as effective as it otherwise could’ve been. First, there was the question of jurisdiction. The British Ministry of War, the Foreign Office, MI5, and MI6 all staked claims of control over SOE. In the end, Churchill awarded sole control over SOE to his Minister of Economic Warfare, Hugh Dalton. Dalton maintained control of SOE until 1942, when control passed to Sir Charles Hambro, who resigned in 1943 when it was decided that SOE would be officially incorporated into the military. From 1943 on, SOE was under the direction of Major General Colin Gubbins.

Still, even with official leadership established, much of the legitimate military wanted nothing to do with a ragtag band of outlaws, bandits, and what they viewed as an ungentlemanly and amateurish organization such as SOE. Why, for example, should the RAF risk an expensive transport plane to drop a scruffy-looking, uncouth ruffian behind enemy lines, no questions asked?

Second was the problem of cooperation with the Free French. De Gaulle appreciated Britain’s assistance with one side of his mouth and out of the other despised SOE, feeling it undermined his own burgeoning resistance network. It is true that whenever a French rebel managed to escape to Britain, SOE immediately attempted to recruit her, and if the rebel accepted, de Gaulle would never have access to her again. This lack of cooperation led to high tensions and strained relations, and likely seriously hampered both de Gaulle and Churchill’s efforts to wage a war of resistance against Hitler.

Even still, within three years (and not in small part due to the Allied cracking of the German “Enigma” codes used to transmit secure messages by the Wehrmacht), SOE would be everything Churchill dreamed on its inception. The Germans never knew where or how they would be hit next, and the SS drove themselves to distraction trying to track down



the slippery and elusive clandestine network of spies, saboteurs, and assassins throughout their tenuous new regime. Networks of safe houses and independent cells of resistance fighters were established in an efficient but loosely affiliated conglomerate; no cell operative knew of any agents outside of her immediate contacts. If captured, it was impossible for her to do severe damage to the overall resistance effort, as she had no real information to give.

Clandestine radio receivers were set up all over France, capable of picking up transmissions from the BBC, seemingly legitimate and mundane radio broadcasts which carried music, news, and personal messages such as “Jean wishes Monique to know that he enjoyed the dance Friday,” which to the right listener might mean “Pierre needs to meet Amanda for a sabotage mission next Saturday,” or “Monique made it to Britain.”

Eventually, SOE had become so organized, entrenched, and widespread that it is estimated the organization boasted somewhere around a million operatives worldwide; 470 operatives had been sent to France, thirty-nine of which were women. Roughly a third of those SOE agents known to have given their lives for the cause were women. SOE is a natural fit for a diversified campaign in the world of *Band of Zombies*.

Era 2: The Early Rise, post-December 1941 to September 1943

The United States enters the war at last with the Japanese assault on Pearl Harbor, December 6, 1941, which Roosevelt calls “a date that shall live in infamy.” Hitler panics over the entrance of the United States and grants autonomy and near carte blanche to the Thule Society, which obtains the *Buch der Toten* and begins its experiments to create the undead *übersoldaten* that will terrorize the Allied forces.

Germany first unleashes its zombie soldiers on an unsuspecting Soviet Union, which finds that its harsh winters are little good against creatures that can't be killed or affected by the cold, and

Stalingrad falls quickly. An emergency conference between Stalin, Roosevelt, and Churchill results in the British and American jointly funded Patriot Project, and in Russian covert use of zombie blood to infect their own troops.

Throughout the world, the first sightings of undead and supernatural phenomena are reported. Though scattered few and far between, these reports are persistent and frightening, and discuss such varied events as Viking and Pictish warriors leaping forth from the ground to fight against the Nazis to the return of the dreaded Red Baron in the skies above Europe.

Playing in This Era

Playing in Western Europe during this period isn't much different than in Era 1. Undead are still fairly rare, and the vast majority of the Nazi *übersoldaten* are active in Eastern Europe and Russia. Still, random incursions of revenants appear all over Europe, and Foo Fighters threaten flying aces in the skies above Europe. The Battle of Britain is long over, but the battle for aerial supremacy over mainland Europe continues. The first reports come in of a ghostly, half-destroyed World-War-I-era Fokker Triplane flying combat against Allied pilots. Terrified British pilots insist it is the resurrected Manfred von Richthofen, the Red Baron. Soon after this, reports of a WWI-era Sopwith Camel terrorizing the German Luftwaffe surface as well, and the belief is that it's the decorated British ace Lanoe Hawker.

Land-based adventures in this era involve the same sorts of ragtag resistance operations as in Era 1, but this time the rumors and reports of the Nazis using unnatural methods and even raising the dead are everywhere in the underground. Missions could involve gaining intelligence on these new unkillable Nazi soldiers, or even raiding and destroying factories where the zombie-creating serum is produced. Rumors that the USSR has begun producing zombies will inevitably leak, and SOE teams might be assigned to ascertain the truth of Stalin's treachery. Captain Patriots also first make their first experimental appearances during this period.

As time passes, incursions of the undead increase in frequency and scale as the tears in the dimensional fabric become larger, and later, more organized and militant resistance teams, military special operations, or fire teams might have to deal with stranger incursions of undead, some of which may appear as throwbacks to ages long gone.

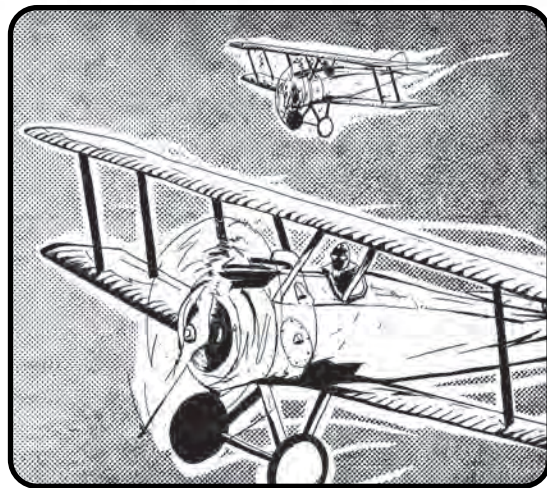
Foo Fighters

Foo Fighters appear as glowing balls or discs in the air at first; as the undead become more pronounced and pervasive, they begin to resemble old aircraft from World War I. They are universally faster, tougher, and more maneuverable than any existing aircraft, making them the scourge of both the Royal Air Force and the Luftwaffe (Foo Fighters don't seem to discriminate against whom they fly, unless led as a squadron by the Red Baron or Lanoe Hawker.

In the earliest appearances, Foo Fighters swarm around and even fly through aircraft, confusing and blinding the pilot. If a plane is struck by a Foo Fighter, the pilot must make a Perception + Piloting Task against the Foo Fighter's Handling + Accuracy Task or his aircraft threatens to go into an uncontrolled tailspin. Recovering from such a nosedive requires a Dexterity (or Handling, if lower) + Piloting Task at -5; otherwise the Pilot must Crash Land (p. 62).

Later in the war, after Foo Fighters begin to resemble ghostly aircraft, they also gain ghostly weaponry. These machineguns are treated as standard .30 caliber machineguns, but while they do real damage to the systems and flight controls of a ship, they leave no visible bullet holes; the plane simply reacts as though it had been struck.

Since a Foo Fighter has no pilot, all Tasks are made using the aircraft's Handling, Accuracy, and Toughness. General Piloting Tasks should be resolved using a Simple Handling Test. Combat maneuvers are resolved with Handling + Accuracy, and Toughness Tests are standard.



Foo Fighter

Weight: 0	DC: 50
Speed: 400/300	AV: D8 + 20(24)
Acceleration: 50	Range: n/a
Toughness: 5	Availability: n/a
Handling: 6	Accuracy: 5

Primary Armament: Confusion Effect (See Text)

Secondary Armaments: Ghostly .30 cal machinegun D8 x 6(24) (See Text)

Special: If destroyed, a Foo Fighter simply vanishes.

Return of the Red Baron and Lanoe Hawker

Manfred von Richthofen, the Red Baron, was killed in 1917 by a single machinegun bullet through the heart from a ground-based gunner. It was thought, naturally, that the world had seen the last of this German flying ace who had been the terror of the Allied air war in World War I. Sadly, with the advent of supernatural activity in 1942, this turned out to be nightmarishly false. Richthofen returned, and returned with a vengeance. His infamous "Flying Circus" squadron of aircraft was now replaced by a squadron of glowing Foo Fighters, and he began his reign of terror in the skies all over again.

But all hope was not lost. In mid-1942, not long after the Baron's Fokker Triplane was first sighted again in the skies over Europe, another long-dead pilot returned to seek vengeance. Lanoe Hawker, one of the Baron's most high-profile victims, soared out of the sunset leading his own squadron of Foo Fighters against the Luftwaffe. For whatever reason, however, it seems these two are either unwilling or unable to face each other. In the few instances where both pilots have been present at the same battle, they never direct their fire at each other's planes; rather, they seem interested only in attacking the living. Exactly why this is has not been determined, for neither zombie seems interested in talking about his return, though both have shown themselves capable of communication. Hawker, for example, has been known to bellow inspiring rants at Allied troops as he climbs from the smoldering wreck of his downed plane, just before he runs off into the forest, but the one time an officer pursued Hawker to enquire as to his return, Hawker consumed his soul at twenty-five yards. At the very least, however, it seemed the entry of Hawker balanced out the losses inflicted to the RAF by Richthofen and his Foo Fighters.

The official line is that Foo Fighters are tricks of the light, and that Richthofen and Hawker are imaginary "bogeymen" who don't really exist. Those pilots who have faced one or the other in the skies above Europe have far different stories to tell, however, and whether they admit it or not, most pilots live in fear of the day the Baron or Hawker soars out of the skies in a ghostly attack run.

The only way to kill either of these zombies is to down his plane, then land and shoot him through the heart. To date, nobody has figured this out, and it is highly possible nobody ever will. When the Baron or Hawker is shot down, his plane crashes and vanishes to reappear in some (supposedly random) location in Europe, where it begins to regenerate. The zombie pilot is inexorably drawn to the location of his plane, which always seems to be within a week's walk of the crash site. When the zombie reaches his plane, he immediately take to the skies to continue the battle.



Manfred von Richthofen/Lanoe Hawker

Strength 2

Constitution 4

Dexterity 4

Intelligence 3

Perception 3

Willpower 4

Dead Points 15

Speed 16

Endurance Points n/a

Essence Pool 22

Skills: Brawling 3, Dodge 3, Guns (Fixed Aircraft Guns) 3, Guns (Handgun) 3, Notice 4, Piloting (WWI-era fighters) 6

Attack: By weapon or Evil Eye

Weak Spot: Heart [+7]; Special [-1]

Getting Around: As in Life [+7]

Strength: Dead Joe Average [0]

Senses: Like a Hawk [+2]; Life Sense [+6]

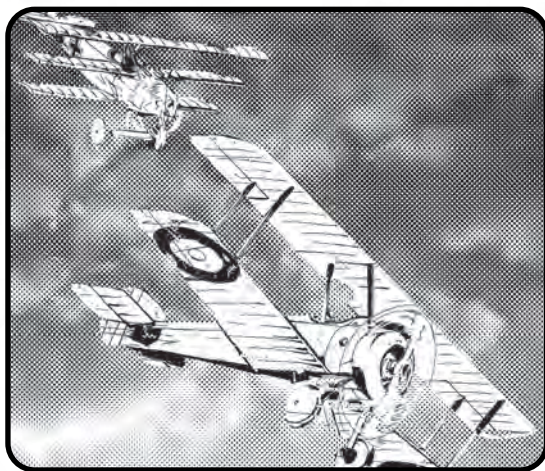
Sustenance: Weekly [+4]; Soul Sucker (Evil Eye)* [+10]

Intelligence: Long Term Memory [+5], Problem Solving [+15]; Language [+1]; Teamwork [+4]

Spreading The Love: Nobody Loves Me [0]

Power: 82

*Evil Eye is found in *Atlas of the Walking Dead*. It allows Richthofen/Hawker to use his Soul Sucker ability as a "gaze" attack with line of sight up to 25 yards. To make this attack, the zombie fixes his gaze on an enemy (must see the pilot, not just the plane) and makes a Resisted Simple Willpower Test. If the zombie wins, he may use Soul Sucker as though he had touched the victim.



Richthofen/Hawker's Fighter Craft

Weight: 1355	DC: 70
Speed: 400/300	AV: D8 + 16 (20)
Acceleration: 40	Range: n/a
Toughness: 5	Availability: n/a
Handling: 6	Accuracy: 5

Primary Armament: (2) .30 caliber Machineguns D8 x 5 (20), unlimited ammo

Special: These aircraft are supernatural constructs. Richthofen's resembles a Fokker Triplane, Hawker's a Sopwith Camel biplane. They possess the Zombie Aspects of Damage Resistance and Regenerate D4(2) x Toughness DC per Turn. If destroyed or shot down, the plane reforms within a week in a random location that Richthofen or Hawker is supernaturally drawn to.

For a different take on the Red Baron and his supernatural Flying Circus, see the AFMBE sourcebook *Worlds of the Dead*.

Era 3: Apocalypse Now, 1943 and beyond

Haushofer drops his mystical bomb on the world. Cemeteries explode, tombs burst open, and undead of every size, shape, and variety pour forth all over the world in a night of blood and fire. The gates of Hell are opened, and the war becomes a conflict not

just of world domination, but for the souls of all mankind.

Millions die within the first twelve hours of the mass Rise as demons pour forth into the world and possess the bodies of the dead; most of those killed are Allied soldiers, who rise and join the onslaught. Then, after the first twelve hours, approximately half the newly risen dead turn on their former brethren and fight alongside the Allies. Around this time, priests and holy men and women begin to exhibit strange, supernatural abilities to battle the undead menace. The first of these so-called "Inspired" claim that the war between Heaven and Hell has come to Earth, and that the zombies are in fact the earthly vessels for angels and demons. Combat chaplains suddenly become a major asset in combat units, with the demonstrated ability to immolate, freeze, and even outright destroy zombie troops.

The war takes on an entirely new face as it becomes a battle not just for supremacy in Europe, but for the fate of all humankind.

Playing in This Era

Here history turns left and possibly never gets back on track. This is where *Zombie Masters* and players have to be at their most creative. A mass rise of undead changes absolutely everything we know about World War II. In an effort not to bog players down with metaplot, or present a glorified, prewritten campaign, we're not going to give a detailed timetable of the events that follow. Rather, we leave it up to the Zombie Master to construct her campaign as she best sees fit from this point on.

Certainly, adventures post-Doomsday will be survival horror of the highest magnitude. When soldiers see a zombie rise, they don't know whether that creature is going to fight for the Allies or the Axis, or whether it will turn on both. Worse, while still driven by the Need to Feed, zombies in *Band of Zombies* are canny and clever, and may work to deceive potential victims, leading entire platoons into death traps where they will all be consumed.

Do events such as D-Day and the Battle of the Bulge still happen, and if so, how? Certainly they don't happen the same way or at the same time.



What about all those Nazi death camps hidden in the mountains and forests of Europe? Mass graves likely erupt skyward with thousands, even millions of risen Jews, Gypsies, gays, artists, poets, and other “undesirables” falling on the Nazis like a pack of ravenous wolves, and moving inexorably toward Berlin and the mastermind of their horrific plight. And what if the medical experiments perpetrated by Josef Mengele somehow impart these concentration-camp zombies with Aspects and abilities unseen in other kinds of undead?

What of Hitler himself? In Chapter Three we learned that Hitler dies shortly after the Doomsday Incantation but rises again, a zombie that becomes enslaved by Hess and Himmler as a figurehead and scapegoat for the Nazi regime. With Hitler no longer pulling the strings, likely the Nazi strategy is sharply different as well; both Hess and Himmler are high-ranking military officers with far more knowledge and experience of strategy and tactics than the Fuehrer. The Wehrmacht that began to self-destruct under Hitler’s madness might once again become a terrifyingly elite aggressor.

Or what if Hitler doesn’t stay enslaved for long? Zombies, as we’ve seen earlier, are not stupid. The Fuehrer might find a way to break the hold Hess and Himmler have on him, setting off an epic struggle for power and control within the highest levels of the German government. In real-world history, several assassination attempts against Hitler’s life, enacted by his own men, failed to kill the mad dictator. That being the case, how do you assassinate a zombie, which is even harder to take down?

As the war drags on, supplies, equipment, and manpower become scarce, but is anyone willing to back off? More to the point, is stopping the war even possible, now that undead roam like packs of hyenas through the forests and mountains of Europe? More likely, the tide of warfare turns backward and hand-to-hand combat becomes more common. Out of desperation, women are at long last allowed to take on active combat roles in the United States and British armies. Segregation between racial units becomes unsustainable and integrated combat teams appear, perhaps to some of the greatest successes in the war. The greatest tragedies and the darkest times in human history sometimes result in surprising rays of hope out of sheer necessity.

In the end, the entire landscape might become truly postapocalyptic; if this happens, we recommend the *AFMBE* sourcebook *One of the Living*, which contains all sorts of great information on running a campaign in a world long after the Rise and the collapse of civilization.

Sample Zombies of Western Europe, Post-Doomsday

In addition to the standard revenants and Mein zombies that the Cast are bound to deal with, here we give you examples of two other kinds of demon-possessed monsters that rise following the Doomsday Incantation. We encourage ZMs to make up as wide a variety of undead as possible to menace the Cast. Remember, the gates to Hell (and possibly Heaven) have been torn asunder; anything is possible in this dark setting. To keep the horror flying fast and furious, the Cast should never have time to get complacent with the undead menace. Keep them guessing and on their toes, especially as the ammo starts to run low and food becomes more scarce.

Following the Doomsday Ritual, warriors in northern France found themselves set upon by ancient Pictish warriors who leapt forth from burial cairns in the forests and countryside. Most felt that these creatures shouldn't even have flesh after thousands of years in the ground, and yet here they were, with rotting, desiccated forms, wielding old stone weapons and bows. Whether they had been naturally mummified due to calcium or lime deposits, or whether their decayed flesh is some supernatural effect, no one is sure. But they are a fact of life and a threat to Axis and Allies alike.

Similarly, in Northern Europe, in Norway, Denmark, Sweden, Iceland, and other ancient Germanic strongholds, soldiers found themselves under assault by Viking warriors who burst forth from old tombs and took to ghostly ships at sea. Like the Picts, these Nordic warriors have flesh where they should be only bones and seem to target Axis and Allies with equal fervor. General Dwight D. Eisenhower of the United States was quoted, after the first confirmed sightings of these Viking



Pictish Warrior Zombie

Strength 2	Constitution 2
Dexterity 3	Intelligence 1
Perception 3	Willpower 2
Dead Points 49	Speed 18
Endurance Points 35	Essence Pool
Attack: Claws (D6 x 2(6) slash/stab, armor piercing), Bite (D4 x 2(4) slashing), or by weapon	
Skills: Brawling 2, Hand Weapon (Axe or Spear) 2, Stealth 2 (Forest only)*	
Weak Spot: All [0]; Fire [-5]	
Getting Around: Brachiation*; Climbing*; The Quick Dead [10]; Leaping [3]; The Lunge [3]	
Strength: Dead Joe Average [0]; Claws [8]	
Senses: Like a Hawk [2]; Scent Tracking*	
Sustenance: Who Needs Food? [8]; All Flesh Must Be Eaten! [0]	
Intelligence: Animal Cunning [4]; Teamwork [4]	
Spreading the Love: Nobody Loves Me [0]	
Special: Environmental Adaptation (Forest) [10]; Natural Armor AV D4-1(1)*	
Power: 51	

*Provided by Environmental Adaptation



Draugr (Viking Zombie)

Strength 4 **Constitution** 2
Dexterity 2 **Intelligence** 2
Perception 2 **Willpower** 2
Dead Points 15 **Speed** 4
Endurance Points n/a **Essence Pool** 14

Attack: As normal human.

Skills: Brawling 2, Hand Weapon (axe, sword, or club) 2, Pilot (Viking longboat) 2; Stealth 2 (Aquatic environs only)*; Swimming 2*

Weak Spot: Brain [-6]

Getting Around: Life-Like [3]; Leaping*; The Lunge [3]; Aquatic (3-point special version)*

Strength: Strong Like Bull [5]

Senses: Like the Living [1]; Scent Tracking [2]

Sustenance: Who Needs Food? [+8]; All Flesh Must Be Eaten! [0]

Intelligence: Animal Cunning*; Teamwork [4]

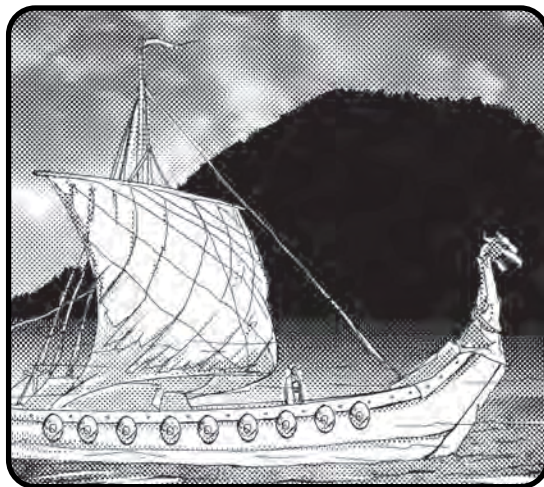
Spreading The Love: Nobody Loves Me [0]

Special: Environmental Adaptation (Aquatic) [10]; Problem Solving [15]

Power: 51

*Provided by Environmental Adaptation

warriors, as saying, "Just what we God damned need, a bunch of long dead axe-wielding bastards killing everything in sight. I swear, when I get my hands on that dirty little Kraut bastard Hitler for starting this whole God damned mess . . ."



Viking Ghost Longship

Weight: 80 tons **DC:** 230

Speed: 50/40 **AV:** 24

Acceleration: 10 **Range:** n/a

Toughness: 2 **Availability:** n/a

Handling: 3 **Accuracy:** n/a

Primary Armament: Ghostly Ballistae D12 x 6 (36) armor piercing; unlimited ammo

Special: These ships are ghostly constructs and are far faster than real Viking longships were. Their ballistae, once they punch holes in a ship's hull, disappear, leaving only a hole. They also have the Zombie Aspect of Damage Reduction and will regenerate in a random (hidden) harbor within one week of being destroyed, unless the ship's draugr captain is killed.

Adventure and Campaign Ideas

Spy Games and Assassination: The Cast are a small, elite SOE cell, assigned to infiltrate as high as possible into the German machine. British intelligence reports that Hitler has been acting erratically for some time since the Rise, and suspicions are that there is a power struggle somewhere within the ranks of his generals. The Cast's mission: to gather any and all intelligence they can on the inner workings of the Reich, to create chaos and encourage political maneuvering within, and to assassinate the Fuehrer if at all possible.

This particular kind of campaign would examine several core issues and be thick with suspense and intrigue. As the players maneuver the Cast through the ranks of the Nazi hierarchy, they'd have to stay one step head of the SS and Gestapo at every turn. Even worse, they would be directly exposed to the horrors and war crimes of the Nazi regime. It would likely take a very long time and require extremely deep cover to get close enough to Hitler to discover his gruesome secret, and by then, what evils will the Cast have had to endure and even perpetrate themselves to prove their loyalty to a regime that likely disgusts them? This sort of game examines the question, "How far can a person go before she becomes what she fights?"

Courier of Captain Patriot: The Cast are a fire team in a special operations unit. Headquarters has lost contact with a squad of commandos deep in Occupied France; it was supposed to deliver medical supplies to a Resistance aid station. The Cast's assignment is to penetrate enemy lines, find the squad, and deliver the supplies, including the experimental Captain Patriot serum, which is for immediate field testing.

At least one of the Cast in this adventure should be a Combat Medic, and if it takes place after Doomsday, it's a safe bet that most Spec Ops fire teams have an Inspired chaplain with them. In addition, the group's medic has top secret clearance and orders to administer the serum to any Allied soldier the group may come across who is mortally wounded. This could result in some interesting interparty

conflict when an unwilling participant in the experiment becomes a super-powered half-zombie.

Camp Liberation: Another idea for a special operations unit or fire team. Aerial Intelligence photos have revealed strange, fenced-off camps hidden in the forests of Northern Europe. Nobody seems to know what purpose these places serve or who the vast populace are. The Cast's mission is to approach, gather intel, and if possible liberate the camp. But what happens when they discover the truth of the Nazi concentration camps, and what if half the population consists of starving, ravenous zombies?

Blood on the Chute: A bombing raid goes horribly wrong, and the Cast finds themselves parachuting from a bomber in an uncontrolled nosedive. When they land, they're lost deep in enemy territory. Worse, the little village they've just landed outside is overrun with ravenous undead. First order of business: stay alive. Next, their only hope to get home is to somehow locate the resistance, and once they do, they'll have a choice to make: go back to England and rejoin the regular military, or stay here and help out down in the trenches?

Kill the Red Baron! The resurrected Manfred von Richthofen has killed too many Allied pilots. The Cast, one of the most decorated air squadrons in the Air Corps, has been given a special mission: hunt down the Red Baron and put him back in the ground where he belongs, permanently. But how can you kill a guy who keeps coming back, no matter how many times you shoot him down? This adventure could stretch into a mini campaign as the Cast (at least a couple of whom should have the Hot Dog Quality, p. 28) take on the Baron and his Foo Fighter Flying Circus in various and deadly sorties, and try to track down intelligence on his weakness so that they can finish him off once and for all. Perhaps Hawker might know; that is, if the Cast can get him to talk without having their very souls consumed in the process . . .

SOE Field Operative

Survivor

Str 2 **Dex** 3 **Con** 4
Int 3 **Per** 4 **Wil** 4
LPS 49
EPS 35
Spd 14
Essence 32
Trauma Threshold 17

Qualities/Drawbacks

Addiction (habitual smoker) (-1)
 Adversary (SS and Gestapo) (-4)
 Artistic Talent (drawing) (3)
 Attractiveness (2)
 Charisma (2)
 Contacts (Underground) (3)
 Hard to Kill (5)
 Honorable (Mild) (-1)
 Nerves of Steel (3)
 Obligation (Major, Serve the Resistance) (-2)
 Paranoid (-2)
 Photographic Memory (3)
 Situational Awareness (2)

Skills

Brawling 2
 Bureaucracy 1
 Demolitions 2
 Dodge 3
 Driving (Automobile) 1
 Escapism 2
 Fine Arts (Drawing) 2
 Guns (Rifles) 2
 Hand Weapon (Knives) 2
 Language (French) 3
 Language (German) 3
 Medicine 2
 Military Tactics 1
 Notice 2
 Seduction 1
 Smooth Talking 2
 Stealth 2
 Streetwise 1
 Surveillance 1

Gear

Combat knife, homemade explosive, M-1 rifle, miniature radio receiver (wired in shoe), pencils, sketch pad

Personality

I grew up in the Scottish Highlands, and as much as it's easy to say it sucks to be Scottish, there's really nothin' like the beauty of those rolling hills in spring. My mother was a midwife and ever since I was a little girl, I only wanted to help people. When I was old enough, I went to London to attend nursing school. For a girl those days there wasn't much of another choice. Nurse, school teacher, or typist, that was about it. And I didn't see much chance of helpin' anyone as a typist.

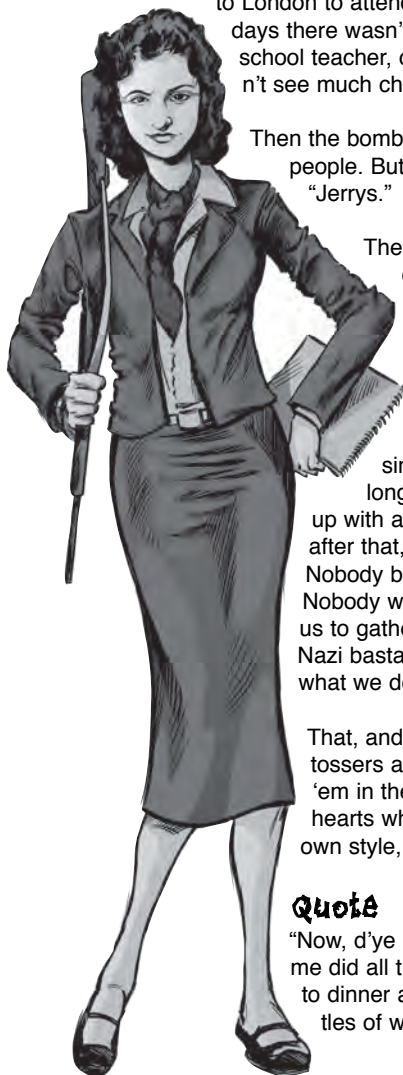
Then the bombings began, and I wanted to hurt people. But only certain ones . . . ones we call "Jerry's."

The bloody Nazi bastards hit the school during one raid, and I saw my best friend die under a ton of rubble. It wasn't long after that when SOE came callin', and I jumped at the chance for some payback. I learned all the tricks and tools of the trade: stealth, seduction, assassination, and blowin' things up. Wasn't long afore I was sent to France to join up with a resistance group there. Wasn't long after that, when I saw my first zombie. Nobody back home believes, of course. Nobody wants to. But SOE, they keep tellin' us to gather as much info as we can on these Nazi bastards' unkillable soldiers, and that's what we do.

That, and kill as many of the goose-stepping tossers as we can. Personally, I like to get 'em in the bedroom and put a knife in their hearts while they sleep. But we've all got our own style, don't we?

Quote

"Now, d'ye really think a petite Scottish lass like me did all that damage? How 'bout ye take me to dinner and we'll discuss it over a few bottles of wine . . ."



All Flesh Must Be Eaten™

Special Forces

Survivor

Str 3 **Dex** 4 **Con** 4
Int 3 **Per** 3 **Wil** 3
LPS 53
EPS 35
Spd 16
Essence 20
Trauma Threshold 19

Qualities/Drawbacks

Acute Senses (Eyesight) (2)
 Acute Senses (Hearing) (2)
 Addiction (Heavy smoker) (-2)
 Fast Reaction Time (2)
 Good Luck (5)
 Hard to Kill (5)
 Honorable (-2)
 Military Rank (Sergeant) (1)
 Nerves of Steel (3)
 Reckless (-2)
 Resistance (Shell Shock) (3)
 Situational Awareness (2)
 Violent Tendencies (-1)
 Zealot (-3)

Skills

Bureaucracy 1
 Demolitions 1
 Dodge 2
 Driving (Car) 2
 First Aid 1
 Guns (Handguns) 2
 Guns (Machineguns) 2
 Guns (Rifles) 1
 Guns (Rifle Specialty: M-1) 3
 Guns (Submachineguns) 2
 Hand Weapon (Knife) 2
 Hand Weapon (Spear) 1
 Hand Weapon (Spear Specialty: Bayonet) 3
 Martial Arts 3
 Notice 1
 Throwing (Sphere) 3
 Tracking 1
 Stealth 2
 Survival (Forest) 1
 Systems Operations (Communications) 1

Gear

blanket, canteen and cup with cover, dog tags, first aid packet and pouch, folding shovel, grenades (4), haversack and knapsack, M-1 rifle with bayonet and ammo, mess gear (meat can with cover and knife, fork, and spoon)

Personality

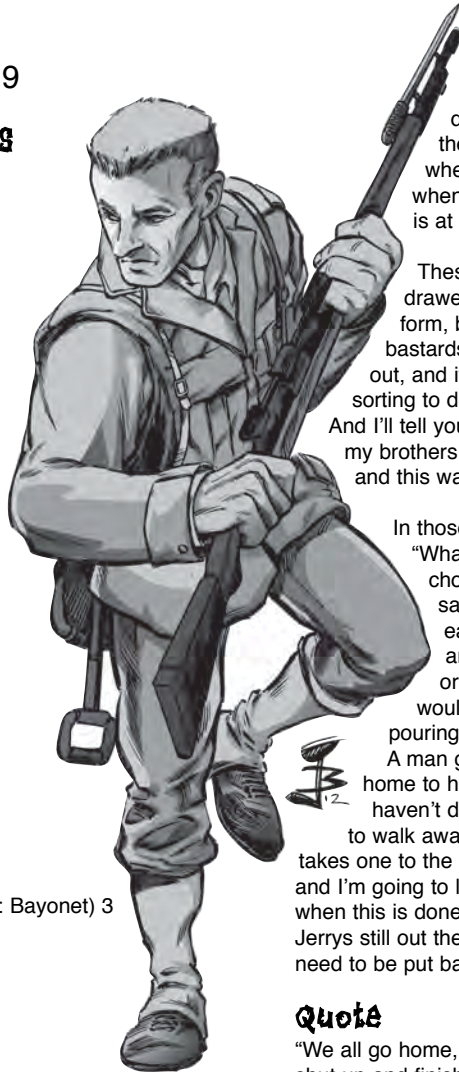
We're the guys you call on when you need something done, and done right. Everyone's got their specialty area, but don't you doubt that if they go down there's someone who can fill in the job when necessary. We do what needs done, when it needs done, and we're the best there is at what we do.

These other pussies out here, they shit their drawers at the sight of a zombie in a Jerry uniform, but not us. We get off on sending those bastards back to hell. Kill 'em all, let God sort 'em out, and if I know God, there's not gonna be much sorting to do. They'll burn, every last one of them. And I'll tell you something else, you put me or any of my brothers within a mile of Hitler with a clear shot, and this war will be over in the blink of an eye.

In those crazy psych tests, they always ask you, "What's your biggest weakness?" If I had to choose one for me and my unit, it'd be the same as our greatest strength: our bond to each other. We've got this code we follow, and it's a real simple code: we all go home, or nobody goes home. You'd think that would go out the window once the dead start pouring in and the bullets start flying, but it don't. A man goes down, it's our duty to get his body home to his family. We don't at least do that, we haven't done our jobs and who's to say we deserve to walk away any more than the poor bastard who takes one to the chest? Not that it matters; I'm going home and I'm going to live a long, quiet life on a farm somewhere when this is done. But before that happens, there's a lot of Jerrys still out there, and a lot of dead men walking that need to be put back in the ground.

Quote

"We all go home, or nobody goes home, you got that? Now shut up and finish the mission, or so help me God, I will shoot you!"



CHAPTER SIX

"I'm starving."

Alexei clutched his rifle closer to his chest and frowned at his friend. "We are all starving, Yuri," he said. "Complaining about it does no good; what if a Commissar were to hear you?"

Yuri tucked his own rifle under his arm and blew into his hands. "He would put me to death, which would be faster than this nightmare. They say," he looked around and leaned in closer to Alexei, "they say that people are *eating soldiers*."

"They do say that. I wonder, do people hate us so much?"

"We represent the Communists, *tovarisch*," Yuri said. "Make no mistake; some of them hate us more than that much. What was that?"

Yuri spun, rifle trained on a shadowy alleyway; Alexei followed suit. The two could see nothing in the blackness. The sun would be down soon, and no doubt the city would be lit by any of dozens of fires burning from the last German shelling. The assaults seemed at a lull now; the only sound was the quiet crackling of fires lit by the last shelling several hours earlier, and the whistling of the early winter wind.

"There's nothing there," Alexei said after a few moments.

"There is," Yuri said. "I saw something move in there."

Alexei put a hand on Yuri's shoulder. "*Tovarisch*," he said, "let us say there is something in there. Do we really want to see who—or what—it is?"

Yuri turned to respond, when an ear-splitting howl reached their ears, and before either could react, a grayish blur launched from the shadows. Alexei went down quickly, his throat torn out in one swipe of a black claw, and Yuri fell back. He fired a shot at point-blank range into the thing's head. It hit the ground and twitched, then lay still. It had once been a person, he could tell that much. But whoever it had been, it was no longer.

"What could do this?" he whispered, then ran to Alexei. As he crouched, a low growl came from the shadows, and three more of the monsters lumbered forth. Movement to Yuri's left drew his gaze; the creature he'd shot was sitting up, black blood pouring down between its eyes. Alexei clawed at the gaping wound in his throat, gurgled, and lay still. The four creatures closed in just as the booming roar of a renewed German shelling attack sounded in the distance.

Yuri began to scream.

THE EASTERN FRONT



Introduction

"This is a war of extermination."

—Adolf Hitler, March 1941

"The issue is one of life or death for the Soviet State, for the peoples of the USSR. . . . The Soviet people must realize this and abandon all heedlessness, they must mobilize themselves and reorganize all their work on new, wartime bases, when there can be no mercy to the enemy. Further, there must be no room in our ranks for whimperers and cowards, for panic-mongers and deserters."

—Josef Stalin, July 1941

The German invasion of the Soviet Union, which began on June 22, 1941, must go down as one of the most brutal, bloody, and violent campaigns of the entire war. By early August, the Red Army had suf-

fered 700,000 casualties, and more than a million soldiers had been taken prisoner to eventually be murdered by SS units. The official Soviet death toll for the winter of 1941 in Leningrad alone was 264,000. However, the Soviet government was notorious for understating civilian death rates in accidents or war, and by the end of 1941, the death toll likely numbered more than two million. In the space of six months, the Russian people had suffered losses equal to nearly a third of the total number of Jewish dead from the Holocaust, and by contrast Britain and the United States suffered combined casualties of roughly 800,000 throughout the entire war.

In *Band of Zombies*, a Stalin desperate to save his country turns Germany's dark super-soldiers against it, creating a stalemate that skyrockets the death toll on both sides even further, while Great Britain and the United States frantically pursue a solution to the

Nazi problem through the Patriot Program. This chapter will examine the repercussions of the Russian front in a world populated by the walking dead as well as the living.

Era 1: October 1940 to November 1941

This covers the era of *Band of Zombies* that is solidly rooted in real-world history.

Blundering of Il Duce

Germany's invasion of the Soviet Union may have gone far differently, had Il Duce—Benito Mussolini—not become envious of Hitler's military victory, and had he not been greedy to restore the Roman Empire of ages long gone. In an ill-conceived and poorly executed campaign, Mussolini moved to invade and conquer Greece, from where he intended to strike at the British Empire in Africa and the Middle East, in October of 1940. Besides beginning a staging point from which Mussolini could establish his New Roman Empire, the conquest of Greece was to demonstrate that Italy could mirror Germany's successes in Poland and France.

Unfortunately for Il Duce, the initial thrust into Greece was stopped cold by November 1940. Hitler was enraged; the attack had been made without his knowledge, and he suddenly found himself in a position where he had to send men and troops to bail out his inept ally, which caused the inevitable delay of Germany's invasion of the USSR, originally scheduled to begin in May 1941. Though the German intervention was successful, and Greece was eventually pacified and overcome, the extra month would prove a disastrous setback when the harsh Russian winter came down on the Nazi troops and put Hitler in the very situation he'd desperately hoped to avoid: He was now fighting a multifront war that he did not have the resources to maintain.

War between the Tyrants

While Hitler's invasion of Russia did result in the Soviet Union joining the Allied powers in the war,

Stalin and Soviet Russia should not be thought of as “good guys.” In fact, the USSR made for an exceptionally strange bedfellow with Great Britain and the United States, and one that nearly never happened. Many in the West urged Churchill and Roosevelt to ignore the plight of the Russians, hoping that Hitler and Stalin would simply solve the world's problems by wiping each other out. Unfortunately, it quickly became evident that for the Soviets to wage a proper defensive war against Germany, they would need assistance from the Allies.

The Great Purge

Josef Stalin was every bit as brutal, obsessed, and megalomaniacal as was Hitler, and in fact many scholars believe that more people were imprisoned and killed during Stalin's purges than during the Holocaust. The Holocaust generally overshadows the murderous rampages of Stalin because it was focused on very specific groups of people (most notably, Jews, homosexuals, and Roma [Gypsies]); Stalin, on the other hand, was an equal-opportunity mass murderer, prone to execute anyone who voiced dissent (however mild) with his policies or attitudes, or failed him in any way. This caused severe problems in his military; in the late 1930's Stalin became paranoid that his officers might turn against him in a military coup and began to exterminate any officer whom he deemed a threat. By the end of this Great Purge, more than 35,000 career officers had been executed or imprisoned, leaving the Red Army with a severe shortage of qualified officers, and those officers it did have were noted more for their loyalty to “The Boss” than for skill.

Worse, Stalin implemented the political commissar system, wherein every officer had a civilian party watchdog who shared power and could veto the officer's decisions. These commissars almost never had any kind of military training or experience; they were nothing more than lapdogs for Stalin whose duty it was to babysit the military. Commissar vetoes caused disaster for the Soviet forces time and again throughout the war.

The Purge was not limited to the military, either; anyone who was heard speaking ill of the Communist Party, his station in life, or government

policy could be snatched away in the middle of the night, never to be seen again. Writers, doctors, scientists, artists, actors—all were deemed potential threats to the party and watched closely for any slight misstep. The government watchdog of these so-called “enemies of the people” was the Russian secret police force, the People’s Commissariat for Internal Affairs, NKVD (transliterated from the Russian, *Narodnyi Komissariat Vnutrennikh Del*). They were, in short, the Soviet mirror of the German Gestapo. To anyone who has been following along with the practices of Hitler, all of the above should sound familiar; the ideological line separating the Nazis from the Communists was massive in theory, but in practice the two societies were frighteningly similar.

The Gulag

The primary instruments for Stalin’s purgation of anyone he saw as a threat, dissident, or revolutionary were direct execution, exile to the frigid Siberian desert, and the Gulag. The

*Gulag was defined by journalist Anne Applebaum in her book *Gulag: A History* as “the branch of State Security that operated the penal system of forced labor camps . . . for political prisoners and as a mechanism for repressing political opposition to the Soviet state.” Gulags were the Soviet version of labor and concentration camps.*

Stalin was every bit as megalomaniacal as Hitler, with the same eventual goal of world domination. He believed that it was the eventual destiny of Soviet-style Communism to conquer the entire world, and he fully intended that he or one of his chosen successors would sit at the head of that particular table. Communists considered Fascists and Capitalists their primary enemies, to be stamped out utterly (a sentiment echoed by Fascists and Capitalists toward Stalin and his regime).

Still, this didn’t stop Hitler and Stalin from signing a nonaggression pact in 1939. Both Hitler and

Stalin went into that pact on the assumption that one of them would one day break the agreement and conquer the other. Stalin just didn’t believe Hitler would move against Russia when he did, and his inexplicably stubborn refusal to accept the reality of the German invasion proved catastrophic for the Red Army in the early months of the Russo-German campaign of the war, dubbed by Hitler Operation Barbarossa.

Operation Barbarossa

Hitler had planned to invade the Soviet Union in mid-May 1941, but due to Mussolini’s blundering in Greece, the operation was set back to June 22, a delay which would’ve proved catastrophic, had Stalin bothered to listen to the flood of intelligence reports that Germany was planning an invasion. Stalin dismissed detailed intelligence reports as fiction. He insisted that when Germany signed a mutual defense pact with Yugoslavia and massed troops, guns, and artillery on the borders, it was a diversionary tactic to lull Britain into a false sense of security so Hitler could finish off the English. Stalin disbelieved reports of reconnaissance aircraft over Russia, saying they were overstated and ordering that Russian guns were not to fire upon German aircraft.

In the early morning hours of June 22, long before dawn, reports filtered back to Moscow that engines were heard revving up on the German lines. The orders came back, “Do not provoke the Germans.” At 3:00 AM on June 22, the Germans advanced, announcing their invasion with the thunder of 6,000 heavy artillery guns firing over the border into the Russian defenses while the Luftwaffe swarmed out of the sky, bombing civilian and military targets. Then the Panzers advanced.

The Red Army, castrated by lack of organization, disbelief by their superiors in Moscow, and fear of execution or worse for disobeying orders, were utterly overrun. As desperate requests for orders wired back to Moscow, contradictory responses came back, such as, “Defend yourselves and hold position, but do not provoke, engage, or fire upon the Germans.”

Communications were broken, entire divisions and command bases seemed to vanish off the face of the earth, and the Red Army lost more than 1,000 aircraft in the first day of the attack, most still grounded. Within days, the *Blitzkrieg* had moved the front nearly 300 miles (450 km) into Russian territory. By the time the Red Army had recovered at all, they were firmly in retreat.

The murder of Soviet citizens was indiscriminate; upon entry into the Ukraine, Nazi forces were greeted as heroic liberators come to deliver the people from Communism—until the Germans began systematically exterminating the population and setting up their own citizens in the now-empty farms and businesses. Military and civilian prisoners of war were turned over to the SS, who didn't even bother with concentration camps; they just executed many right on the spot. Hitler himself referred to the invasion of Russia as “a war of annihilation” that would provide ample “living space” for Aryan peoples.

This isn't to say the Russians were much better. Later, as the Red Army regrouped and managed to mount counteroffensives, German captives were handed over to the NKVD, who took the exact same approach to their prisoners as had the Nazis. The Russians and Germans were out to exterminate one another.

Mass Combat

Obviously, the invasion of the Soviet Union is prime fodder for the ZM to make use of mass combat rules. Pitched battles between infantry, including the Russian Charge (see p. 76) and explosive conflicts between T-34s and Panzer units, could make for an exciting change of pace.

The Partisans Strike Back

However it may seem, the Russian people didn't give up easily. Time and again, they would entrench themselves and make the Nazis fight for every mile of ground they gained. Despite the panic and disorganization and despite the tendency of the army to retreat when faced with unbalanced odds, when cor-

nered the Russians fought every bit like the bear they used as their country's symbol. They knew that capture by the Nazis meant execution, and many chose to go out fighting rather than face an SS extermination squad.

In addition, Red Army soldiers separated from their units, or lone survivors of devastated units, began organizing civilian paramilitary units known as “partisans.” These groups served the same general purpose as the resistance in Western Europe (see chapter 4) but focused more on organized guerrilla warfare, though sabotage was also a focus for them.

Partisan units were responsible for many of the great heroics of the Russian war, including the destruction of key bridges the Germans needed to use to cross the rivers that slice across Russia's western landscape. As with Western Europe, many partisan freedom fighters were women, opening up more opportunities for female Cast Members in play.

A Surprising Move

As the German army advanced further into Russia in a three-pronged attack, everyone, including Hitler's own generals, assumed that Moscow was the primary target. If the Germans could reach, invade, and overrun Moscow, Russia would fall. Stalin was well aware of this, and part of the reason for the Red Army's mad retreat was that entire units were recalled to defend the capital city.

The Fuehrer, on the other hand, had plans of his own that didn't involve Moscow just yet. Rather, Hitler decided that it was more important to send Army Group North to Leningrad, where he felt the symbolism of conquering that city would irrevocably demoralize the Russians, and send Army Group South to capture the vast oil reserves in the Ukraine. Army Group Center was to hold the line and wait until Moscow was isolated, when all three armies would converge on the capital city. Hitler's generals warned him that this strategy was unsound, that Moscow was but five days away, and that the war could be finished in one devastating assault on the capital city, but Hitler as always was unwilling to listen to military counsel. The German army reached the former Russian capital of Leningrad on September 8, 1941.

Era 2: September 1941 to March 1943

This is the era where history begins to turn from that which we read in history books, and where the first incidents of the supernatural arise. The dates do not match those in Chapter Four, as the situation is different in Russia.

A Wolf at the Door

Rather than attacking and overrunning Leningrad, the Nazis settled in for a winter siege, something nobody expected. And in the world of *Band of Zombies*, this is where the supernatural ugliness kicks in.

The German army rolled through the ancient city of Novgorod, securing a major highway that allowed them to roll right up to Leningrad's doorstep. After capturing the major railway line running through the town of Chudovo, and moving troops around Lake Ladoga, east of the city, the Germans had the city surrounded and effectively cut off from resupply. The city was not only underdefended but overpopulated, as refugees from the German-Finnish advance in the west poured in. Most Leningraders were not permitted to evacuate, and on some occasions those intending to flee were arrested for demoralizing the populace. Paranoia was high as Leningraders became obsessed with the idea of traitors and fifth columnists in their midst. Still, the populace went to work preparing the 3,000,000+ population for a last-ditch defense of the former capital.

The problem was that while the city was ready for a bloody fight to the death, nobody expected a siege. The German army simply stopped on the outskirts of Leningrad and sat with the city surrounded by infantry, artillery, and Luftwaffe, all prepared to simply stop the influx of life-sustaining supplies the city needed and shell the hell out of the city from outside, destroying sugar and grain silos, shops, and other storage facilities.

The devastation was catastrophic. By the end of the year more than 30,000 shells had exploded within the

city, and thousands upon thousands of incendiary bombs were dropped by German bombers. By the end of October, supplies were so low that bread rations were dropped by 50%, far below the minimal survival level, and meat rations vanished almost altogether. By the end of November, bread rations were down 69%. Citizens began hoarding and stealing ration cards; those caught doing so were executed. When someone died, surviving relatives would hide the body and keep his ration card. Children stole gold teeth to barter for food. People tore off the bone buttons on their clothes to boil in soup and ate boiled shoe leather. Many, at the brink of starvation, simply sat down in the snow and died. Survivors later noted that they never realized it was starvation that sapped their strength away; the body became so accustomed to the sensation that one no longer felt hunger.

One solution presented itself to those with the desperation and fortitude to pursue it, a solution not mentioned in any official history, but related by dozens of eyewitness accounts. The descriptions are of acts unthinkable in civilized society, but which show the depths to which desperate people will sink. In a war-torn world, where the gates of Hell itself are poised to be thrown wide, it is an act that had horrific consequences on the Russians and Nazis alike.

Some Leningraders began to engage in cannibalism to survive.

Necrophagia

Early reports of cannibalism indicate that it was first practiced on the corpses of the deceased. Bodies dumped at the gates of the cemeteries (the populace was too weakened to dig graves) had large chunks of flesh carved off. Strange little black meat cakes began to appear for exorbitant prices on the black market.

Then worse rumors spread. Children mysteriously disappeared, never to be seen again. Soldiers were murdered returning from the front, their bodies never found. Anyone who looked healthy was suspect. Stories abounded about roving bands of maniacal, well fed cannibals roaming the streets, addicted to human flesh and hunting for victims.

People claimed these crazed flesh-eaters couldn't be killed, and the already pervasive fear in Leningrad slowly changed to all-consuming panic.

People in terror turn to folklore and faith. Having no reference in their own cultural lexicon for flesh-eating monstrosities, the Russians borrowed a term from their Turkish neighbors to the southwest and referred to the monsters as *ghúls*. The name was apt; somewhere around late October/early November 1941, the death toll reached a level at which Hell could sense the coming storm, and even before the Nazis discovered the *Buch der Toten*, the atrocities in Russia created tiny cracks in the spaces between worlds. Demons escaped and possessed the bodies of cannibals, driving out the human souls and reanimating the bodies as something far worse. Since the appearances of ghúls were scattered and shadowy, most official histories don't recognize this early showing of undead.

Ghúls

Ghúls are special kinds of undead that occur only when civilized people sink into the habit of eating the flesh of other human beings. Other societies refer to these creatures as ghouls, wendigo, and various other names, but the concept is identical.

One or two incidents of desperate cannibalism, though horrific to consider, are not enough to turn one into a ghúl. The transformation process requires a person to sink into depravity, becoming a murderer who actively enjoys (some might say becomes addicted) to feasting upon the flesh of other humans. The blackness that develops in the souls of these human monsters enables a demon from beyond the pale to infect the body, ousting the soul and reanimating the body as a putrid abomination, obsessed with consuming the flesh of humans, both living and dead.

Ghúls tend to haunt burial grounds and cemeteries, and some say those killed by ghúls rise as ghúls themselves. Early on the rising is sporadic, since Leningrad is not completely overrun by these creatures, who lurk in the corners and shadows. Still, dying by the claws and teeth of one of these monsters can open a doorway to demonic infesta-

During the twelve hours following the Domsday Incantation of 1943, the cannibalism requirement seems to temporarily vanish, as many death camp victims are transformed into ghúls. No one is certain why, but it is possible that the sheer weight of the atrocities visited upon these poor souls was sufficient to build within them the necessary blackness to create the transformation.

Ghúl

Strength 4	Constitution 2
Dexterity 3	Intelligence 1
Perception 3	Willpower 2
Dead Points 34	Speed 18
Endurance Points n/a	Essence Pool 12

Attack: Claws D6 x 4(12) slash/stab [8]; Bite D4 x 4(8) slash/stab (must grapple first) or by weapon.

Skills: Brawling 2, Climbing 2*, Stealth 2* [2]

Weak Spot: Fire [-5]

Getting Around: Climbing*; The Quick Dead [10]

Strength: Damage Resistant [5]; Strong Like Bull [5]

Senses: Life Sense*; Like a Hawk*; Scent Tracking [2]

Sustenance: Daily; All Flesh Must Be Eaten! [0]

Intelligence: Animal Cunning [4]; Teamwork [4]; Tool Use [3]

Spreading the Love: Special [-4]; Only the Dead (post-1943) [-2]

Special: Environmental Adaptation (Urban) [10]; Regeneration [5]

Power: 52 (54 post-1943)

*Granted by Environmental Adaptation

tion of the body. Before the Doomsday Incantation of 1943, only one in ten (result of 1 on a d10) killed rises again. After the Doomsday Incantation, everyone killed by a ghúl rises as a new flesh-eating monster.

Ghúls tend to travel in packs of D6(3), and are fast, strong, feral, and very hard to kill. All attacks against ghúls that are not chemical or fire-based deal only half-damage to the creatures. Fire is the creatures' sole real weakness, and fire attacks deal double damage (making flamethrowers and Molotov cocktails especially useful against these critters). Ghúls are terrified of fire instinctively and will cower and flee from any flame, no matter how small. Small flames such as that from a match or a torch require the ghúl to make a Simple Willpower Test to approach; larger flames such as that from a torch or Molotov cocktail require a Difficult Willpower Test; and giant flames such as those from flamethrowers or burning buildings cannot be approached at all.

Thule Ascendant

Some of these crazed monsters escaped the city and wreaked havoc among Nazi forces. Reports came from SS officers of demonic horrors that could not be killed save by fire, that were rending and eating German troops in the field. The orders from High Command were that such tales were ludicrous; these were nothing more than crazed and starving Leningraders. If fire was what they feared, use fire to kill them, and that was that. Alas, flamethrowers were in short supply among Nazi officials, and ghúls continued to wreak havoc.

Heinrich Himmler got word of the reports and was more willing to believe than was the Fuehrer. Himmler had gradually watched Hitler become more power mad and less stable since he'd taken control of Germany, and was now convinced that a coup of some sort had to take place, or Germany would be defeated utterly. He began his own research into the possibility of demonic undead, and through the fateful intervention of strange dreams, his studies led



him to the discovery of a lost Black City in Persia. He had only to wait until the time was right to approach the Fuehrer with promises of great mystical power, draped in the proper trappings of Arian doctrine.

Himmler drew his friends Rudolf Hess and Karl Haushofer into his plot. They gathered a group of loyal SS officers and secretly formed the Thule Society, and watched the upper ranks of the party for other potential recruits. The time was coming; Himmler's dreams had told him that soon a sleeping giant would awaken, and that would herald the dawn of his ascension to the throne of the German Empire.

Operation Typhoon

In October 1941, Hitler ordered the army to move on Moscow, without breaking the siege of Leningrad. By October 2, the Ukraine had been pacified, Leningrad was in the midst of a long starvation, Kiev had been captured, and the German Army was on the move toward Moscow in Operation Typhoon. A furious last-ditch defense by the Red Army, combined with General Winter, would stop the Nazi forces from reaching the gates of Russia's capital city. It began with heavy rains, which turned the fields and roads into quagmires that saw German vehicles sink more than a foot into the wet mud. Horses had to be brought in to pull the vehicles out, and even then going was phenomenally slow.

Still, by mid-October, Moscow was the regular target of Luftwaffe air raids. Citizens began to fortify the city, building concrete tank barriers on the outskirts and bunkers in the streets. Hitler himself commented on the fury with which the Russian people fought, charging recklessly into hails of German bullets, often overwhelming the Wehrmacht with sheer numbers as thousands of soldiers, recruits, and volunteers were simply thrown at the Germans with abandon. If the Red Army couldn't win by superior tactics and weaponry, Stalin reasoned, she could certainly win by sheer, overwhelming numbers.

General Winter Attacks

In late October the first snows arrived. Hitler refused to send winter gear for his troops, believing weapons and implements of destruction more important than coats, socks, and boots. Tanks and cars froze solid in more than two feet of snow and ice, grease and oil froze in guns, and by mid-November tens of thousands of Nazi soldiers were dying of frostbite and even starvation. The German army wrapped themselves in anything they could find to keep warm, from tablecloths stolen from burned-out farmhouses, to boots made from coiled rope. The tables began to turn on the Axis powers as more and more German soldiers lost their zeal for conquest in the face of the bitter cold, extreme conditions, and lack of proper food and supplies. Still the word came from High Command: "Fight to hold every square foot." Both the Russian and the German officers took to shooting anyone who retreated from battle in the back, and fear of their commanding officers became a primary motivator in the continuance of the fighting.

A Change in the Winds

A massive Soviet counterattack on December 5 put the Nazis on their heels. The introduction of the new Soviet T-34 tank under the command of Marshal of the Soviet Union Georgi Zhukov caught the Germans off-guard; suddenly the Russians had artillery that appeared the equal of the dreaded Panzer units. Moreover, the Red Army was well prepared and equipped to fight a winter war the Nazis never intended to face. Combined with the madness of the Russian charge, the Nazis had no effective counter. Within days the Nazi forces were driven back 150 miles from Moscow, and Hitler was becoming enraged and desperate, especially with the entry of the United States into the war on December 8.

When Himmler went to visit the Fuehrer on December 9, Hitler was in a rage, demolishing his own office, ranting about how his generals had no understanding of how to properly wage a war and how they had no respect for his brilliance and creativity. Himmler let the Fuehrer play out his rage

until Hitler noticed his SS commander, patiently at attention in the corner. When he demanded Himmler explain his visit, Himmler laid out his plans for using ancient Arian Christian magicks to lay waste to the Allied forces once and for all. He had uncovered in his researches, he said, the location of an ancient city in Persia and had reason to believe that a book was hidden therein which contained all the Reich needed to win the war handily.

Hitler was intrigued; here, it seemed, Himmler had not only a secret weapon that the Allies could not counter, but he had apparently found justification for the existence of the Aryan race (in conversation, the difference between the Gnostic Arian Christians and the Aryan race became somewhat gray, and Himmler let it lie that way). By the end of the hour-long meeting, Hitler had approved the establishment of the Thule Society under SS jurisdiction. Himmler smiled; the Thule Society had been in existence for quite some time, in fact, but now would be the core of the new state cult.

To buy time, Hitler ordered the Wehrmacht to hold every square yard of ground at any cost, and gave Himmler carte blanche to find and unlock the secrets of his “Aryan” tome. Himmler’s information proved accurate, and by mid-January, the SS had *Buch der Toten* in its possession. Himmler knew all along that the book had no connections to Christianity, but what the Fuehrer didn’t know, he reasoned, would not hurt Himmler.

Translation efforts began and by February passages had been read aloud, causing the dimensional cracks over Leningrad to spread first over Europe, then over the world. The first reports of revenants and Foo Fighters trickled in from Europe, and then reports came from other areas of the world, increasing in frequency and potency as the translation efforts continued. Hitler dismissed the reports as superstitious nonsense, even as he himself encouraged Himmler’s work on the Christian magic that would see him victorious.

Hitler, in fact, became obsessed with the idea. He demanded Nazi archaeology teams find other ancient biblical artifacts, including the fabled Ark of

the Covenant, said to make invincible any army that carried the Ark before it, and the Holy Grail, which could grant immortality. With the Ark, the Grail, and the Spear of Destiny (which he already possessed), Hitler felt no one on Earth could challenge his right to rule the world.

Era 3: March 1942 Through Doomsday

This era covers the creation and use of Nazi *übersoldaten* and the Allied response to these horrific creations. Here we watch the Soviet Union and Eastern Europe degenerate from a battlefield to an apocalyptic wasteland.

Supersoldiers

Himmler let Hitler live in his deranged fantasies, even offering SS support for these ill-fated expeditions. Meanwhile, translations were complete enough that with the medical expertise of Dr. Josef Mengele, a formula was discovered that could result in nigh-unkillable supersoldiers. The formula was developed and tested on inmates at Auschwitz, and thousands of “undesirables” died or were the subject of hideous, demonic mutations before the formula was perfected.

In late March 1942, the first Nazi *übersoldaten* were unleashed upon Russia. In the space of weeks, the Nazis had recovered all the ground they’d lost and advanced on Moscow. Stalin flew to London for an emergency meeting with Roosevelt and Churchill, carrying a special prize in tow: a captured German *übersoldat*. He demanded immediate measures be taken to counter this mad play by the Reich, and his two unlikely allies were forced to agree. Taking the zombie into custody, they immediately established a research program that would allow them to create their own supersoldiers, men who could battle the zombies without becoming abominations themselves. But such a program would take time, Stalin insisted, and his people were dying now. As with every other plea from Russia, the Premier’s request fell on deaf ears, and he returned to Moscow with his own plan in mind.

On his return, Stalin gave the following directive to his best officers: Since capturing one zombie had been simple, they were to capture as many as possible. The soldiers took the orders to heart and by the day's end had more than a dozen *übersoldaten* in custody. Immediately, Stalin called for a few political dissidents to be brought and injected with the blood of the zombies. Through experimentation, he and his high-ranking generals learned that there were two varieties of supersoldiers, and that injecting the living with the blood of these creatures created new monsters within hours. By the end of the week, Stalin had his own supersoldiers in play. They were brutal, half-crazed, and prone to turn on their own when in need of meat, but they would serve for the time being, and Russia had people to spare.

Horrific State of Affairs

War breeds desperation, and the constant whispering of Hell into the little human minds of world leaders encourages them to take some downright evil actions in that desperation. By the end of 1942, Russia is little more than a wasteland, where scattered groups of highly skilled, highly trained, or just plain lucky survivors wage a bitter war for survival in a country completely overrun with the walking dead. There is no Nazi victory here; neither is there a victory for Russia. For those wishing to run a survival horror game centered on sheer, stark brutality, this is the place to do it. Between ghûls, Mein zom-

Worlds of the Dead

The joint U.S./Britain research program produces the first Captain Patriots by May 1942. However, this doesn't mean other research programs aren't going on. For those with access to *Worlds of the Dead*, Germany's improvements on the Mein zombie formula can result in Thule zombies, the USSR programs create psychotronic zombies (WotD, p. 75), and the U.S. research program eventually creates Project West zombies (WotD, p. 76).

bies, Thule zombies, and potential psychotronic zombies and Project West zombies, there are enough varieties of undead in Russia to keep characters on their toes for a good long while. But of course, there's more.

Corpse Riders

Some of the most feared creatures roaming the wastelands of Russia are the undead cavalry. At the outset of the war, Russia and Poland were two of the few countries left in the world with active cavalry forces, and horses are just as vulnerable to demonic possession and "zombification" as are humans. Known as *Leiche Reiter*, or "corpse riders," these death-dealing monsters range across the wastelands of Soviet Russia like grim reapers on horseback.



Corpse Rider

Strength 4 **Constitution** 2
Dexterity 2 **Intelligence** as life
Perception 2 **Willpower** 2
Dead Points 15 **Speed** 18
Endurance Points n/a **Essence Pool** 12+Int
Attack: As normal human. The zombie punches, kicks, bites, uses hand weapons and shoots a rifle just like a normal human. It has skill ranks for all skills equal to its skills in life, minus 1. Skills always include Riding (at least 2 ranks). Most corpse riders prefer swords or sickles to guns, as they require physical contact to feed.
Weak Spot: Special [8] (Heart and horse)
Getting Around: Life-Like [3], The Lunge [3]
Strength: Strong Like Bull [5]
Senses: Life Sense [4]; Like the Living [1]
Sustenance: Occasionally [2]; Soul Sucker [5]
Intelligence: Language [1]; Long-Term Memory [5]; Problem Solving [15]; Teamwork [4]
Spreading the Love: Only the Dead [-2] (Special)
Special: Regeneration [5]
Power: 59, modified by actual Int and skills

Corpse riders feed on the very souls of their victims and are able to use their Soul Sucker method of feeding through swords, sickles, or other hand weapons. For this reason, many prefer such weapons to guns, though there are corpse riders who shoot to wound rather than kill, then feed from their helpless victims as they lie bleeding on the ground. Anyone killed by a corpse rider (and not fed to its horse) rises as a ghúl within 24 hours. No one knows how new corpse riders are created, but speculation is that they are a special type of revenant formed through the bond between a cavalryman and his mount.

The only way to kill a corpse rider is to shoot or stab it through the heart and decapitate its horse. If both of these actions are not undertaken, the monster survives (and can even create a new mount by

Corpse Mount (Zombie Horse)

Strength 7 **Constitution** 2
Dexterity 3 **Intelligence** 1 (animal)
Perception 2 **Willpower** 2
Dead Points 15 **Speed** 18
Endurance Points n/a **Essence Pool** 17
Attack: Hoof kick D10 x 8 (40) bash, or bite D4 x 7 (14) slash/stab
Weak Spot: Spine [5]
Getting Around: Leaping [3]; The Lunge [3]; The Quick Dead [10]
Strength: Damage Resistant [5]; Monstrous Strength [7]
Senses: Like the Living [1]; Scent Tracking [2]
Sustenance: Weekly [4]; All Flesh Must Be Eaten [0]
Intelligence: Animal Cunning [2]
Spreading The Love: Nobody Loves Me [0]
Power: 42

Soul Sucking a living horse). Corpse riders often become commanders of entire units of undead, leading packs of ghouls and revenants in waves of mass destruction and fighting on no one's side but their own. They remember their past lives and skills but feel no attachment to the living. They are driven by a purpose known only to them, but one that seems to be the conversion of as many people into zombies as possible. They are the generals of Hell's legions in Russia.

Corpse riders are extremely tough adversaries and are more than a match against any single Cast Member. Zombie Masters should keep this in mind when designing encounters.



Era 4: Doomsday

This is the era that opens up to the ZM and players plotting their own course. The worldwide Rise has changed everything and the entire course of the war is irrevocably altered.

The Rise

In 1943, Haushofer tires of the stalemate and, spurred on by Hell-spawned insanity, unleashes the Doomsday Incantation. The spell doesn't have a great deal of effect on western Russia, as the meddling in Things Man Was Not Meant to Know has already turned the Motherland into an apocalyptic wasteland. A few living people are possessed and turned into revenants, a great many dead bodies suddenly stand up and attack everything in sight, and the battle goes on. The situation in Leningrad becomes even bloodier; the population of undead increases tenfold, and scores of the monsters pour forth from the city to attack Nazi forces. Nazi soldiers killed by ghúls now stand up again and continue the battle, slaughtering Russian civilians, who rise and slaughter more Nazis. Within twelve hours, the city of Leningrad is decimated and overrun by wild-eyed packs of roving undead.

Moscow, Stalingrad, and the city of Kuybyshev (southeastern Russia, on the Volga River) in particular have become fortresses, walled up and fortified against the madness outside, but even they are not free from the horrors of the Doomsday Incantation, and life within the city walls becomes a struggle to resist the growing tide of undead. Stalin resides in Moscow but has access to aerial transport to and from Stalingrad and Kuybyshev, where the rest of the government has been relocated.

In a twisted way, Stalin's use of zombie blood to create his own troops may have saved (or at least granted reprieve to) a vast swath of his country east of Moscow. Because of the stalemate in the west, much of eastern, particularly southeastern, Russia remains populated largely by the living and is a rallying point for the Red Army against the incursions of undead.

The Night Witches

"The Night Witches" (*die Nachthexen*, in German) was the ominous colloquial name the German army gave to the Soviet 46th Taman Guards Night Bomber Aviation Regiment. Led by Major Yevdokia Bershanskaya, this all-female unit (even the mechanics and ground crews were entirely women) was the most highly decorated Soviet air squadron in the war, racking up more than 23,000 missions and seeing twenty-three of its pilots awarded the Hero of the Soviet Union award, the highest award in the country. This was no mean feat considering that they flew World War I-era Polikarpov Po-2 biplanes! Indeed, these very biplanes were often the secret of the Night Witches' success, as German aircraft would simply overshoot the slow-flying planes, and German artillery was designed to target the much faster-moving modern aircraft of the time, so would often over- or under-shoot the biplanes as they attacked. Moreover, a common tactic of the Night Witches was to cut their engines several miles before reaching their target, then glide in silently, drop their bombs, fire up the engines again, and fly off into the night. These tactics wreaked havoc with Nazi installations during the Russian counterattack of 1942.

Gliding assaults require a Dexterity and Piloting Task at -4 to restart the engine once the bombs fall, or the aircraft goes into an uncontrolled dive and crashes.

After the Doomsday Incantation of '43, the Night Witches take on an even more important role. For reasons never truly revealed, a great number of Inspired who rose among the Soviet people were women, and the Night Witches became an ideal home for these real-life witches, who could easily deal with Foo Fighters, using Miracles from the open cockpits of their biplanes. In fact, in *Band of Zombies*, an auxiliary squad of Night Witches was formed as an infantry regiment, consisting of several thousand women, 30% of whom were Inspired. The term "Night Witch" came to be a common col-

loquialism for any female Inspired, and military units were honored to have a Night Witch among their ranks.

Outside Russia

The Nazi use of zombies has caused Romania, Slovakia, and Albania to turn on their German allies, and fierce battles rage across Eastern Europe. The Germans aren't above using *übersoldaten* against the upstarts, and specialized groups of soldiers begin to pop up, specially trained and expert at identifying, hunting, and killing undead. Many Wehrmacht units find themselves cut off as a result, between a wasteland filled with undead on one side and allies-turned-enemy on the other. The Doomsday Incantation complicates matters further; nobody knows who might suddenly turn into a revenant and whether he will turn on his former friends, desperate for meat.

In the Carpathian Mountains, following the Doomsday Incantation of 1943, an ancient evil awakens, and armies of honest-to-goodness vampires emerge from the Black Forests to war against Nazi and Allied forces alike. The voivod of these vampiric armies claims to be the famous Romanian hero Vlad Dracula himself, seeking to reclaim Romania for his own, but as yet this hasn't been proven conclusively. In some cases, German troops join with their enemies to fight off incursions of zombies. Some become deserters and enter Allied service permanently.

Like the vampires of legend, Romanian vampires can be killed through decapitation, fire, sunlight, or blessed items. Sunlight does damage per turn as though the vampire were engulfed in fire; fire and blessed items ignore the vampire's Damage Resistance and inflict full damage against its life points. Miracles are effective against vampires, and damage-dealing Miracles count as "blessed items." Vampires must make a Difficult Willpower Test to approach a character holding a holy symbol. Anyone killed through the blood-draining attacks of a vampire rises again as a new vampire in three nights unless decapitated or burned to ash. Also like the vampires of legend, these creatures can change their shape into that of a vampiric bat or wolf (varies

according to vampire). They are not adverse to garlic and can enter peoples' homes without an invitation. Vampires in the employ of the voivod Dracula generally wear chain mail armor, providing an AV of D6 + 6(9). We don't include stats for Dracula here, but he should be significantly improved using a standard Romanian vampire template as the basis (higher skills, special attributes, perhaps more powers, etc. Dracula may even have the abilities of a zombie lord as presented in *AFMBE* p. 209).

Romanian Vampires

Strength 4 **Constitution** 2
Dexterity 3 **Intelligence** 2
Perception 3 **Willpower** 2
Dead Points 26 (15 at spine) **Speed** 18
Endurance Points n/a **Essence Pool** 13
Skills: Brawling 2, Dodge 2, Hand Weapon (Sword) 2, Hand Weapon (Shield) 2, Riding 2
Attack: As normal human, but stronger, by claws d6 x 4(12) slash, or by bite d4 x 4 (8) slashing plus 6 per turn.
Weak Spot: Spine [5]; Blessed Items [-3]; Fire [-5]; Sunlight [-5]*
Getting Around: The Quick Dead [10]
Strength: Claws [8]; Damage Resistant [5]; Strong Like Bull [5]; Teeth [4]
Senses: Like a Hawk [3]; Night Vision [3]
Sustenance: Occasionally [2]; Blood [-2]
Intelligence: Language [1]; Long-Term Memory [5]; Problem Solving [15]
Spreading The Love: Only the Dead [-2]
Special: Shape Change into Vampiric Wolf or Bat (choose one) [8]*
Power: 67

*In wolf form, the Vampire gains Stealth 3 and Scent Tracking, but loses Language and Strength becomes 3. In bat form the vampire gains flight and Stealth 3, but loses Language and Strength is 1. Neither wolf nor bat form can use tools.

Poland, the first country invaded by Germany, becomes utterly overrun with zombies after 1943. The Doomsday Incantation seems drawn like a magnet to the Nazi death camps throughout the country, and millions of dying victims are transformed into revenants and even ghúls. The enraged and crazed creatures fall upon their Nazi tormenters, tearing the SS limb from limb. Then they move out into the forests of Poland, to spread their disease and vengeance all over Europe. Their anger is no longer directed solely at their captors but at all those who failed to rescue them before this awful transformation took place, and no one is safe. Corpse riders appear in staggering numbers, due in no small part to the 12,000-strong size of Poland's mounted cavalry, take packs of ghúls as soldiers, and set themselves up as undead warlords, claiming swaths of land under their jurisdiction.

Adventure Ideas

The Keep: The Cast is forced to take refuge, be it from cold, rain, or pursuing forces, in the ruins of an old castle in Hungary. That night as they sleep, strange things begin to happen, and the Cast Members find themselves beset by horrific creatures within, both corporeal and incorporeal. Worse, they discover that they are trapped within the castle! Either they become lost and can't find the front door, or every time they leave, they find themselves back in the courtyard. In order to get out, the Cast must solve the mystery of the castle, a mystery that leads them to confront a resurrected evil, the ancient Hungarian Blood Countess Erszébet Báthory (1560–1614), risen as a vampire, who seeks to bathe in the blood of the living to restore her eternal youth and beauty. This adventure could take many forms; it could be a simple one-shot, wherein the Cast must do battle with the Blood Countess and her minions to escape, or it could play out over the course of several nights, as the Cast Members are forced to relive the horrific events of Báthory's reign and trial before they can face the Countess herself. Of course, Báthory could always escape in the end, to become the consort of a certain Vlad of Wallachia . . .

All Flesh Must Be Eaten™

Enemy at the Gates: The Cast are members of an elite squad of zombie fighters stationed in Moscow. An army of ghúls and revenants led by one or several corpse riders has arrived to besiege the city. This scenario could play itself out as an entire campaign; there is aerial transport available out of the city, but not nearly enough to bring in supplies for everyone trapped inside the walls. The Cast must ride out a siege while fighting off periodic hordes of undead throwing themselves at the Russian defenses. Things could get even worse when German Panzer forces arrive, either to support the undead or to create a three-way war for possession of Moscow.

Partisans in the Deadlands: The Cast Members are a small fire team or group of partisan resistance fighters, trapped in the forests of Russia in the middle of winter, with zombies ravaging the land all around. They must scavenge for food and equipment and try to survive while at the same time undermining Nazi activities and making their way to some bastion of life and civilization, if indeed such a place still exists.

Terror at Auschwitz: An Allied fire team making its way through Poland finds itself beset by hordes of naked, crazed zombies, the result of Nazi experiments at the Auschwitz concentration camp. The true horrors of the war are laid bare as the fire team seeks the source of the undead menace and finds evidence of an all-too-human abomination as thousands of ghúls feed ravenously on both the Nazis that imprisoned and experimented upon them, and on piles of dead bodies stacked like cordwood in ditches outside the camp. Things only get worse as they discover that a corpse rider has turned the camp into a kingdom of the dead.



Sniper Survivor

Str 3 **Dex** 4 **Con** 3
Int 3 **Per** 4 **Wil** 3
Lps 49
Eps 32
Spd 14
Essence 20
Trauma Threshold 18

Gear

bayonet/knife, binoculars, Mosin Nagant 7.62 sniper rifle, Tokarev TT-33 pistol, rations, winter clothing

Personality

I was very young when the Bolsheviks overthrew the tsarist government, but even at my tender age, I knew something grand and important had happened. As soon as I was old enough, I

sought a way to serve Comrade Lenin and joined the Red Army. Immediately I was recognized for my steady hand and

keen eyes, and trained to be a sniper. One day, they told us, we would all have to defend the glory of Mother Russia against the Capitalist dogs in the West, who would seek to destroy us.

Then Hitler came, and as Fascism rose, we realized we had a more immediate enemy. The truce with Germany came as a surprise to us all, as did their violation of that treaty. We should not have been surprised. Germans are nothing but rabid dogs and should be put down as such.

Then the dead came. I watched many comrades fall to their teeth and claws. My skills were called into service for a grander purpose than simply killing German pigs, and I was taught all about the undead, legends from all over the world. Now I kill them in the best way possible: from at least five hundred meters away. I can put a bullet through the spine of a corpse rider's horse when it is but a dot on the horizon. I can drop a ghúl to the ground in the blink of an eye. I am a sniper, and I am a patriot. And with all of our help, the Red Army will win the day.

Quote

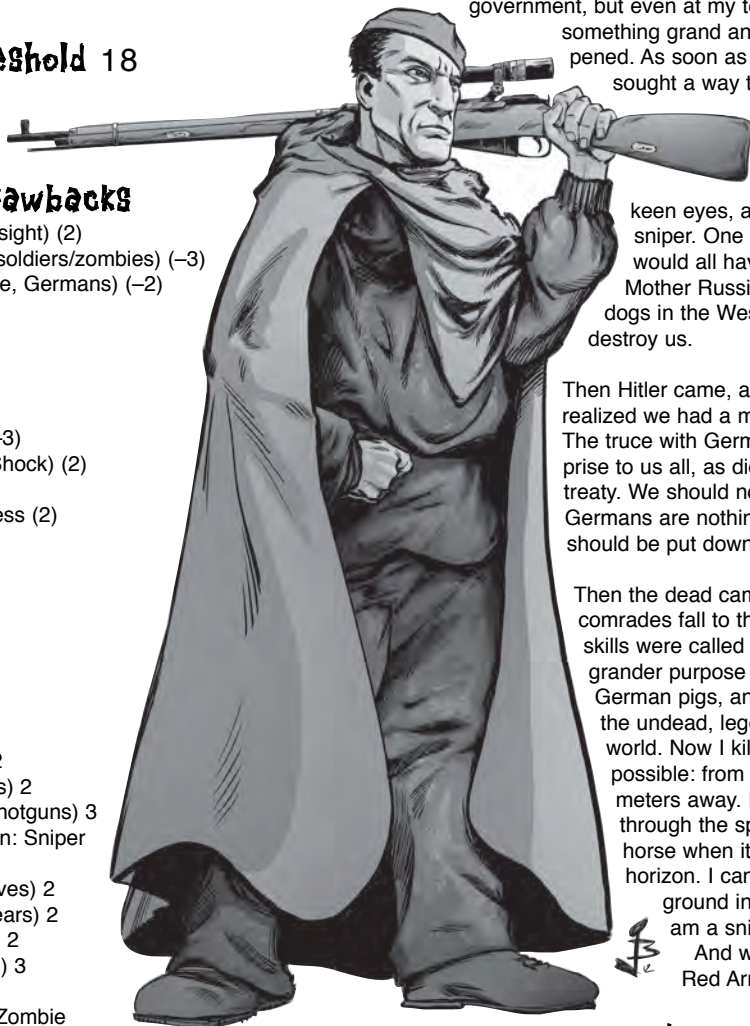
"Splendid shot, *tovarisch*! Now watch as I place one between the eyes of that ghúl!"

Qualities/Drawbacks

Acute Senses (Eyesight) (2)
 Adversary (enemy soldiers/zombies) (-3)
 Delusions (Prejudice, Germans) (-2)
 Good Luck (2)
 Hard to Kill (5)
 Military Rank (0)
 Natural Sniper (4)
 Nerves of Steel (3)
 Obligation (Total) (-3)
 Resistance (Shell Shock) (2)
 Showoff (-2)
 Situational Awareness (2)

Skills

Brawling 2
 Bureaucracy 1
 Climbing 3
 Dodge 3
 Driving (Car) 2
 First Aid 1
 Guns (Handguns) 2
 Guns (Machineguns) 2
 Guns (Rifles and Shotguns) 3
 Guns (Specialization: Sniper Rifles) 5
 Hand Weapon (Knives) 2
 Hand Weapon (Spears) 2
 Language (English) 2
 Language (German) 3
 Military Tactics 2
 Myth and Legend (Zombie Lore) 2
 Notice 3
 Stealth 2
 Survival (Russian Winter) 3



Partisan Former Professor

Inspired

Str 3 **Dex** 3 **Con** 3

Int 4 **Per** 3 **Wil** 4

Lps 49

EPs 35

Spd 6/12

Essence 45

Trauma Threshold 14

Qualities/Drawbacks

Addiction (Smoker) (-1)

Adversary (Nazis) (-4)

The Gift (5)

Hard to Kill (5)

Honorable (-2)

Impaired Eyesight (Wears glasses) (-1)

Increased Essence (5)

Inspired (5)

Minority (Jewish) (-1)

Recurring Nightmares (-1)

Skills

Brawling 1

Bureaucracy 1

Dodge 1

Guns (Handguns) 1

Hand Weapon (Sword) 2

Humanities (History) 2

Instruction 2

Language (German) 2

Language (Russian) 2

Myth and Legend (Eastern Europe) 3

Myth and Legend (Judaism) 3

Notice 1

Research/Investigation 3

Writing (Academic) 1

Metaphysics

Divine Mist

Ray of Heaven

Sword of Fire

Gear

Canteen, compass, copy of the *Zohar*, first aid kit, flashlight, journal, knapsack, Luger pistol, pipe and tobacco, pocket watch, small knife

Personality

I was in line for the departmental chair of ancient religions at the University of Bucharest back in 1938. Then this whole mess with the Nazis began. When Romania joined the Axis powers, I was let go, due to "cutbacks." Before I knew what had happened, my daughter and I were veritable recluses in our small apartment. We

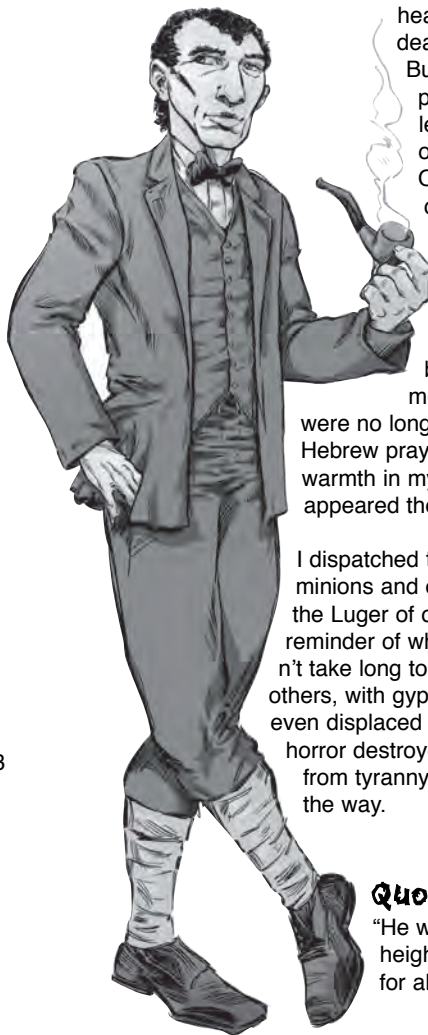
heard rumors about the relocation and death camps, of course. Everyone did. But it was so hard to believe, to comprehend. Instead of facing the problems, I threw myself into my studies of Kabala, and she into her music. Our only friends were a few local displaced Roma, who also were classified as "undesirables."

My daughter, *aleha ha-shalom*, was taken right off the streets while she was out trying to buy bread for us. Then they came to me—came with these soldiers who were no longer human. I began to chant the Hebrew prayer for the dead and felt a strange warmth in my hand. A sword of fire had appeared there magically!

I dispatched the SS officers and their undead minions and escaped into the mountains, taking the Luger of one of the officers with me as a reminder of why I fight, as if I needed one. It didn't take long to find the partisans. Now I fight with others, with gypsies and Russian peasants and even displaced soldiers. We will see this empire of horror destroyed, and my people and theirs freed from tyranny and death. And my faith will light the way.

Quote

"He who creates peace in His celestial heights, may He create peace for us and for all Israel; and say, Amen."



CHAPTER SEVEN

Outside was chaos; something had happened, and it was something very bad, beyond the normal bad of war. Rommel tried to peer through the bars of his cell, but all he saw was death in the streets. He heard the screams of the civilian occupants of Alexandria, heard the tearing of flesh, the inhuman growling of creatures he knew just couldn't be human, and his heart sank.

He had failed. He was a traitor to his country, and still he had failed.

A commotion in the hall caught his attention, and a moment later General Montgomery appeared at his cell door.

"Your loyalty has gone far enough," he said. "Tell me how to stop this."

"I wish I could," Rommel said. "I don't even know what happened, Herr Montgomery. Has there been an attack?"

"You could say that. It's like the bloody gates of Hell have torn open out there. Half my men just . . . *turned zombie* on me. Not even dead, and they just changed! And these aren't your Nazi supersoldiers, either. They're something . . . different."

"I'm not a Nazi," Rommel said. "I never was."

"Well that's beside the point, now, isn't it?"

"Yes, it is. I don't know what's happening, Herr General. I wish I did. It's nothing I was privy to."

"It gets worse," Montgomery continued. "We've lost all contact with Europe. Our radios just deliver static. I'm low on men and equipment, and alone out here with bloody demons overrunning the city."

"You've got men," Rommel said. "Let me out of here, and release my men. I give you my word we'll not betray you." He threaded an open hand through the bars.

Montgomery looked Rommel hard in the eyes for a long moment, then clasped the offered hand. "Done. We need all the men we can get."

Decaying of an Empire



Introduction

"We have a very daring and skillful opponent against us, and may I say across the havoc of war, a great General."

—Winston Churchill

"Rommel, you magnificent bastard! I read your book!"

—General George S. Patton

The war in North Africa brings us further away from the center of the Rise, and yet gets to the heart of the zombie plague, as this is where Himmler retrieved the *Buch der Toten* from the Black City. Still, when the Doomsday Incantation sounds and the dead rise *en masse*, forces in North Africa find themselves largely cut off from central command and on their own, and the extremely honorable Erwin Rommel finds that strange bedfellows among

the living are far preferable to battle alongside the undead. This chapter looks at what happens when living enemies, cut off and alone, must form alliances of convenience against a common and terrifying foe.

Era 1: June 1940 through February 1942

As with the other chapters, this is the era of play rooted in history, a launch point for those history buffs wishing to run a zombie-free World War II game.

Early Desert War

Italy's plans for conquest dated several years before World War II began, with their successful invasion of Ethiopia in 1935. Mussolini, known as

Il Duce, or “The Leader,” had harbored dreams of a return to the glories of the Roman Empire since his rise to power, and Ethiopia became the first step.

However, by 1940, Germany was the big power in the world, and Mussolini had garnered a reputation as something of a jackal, waiting for Germany to complete a conquest before moving in at the last minute to support his ally and demand some token spoils. In fact, it wasn’t until June 1940 that Italy even declared war on the Allies, a fact that certainly did not escape Hitler’s notice.

Il Duce determined it was time to demonstrate that Italy, too, was capable of empire-building. On June 28, he declared to his people that it was time to begin this quest for a new Rome and ordered the beginning of a campaign that would, he felt, culminate in an invasion of Egypt, which he saw as easy pickings. The British had only 36,000 troops in Egypt to stand against a quarter-million Italians invading from Libya and had little hope of reinforcement, as most of their forces were concerned with fighting off the German aerial assaults on their home island.

Over the next two months, the Italians made steady progress, taking posts along the borders of Egypt and conquering British Somaliland (modern Somalia). Finally, in early September, the invasion of Egypt began and went deceptively well at first; within four days the Italian army had marched sixty miles into Egypt relatively uncontested by British forces. In the town of Sidi Barrani, the Italians halted to consolidate their forces before making a final push.

Counterattack!

The situation began to change in November, when the British launched bombing sorties from the aircraft carrier *Illustrious* in the Mediterranean, against Italian military emplacements throughout Egypt, which inflicted massive damage to equipment and morale as well as inflicting moderate casualties. Italian losses to the sorties from the *Illustrious* included the loss of one battleship and severe damage to two more.

Then, in early December, the British army launched a devastating counterattack, having used the Italian advance to consolidate their forces. Exploiting a gap in the rear Italian defenses, Indian army units under Major General Richard O’Connor tore into the Italian ranks, supported by fighter and bomber squadrons and strategic artillery strikes. As a counterespionage tactic, British soldiers were not told they were headed into active combat until just before the assault began; the Allies believed they were engaging in a combat training exercise.

The British achieved complete surprise. Italian equipment was far inferior to British; Italian tanks shredded like paper under the onslaught of British artillery, and Italian troops surrendered or broke and ran when faced with bagpipe-blaring Highland infantry regiments charging across the fields.

Within a month, more than 80,000 Italians had surrendered or been captured. At the end of the first ten weeks of the counteroffensive, this number had increased to 130,000 POWs and 400 Italian tanks and nearly 1300 artillery pieces had been destroyed. The British had advanced over 530 miles (nearly 800 km), retaking all of the Italian gains plus a good bit more. In effect, the Italian army in Africa had all but officially surrendered to the British forces.

Greco-Italian War

In October 1940, as Hitler was preparing his planned invasion of the Soviet Union, Italy launched an invasion of Greece without informing or coordinating with its German allies. The intent of this invasion was multifold: First, Mussolini wished to annex Greece as an important symbolic part of his New Roman Empire. Second, Mussolini sought to “pay Hitler back in his own coin” for the German occupation of long-time Italian ally Romania. Third, Britain was pledged and bound to send arms and troops to support the Greeks in the event of invasion, which would require them to spread their already thin forces further. Finally, Greece, an important staging ground for continuing the war in North Africa, was thought to be internally divided and weak, and should have made an easy conquest.

The initial invasion was a success, mostly because it caught the Greeks by surprise; Greece had been a traditional ally of Germany and now suddenly was being invaded by Germany's closest ally, albeit without Hitler's knowledge or consent. Still, the Italian army was ill-prepared for war in the mountainous regions of Greece, and a Greek counteroffensive pushed the Italians back into a stalemate which would steadily grind down Italian forces until April 1941, when the German High Command would relieve Italy and complete the conquest.

The entry of Britain into the battle in support (if only token support) of Greece, combined with his treaty commitments with Italy, led Hitler to finally send troops to bail out Mussolini. Poor communication and lack of proper cooperation between the British and Greek forces left Greece open to a *Blitzkrieg* by Germany, through the Yugoslav border, and Greece fell in twenty-four days, with the island nation of Crete to follow a month later. Germany was now the dominant force in the Mediterranean, and Mussolini had failed to demonstrate his capability as a military dictator.

Enter the Desert Fox

By February 1941, Italian forces in Africa had been devastated by the British counterattack Operation Compass, and the Italian invasion of Greece was going badly. Hitler knew that he could not allow the Allies such a strong foothold in the Mediterranean and Africa, so he called up General Erwin Rommel, the near-legendary commander of the 7th Panzer Ghost Division, so named because it seemingly appeared out of nowhere, overran the enemy, and vanished just as quickly. Rommel was placed in command of the new *Deutsches Afrika Korps* and ordered to go to Libya, set up a defensive posture, and hold the line to prevent Italy's complete collapse. Hitler did not wish to be actively engaged in yet another war while trying to focus on the invasion of Soviet Russia.

Rommel, however, was never one to sit on his heels. He noticed immediately that British forces were spread thin and their defenses were weak, and launched an offensive. Within a month, Rommel,

What's So Great about Rommel?

Erwin Rommel is renowned as one of the greatest figures of World War II. Several books have been written about Rommel, and he wrote books on military tactics that are still studied all over the world today. Following his death, his journals and letters were published and remain popular reading for military scholars, biographers, and historians.

Rommel was a charismatic and chivalrous leader who gained the respect of allies and adversaries alike. He was one of the few German commanders who kept prisoners alive, in violation of Hitler's Commando Order, which stated that all Allied prisoners in the desert were to be summarily executed. Further, while he brooked no insubordination and was harsh with his experienced officers, he was known to be understanding and fatherly toward the younger men in his units and never shied away from front-line activity, preferring to be in the thick of battle, dirtying his hands alongside his men; would fly reconnaissance missions himself—sometimes in unarmed and archaic civilian aircraft—to scout enemy lines.

Despite being one of Hitler's most trusted generals, Rommel never joined the Nazi party and in fact had disdain for the Nazis (and later for the Fuehrer). He was implicated in a 1944 plot to assassinate Hitler, in which he had in fact declined participation because he felt it was "ill conceived" with little chance of success. The historical Rommel was, due to his popularity with the German people, allowed to commit suicide and be buried with honors, rather than being executed and finding himself and his entire family dishonored as a traitor to the Fatherland. Of course, that's not the way the story goes in *Band of Zombies*.

now nicknamed the Desert Fox, had captured almost 500 miles (750 km) of territory and driven the British almost entirely out of Libya. His sights were set upon Egypt. Still, a number of British counterattacks forced a stalemate that lasted months; Rommel neither gained nor lost territory in the Middle East during this time.

In mid-November 1941, British General Alan Cunningham unleashed a massive offensive against the city of Tobruk, where the German forces were stationed. Despite several major tactical defeats by Rommel, British tenacity won out, and Cunningham managed to successfully relieve the city and drive the German forces back, even if only because Rommel ran out of supplies first.

By January 1942, the British had made major gains and captured upward of 30,000 German prisoners. Still, at the end of January a brilliant counter-attack by Rommel regained much of the lost German holdings, and the stalemate was renewed with British gains left minimal. Both the British and the Germans began to resupply, and both sides planned major offensives to be launched in late spring or early summer.

Aerial, Mass, and Naval Combat

The North African Theater saw perhaps more tank battles than any other theater of conflict in the war (tanks were generally used as infantry support). The continual back-and-forth advance of Allied and Axis troops during this conflict is prime fodder for ZMs to make use of the mass combat rules, mixing artillery, infantry, and aerial combat, even including naval battles in the Mediterranean Sea.

Era 2: February 1942 through September 1943

As with other chapters, this is where history veers off from that with which we are familiar. It leads up to the massive worldwide Rise in 1943.

Secret Agendas

In early 1942, Rommel received orders about a special SS operation in Iraq, a mission of utmost importance and secrecy to be led by Heinrich Himmler himself, and was told to keep the eyes of the Allies focused squarely upon the Afrika Korps until further orders came down. Rommel knew that success would always override insubordination and had no intention of launching a major offensive before he was ready, which wouldn't be for several months. However, he did launch harassment missions that would both occupy the British as per High Command orders, and, he felt, give him some tactical bearing on his foes. The British responded in kind, and the skies of North Africa lit up with cannon fire and explosions.

Rommel was surprised less than a month later to receive a sudden and massive influx of supplies, troops, and equipment from Germany to reinforce his position, with compliments from Himmler and Rudolf Hess. Such unexpected and large-scale replenishment of equipment, weapons, and even manpower would allow Rommel to expedite his plans for a massive offensive against the British, and in late February 1942 (three months before it happened in real-world history) Rommel launched a massive attack against British forces in Egypt. His mastery of the *Blitzkrieg* once again proved unparalleled, and within weeks Rommel's Afrika Corps had moved west to occupy most of Egypt, sitting on the very doorstep of Alexandria.

Rommel failed to account for two things: sheer British determination, and the influx of support from the newly declared member of the Allies, the United States. General Cunningham was removed from command of the British forces and replaced with General Bernard Montgomery, in hopes that Montgomery could succeed where Cunningham was failing (in Churchill's eyes). When U.S. forces of the 7th Army under the command of General Dwight D. Eisenhower swept north through Africa (earlier than expected), Indian forces counterattacked from the east, combined Russian and British forces swept down from newly captured territory in Iran, and small but tenacious and organized British

forces regrouped in the west, Rommel was surrounded. The special SS mission in Iraq was long over by now, and that influx of supplies had nearly dried up. Rommel now felt abandoned by High Command. Still, he fought on; he would surrender if need be, but only as a last resort, and he felt that time had not yet come.

Supersoldiers

By May 1942, strange and persistent rumors circulated of men dying and getting back up to fight on, and of Arabian ghouls feasting on the carcasses of the deceased. Axis and Allies alike knew something about the war had changed. Rumors abounded of monsters creating a wasteland in Russia; nobody knew the full extent, but everyone had seen at least some evidence that there might be just a grain of truth in the tales. It was at this time that a squad of SS Death's Head (Special Forces) troopers penetrated Allied lines and made it to Rommel's camp.

Otto Skorzeny, the *Sturmabführer* (assault unit leader) of the SS squad, strode into Rommel's tent, bringing an aide carrying a crate full of a strange mixture: the formula, Skorzeny said, for *übersoldaten*, who would be the key to victory against the Allies. The serum, developed by the Thule Society and tested on prisoners in Poland, created nearly unkillable soldiers. With it, Rommel could not lose, and the war would turn irrevocably in favor of the Fatherland. Orders were to begin inoculation of German and Italian troops immediately.

Rommel didn't like the idea of injecting his soldiers with a mysterious serum, but being a loyal officer, he agreed to allow the formula's distribution. Inoculations began immediately, and the results were staggering. Rommel was taken aback the first time he saw one of his troops go down, only to get back up and press the attack. With a weapon like this, the Fuehrer's final victory, which Rommel had begun to doubt, could truly not be far off.

The Germans hit the British lines with everything they had and swept like a plague through Egypt, all the way to the gates of Alexandria. The entire operation took less than a week, but by the end of that week Rommel was well aware that the serum had

been entirely unnatural. He knew now that all those tales of undead, ghouls, vampires, and zombies from Europe were true, and worst of all, he knew he had an army of them under his command. He stopped taking the front lines with his troops, disgusted by the horror that the SS serum had wrought, and started debating ways to set things right.

Around this time, the first occurrences of undeath on the side of the enemy began appearing, if only in scattered incidents. Allies rose again as revenants and struck back against their German attackers. In some cases, those soldiers bitten by Nazi *übersoldaten* were turned, especially if the German zombie infected the Allied soldier with its blood. In the most horrific cases, German zombies turned on their still-living companions out of hunger or a morbid desire to add to their ranks. With this development, the war in Europe fell into a bizarre and brutal stalemate which lasted for months.

As the siege of Alexandria raged, Rommel finally grew tired of being used as an SS tool and ordered a head count of all those soldiers who had not yet been inoculated. He wanted names, ranks, service records, everything. He also issued orders that these soldiers were not to be inoculated under any circumstances, and that any surviving and still-human (never injected) soldiers be pulled back from the front lines and kept separate from the undead monsters infecting his unit. Completion of this directive might take weeks, given the chaos of the current war, but Rommel was a patient man.

At about this time, Helfrid von Studnitz, a high-ranking officer in the Panzer unit, approached Rommel. The time had come, he felt, to reveal some information about the Nazis about which Rommel had been kept in the dark. One late night, Studnitz, who had served in Poland early in the war, outlined the Nazi plans for the Final Solution to Rommel, who would not have believed the atrocities were possible had he not seen the undead results with his own eyes.

Rommel was sickened that the German army could be capable of such things; certainly he knew that certain races deemed "lesser" or "undesirable" by the Nazi party had seen discrimination and social

isolation, had even heard tales of relocation and deportation, but he could scarcely believe that there were mass exterminations going on. But here he was, in command of a unit overrun with men who were no longer human and who feasted on the living.

Rommel was disgusted at the spot in which he found himself: dishonorable conduct while remaining loyal to the Fatherland, or turning traitor and maintaining his humanity and dignity. Humanity won, and Rommel decided he could no longer in good faith serve the Reich. Together with Studnitz and a few other close associates, Rommel began to lay a careful trap for his own unit.

Rommel and his co-conspirators began quietly (so they thought) pulling those soldiers confirmed as still human off the front lines, concocting various excuses for the changes, but their plot did not escape the notice of Skorzeny, who stormed into Rommel's command tent one afternoon and demanded to know why and under what authority Rommel had ceased inoculations, and why certain soldiers were being pulled from the front lines. In fact, this meeting was exactly what Rommel had planned, and after a brief argument Rommel drew his Luger and shot Skorzeny in the face. Then, while he was down, Rommel emptied half the remaining rounds into Skorzeny's chest and the other half into his head . . . just to be certain the *Sturmbannführer* stayed dead.

With the SS commander dead, Rommel's conspiracy ring moved on the rest of the SS, capturing those who surrendered, murdering those who did not. Rommel ordered a general pullback of all noninoculated soldiers from the front lines and sent the zombies against the British, then had his ostensibly retreating living men shoot the zombies in the back, helping the British forces wipe out most of the undead in the Afrika Korps. This accomplished, Rommel himself strode to the gates of Alexandria, white flag in hand, and offered a general surrender of his unit.

When they realized what Rommel was doing, those SS officers who had surrendered to his men swallowed cyanide capsules rather than submit to British interrogation. Many of the soldiers in his unit could not comprehend Rommel's actions and

refused to surrender, instead retreating back toward El Alamein, 66 miles to the west, where they would regroup and be assigned new (more loyal) leadership. Erwin Rommel was quickly declared an enemy of Germany and the Fuehrer.

In prison, Rommel was a model prisoner and was treated well by his British captors, even known to take tea on occasion with the British General Montgomery. He refused outright to assist the Allies openly in defeating Germany; his loyalty to his country still outweighed his outrage at the actions of the SS, but he and his troops made no effort to escape.

Even still, the Allied forces continued to hammer the German and Italian armies, particularly after Allied cryptographers managed to finally break the Germans' previously uncrackable "Enigma Code" for the transmission of secret plans and strategies via radio waves. This enabled Allied forces to access detailed information on all Axis operations in Europe and the Middle East, and the Germans had no idea the code had been broken.

Era 3: Doomsday

Unlike in real history, in *Band of Zombies* the war in North Africa raged on beyond May 1943, with undead soldiers bolstering the ranks of Italian and German forces, which were now placed under the direct command of the SS. Units of SS Death's Head troops and *Einsatzkommandos* brutalized Allied forces with coordinated harassment attacks, while fighter squadrons such as the all-black Tuskegee Airmen of the United States Air Corps wreaked havoc on German shipping concerns in the Mediterranean and entrenchments in the desert. The arrival of the Captain Patriot Program in North Africa (it was rumored that the very first North African Captain Patriot was, in fact, a Tuskegee Airman shot down during a harassment bombing run) only added to the constant back-and-forth between the living and undead in the Middle East.

Even still, by September of that year the Allies had the Mediterranean firmly in hand and were knocking on the very doors of Italy itself. The war

in the Middle East had been won; it seemed all that was left to do was clean up the mess, track down and eliminate the undead, and pacify the region.

The Rise

Then, on the Autumnal Equinox, all military units in the Middle East inexplicably and completely lost contact with their commanding officers; radios sent and received only static, for reasons unknown. Around 8:00 PM that night, the Rise happened. Suddenly, wounded soldiers in hospitals sat up, at first appearing miraculously cured, but then revealing their nature as demon-possessed revenants, which fell upon the doctors and nurses ravenously. Those killed rose and joined the ranks, and the undead spread like an unchecked wildfire.

Alexandria was in a panic as explosions rocked the pyramids in the deserts outside the city. From pyramids and ancient, buried necropoli, entire armies of skeletal warriors led by the mummified corpses of ancient pharaohs poured forth to challenge the modern invaders to their lands. Rumors leaked forth that the pharaoh Khufu himself had emerged from the Giza necropolis, with Khufu's successors Menakure and Khafre acting as generals in his army of the dead, which had overrun and taken control of Cairo in the space of a day.

The entire region became a free-for-all; rivalries between Fascist and Free, Axis and Allies, were forgotten as the battle became one of the living against the walking dead. Montgomery released Rommel and his men from prison and quickly saw them equipped with what British surplus there was, and the first coordinated operations between the Afrika Korps and the British military began, rounding up survivors, maintaining order, and establishing a perimeter from which proper military excursions could be performed. More undead emerged from necropoli throughout the region and seemed to be converging toward Cairo to join the armies of Khufu.

In India, ghouls known as *rakshasa* rose from the ranks of the common undead to stand as generals of the legions of Hell (unto itself an idea alien to the Hindu philosophies of the country), leading armies of more common undead known as *bhuta* against

the living. Indian forces, cut off from the rest of the British Empire, turned back to their homeland, fighting a desperate war for survival, the Axis powers completely forgotten.

In Persia and Babylon (Iran and Iraq), the story is a bit different. Like the rest of the world, the dead arose and the weak among the living were possessed during the first twelve hours, but aside from standard revenants and *ghúls*, many of the elder undead are *utukku*, who seem to have risen with the purpose of defending their land against darkness in the name of the ancient Babylonian and Sumerian gods. It is whispered that these ancient kingdoms have been somehow remade in the image of the ancient world, and that dark magic is worked alongside sword, axe, and firearm in a world where time stands still.

In Greece, aside from revenants, the vampiric creatures known as *vrykolakas* stalk the villages, cities, and countryside looking for living victims to join their kingdom of the dead, and are feared far and wide.

Undead of Africa and the Mediterranean

There are quite literally dozens of types of undead from the mythology and folklore of the various cultures of the Middle East; those listed here are only a small sampling. Zombie Masters are encouraged to research these cultures further and create all manner of horrific zombies with which to terrorize their Cast. Customizable versions of these monsters, as well as more than a dozen other types of undead appropriate to a Mediterranean game, can be found in *Atlas of the Walking Dead*.

Bhuta and Ghúls

Ghúls in the Middle East are identical to their Eastern European counterparts and along with revenants form the majority of "random" undead in Africa. They can be found everywhere, acting in packs, alone, or under the control of a greater undead such as a mummy or *rakshasa* with the Teamwork Aspect. Bhuta are identical to ghúls; bhuta is simply the word for ghúls in India.

Mummies

Mummies are the resurrected, preserved bodies of ancient leaders, priests, and aristocrats of Egypt. In *Band of Zombies* their goal seems to be to turn all of Egypt (and possibly the Middle East) into a new empire and a single giant necropolis. They command large armies of lesser undead as soldiers and shock troops. They are crafty and intelligent, and have the ability to use their Essence to craft dark magical effects. These black spells have come to be known as necromancy in common parlance, though they are not true necromantic magic.

Mummy

Strength 4 **Constitution** 2
Dexterity 2 **Intelligence** 3 [1]
Perception 3 **Willpower** 4 [2]
Dead Points: 26 **Speed** 2
Endurance Points n/a **Essence Pool** 65
Skills: Brawling 2, Dodge 2, Hand Weapon (Swords) 3, plus as in life
Attack: As normal human, but stronger
Weak Spot: Fire [-5]
Weight: Any
Getting Around: Life-Like [3]; The Lunge [3]
Strength: Damage Resistant [5], Strong Like Bull [5]
Senses: Like a Hawk [2]
Sustenance: Who Needs Food? [8]
Intelligence: Language [1], Long-Term Memory [5], Problem Solving [15], Teamwork [4]
Spreading the Love: Special (live mummification; reading of the Scroll of Life) [-2]
Special: Increased Essence Pool +50 [10], Magic [20], Natural Armor [1] (Bandages: AV D4-1(1), ineffective vs. fire)
Power: 78, modified by actual skills

Rakshasa

The rakshasa of Indian folklore is an intelligent ghoul with the ability to change shape into an owl, bat, vulture, monkey, or dog (choose two). It can also adopt half-human and half-animal shapes and appear exactly as it did before death, though the skin of the creature will always be somewhat pallid and distended. In its natural shape, the rakshasa has long, unkempt hair and prominent fangs, and its skin is caked with the blood of its victims. Infants and young children are its favorite prey, but it happily eats whatever human flesh it can get its hands on. In *Band of Zombies*, the rakshasa rise to become the lords of the undead in India, much like the mummies of Egypt. Like the mummies, rakshasa command their minions via telepathy (Teamwork

Rakshasa

Strength 4 **Constitution** 2
Dexterity 2 **Intelligence** 2
Perception 2 **Willpower** 2
Dead Points: 34 **Speed** 18
Endurance Points n/a **Essence Pool** 12
Attack: Claws D6 x 4(12) slash/stab [8]; Bite D4 x 4(8) slash/stab (must grapple first) or by weapon.
Skills: Brawling 2, Climbing 2, Hand Weapon (choose one) 2, Stealth 2 [8]
Weak Spot: Fire [-5]
Getting Around: The Quick Dead [10]
Strength: Damage Resistant [5]; Strong Like Bull [5]
Senses: Like the Living [2]
Sustenance: Soul Sucker [5]; Who Needs Food? [8]
Intelligence: Long-Term Memory [5]; Problem Solving [15]; Teamwork [4]
Spreading the Love: Only the Dead [-2]
Special: Regeneration [5]; Shape Shifting [16]
Power: 89

Mummy Magic

Mummies have the ability to cast spells from arcane formulae hidden within the hieroglyphs of the Egyptian *Book of the Dead*. As a result, their magic has come to be known as necromancy, though it has little to do with the actual spirits of the dead. The ability to cast magic is worth 20 points to the zombie's Power. Mummies use Essence to cast spells; they can call upon 5 Essence per turn and regenerate Essence at a rate of 4 per minute as long as they are within 10 miles (15 km) of a necropolis; moving further away from a necropolis means the mummy cannot regenerate Essence on its own, though Famine (see below) can still be used to recover. To cast a spell, the mummy rolls its Willpower plus the level of the spell and spends the required amount of Essence. Casting a spell counts as an action in combat situations, and Inspired can use the Denial against a spell-casting mummy.

A few spells common to mummies are detailed below. Ideas for others (as well as expanded magic and necromancy rules) can be found in the AFMBE supplement *Dungeons and Zombies*.

Affect the Psyche (Level 3): The mummy can create any emotion he wishes in another being, even attempting to dominate the creature and force it to obey his commands! To resist, the victim makes a Willpower (Doubled) roll, with a penalty equal to -1 per Essence spent if the mummy is simply altering the emotional state of the victim, or to -1 per every 2 Essence spent if the mummy is trying to dominate the victim. Inspired are immune to this power.

Communion (Level 2): This spell costs 2 Essence per minute. The spellcaster enters a trance state in which he is aware of everything occurring in the surrounding area. This Invocation has a radius of 10 yards per Willpower level of the caster. The radius can be increased by five yards, or the duration by one minute, per additional Essence spent. Once Communion is established, the caster can sense the whereabouts and emotions of every living thing in the area, including spirits and supernatural beings. The spellcaster can pinpoint the location of anybody entering the area, even if Shielded or hidden by illusions. The caster can also cast any Invocation on anyone or anything in the area as if he were in direct contact or line of sight of them during the effect. Inspired automatically resist being detected by this spell with a Simple Willpower Test.

Famine (Level 3): The mummy directs a tendril of black energy to surround the victim, draining D4(2) Life Points per Essence spent. Each Life Point drained in this way transfers to the mummy and can be used to restore lost Essence or heal damage to the mummy. Victims resist with a Simple Willpower Test; Inspired gain +2 to resist, but if an Inspired fails to resist this spell, she loses D4(2) Essence points as well as D4(2) Life Points per Essence spent by the mummy. As a result, Inspired fear this spell greatly.

Minions (Level 4): The mummy can create lesser undead to serve him as warriors. Raising a basic skeletal warrior costs 2 Essence; the creature has the same stats as the basic zombie on AFMBE p. 146, save that it has Life-Like Getting Around, Hand Weapon (Sword) 2, and Who Needs Food? Aspects, raising its power to 18. More powerful undead can be created, but they carry an additional Essence cost equal to the cost of the Aspects added to them and require a ritual lasting D12(6) hours per zombie, so most mummies don't bother.

Pestilence (Level 3): This spell is a magical version of the Nest Aspect (AFMBE p. 158); casting it costs 1 Essence per point of damage per turn the swarm does to victims. Victims caught in a swarm can resist damage with a Simple Constitution Test at a penalty equal to damage dealt by the swarm.

Plague (Level 3): This spell targets a victim with a wasting disease that has Strength equal to the Essence spent on the spell. Victims resist with Willpower + Constitution.

Aspect), but unlike mummies, rakshasa do not speak any mortal languages.

In dog form, a rakshasa gains the Teeth Strength Aspect (*AFMBE* p. 152), Scent Tracking (*AFMBE* p. 154), and +5 to its Speed Attribute. In owl, bat, or vulture form, it gains the ability to fly and Senses: Like Nothing You've Ever Seen (*AFMBE* p. 153). In monkey form add the Jungle Urban Adaptation Aspect, Getting Around: Leaping, and The Quick Dead Aspect (*AFMBE* p. 150). In all animal forms Strength becomes Ninety-Pound Weakling (*AFMBE* p. 151). Assuming half-animal form costs the rakshasa 10 Essence and allows it to maintain Strength and gain the benefits of the animal form. Another 10 Essence must be spent to change back, which the rakshasa must gain from killing a victim. Essence taken from a victim via Soul Sucker can be used to replenish the rakshasa's Essence Pool or to heal wounds at a rate of 5 Essence per Dead Point.

Utukku

In ancient Babylonian texts, the utukku (oo-tookoo) is said to return from the dead for a particular reason, although details are sketchy and it is likely that the reason varies from individual to individual. In *Band of Zombies*, the stated goal of the utukku is to drive the darkness from the land in the name of the gods of Babylon or Sumeria. There have been instances of evil utukku, serving the dark gods of these pantheons, but they all seem intent upon driving out foreign invaders, both Axis and Allied alike. Many utukku have magical powers just like Egyptian mummies, but they do not have to be near a necropolis to recover Essence, which recovers normally as long as they remain in Iran or Iraq; others use Miracles as though they were Inspired. In the case of Inspired utukku, choose any three miracles; the utukku can channel as much Essence as it likes, just like any Inspired, and recovers 5 Essence per minute.

Vrykolakas

Vrykolakas are the vampires of Greece and Crete. As such, they share many similarities with the vampires of Eastern Europe, but vrykolakas do not drink blood. Rather, a vrykolakas prefers to

Utukku

Strength 4	Constitution 2
Dexterity 2	Intelligence As life -1 (minimum 1)
Perception 2	Willpower 2
Dead Points: 26/15 (See Weak Spot)	
	Speed 4 (8)
Endurance Points n/a	Essence Pool 37+
Attack: As normal human or according to weapon type.	
Skills: As in life	
Weak Spot: Brain [6]; Fire [-5]*	
Getting Around: Life-like [3]	
Strength: Strong Like Bull [5]	
Senses: Like the Living [1]	
Sustenance: Blood [-2]; Occasionally [2]	
Intelligence: Language [1]; Long-Term Memory [5]; Problem Solving [15]	
Spreading the Love: Nobody Loves Me [0]	
Special: Increased Essence [5]; Magic [20]	
Power: 56, modified by actual Int and skills	
*Fire does damage as though the utukku had Weak Spot: All.	

drain Essence from its victim while sitting on the victim's chest or throttling the life from her. It is said that those killed by a vrykolakas rise as a new vrykolakas in three nights.

If there is any up side to these creatures, it is that they cannot cross water on their own (though they can be carried across water), which generally traps them on Greece and Crete, cannot enter a domicile uninvited, and are vulnerable during the day, when they fall back into their deathlike sleep. Vrykolakas also have four weak points, making them comparatively easy to dispose of, once one knows what he is dealing with: They may be killed by fire, sunlight (which does D6 (3) damage per round), impaling the heart, or decapitation. For this reason, vrykolakas tend to target family members and loved ones, who are less likely to shoot, stab, or cut first and ask questions later.



Vrykolakas

Strength 4 **Constitution** 2
Dexterity 2 **Intelligence** 2
Perception 2 **Willpower** 2
Dead Points: 15 **Speed** 2
Endurance Points n/a **Essence Pool** 12
Skills: Brawling 2, Language (Greek) 5, Plus as in life -1
Attack: Bite D4 x 2(4) slashing, Claws D6 x 4 (12) slashing
Weak Spot: Fire [-5], Heart [+7], Spine [-1], Sunlight [-5]
Getting Around: Life-Like [3], Cannot Cross Water [-6]
Strength: Claws [8], Damage Resistant [8], Strong Like Bull [5]
Senses: Like the Living [1]
Sustenance: Occasionally [2], Soul Sucker [5]
Intelligence: Language [1], Long-term Memory [5], Problem Solving [15]
Special: Cannot enter house without invitation [-2]; Regeneration [5]
Spreading the Love: Only the Dead [-2]
Power: 46, modified by actual skills

Scenario Ideas

Strange Bedfellows: The Cast Members, a Special Forces fire team, find themselves cut off and surrounded by undead during the first twelve hours of the Rise. As they struggle to survive, they encounter an equally-cut-off German special forces team. Each team has things the other is lacking: food, ammunition, equipment, water . . . Can they resolve their differences (particularly if the Cast has minorities among them) and work together to survive this Holocaust of humanity in general?

Wolves at the Door: In this scenario the Cast Members are actually Axis soldiers—German or Italian—fighting to survive the Rise and make their way to the only bastion of civilization they have a prayer of reaching: Alexandria, a stronghold of the Allies. Can they make it across the desert to the island of the living, and if they do, can they convince the British to do anything besides put them in prison?

Battle for Cairo: Cairo, Egypt is firmly in the hands of the ancient pharaoh Khufu and his army of darkness. The British army, along with the remains of the original Afrika Corps, has decided to liberate the city, return Khufu to the realms of the dead (whatever they may be), and hopefully punch a dent in the Rise. The only problem is that the new Afrika Corps, under SS control, seeks to join forces with Khufu in hopes that they can re-establish Nazi control over the Middle East. What happens when the three armies converge on the battlefield is the stuff of a truly great and dramatic war story.

Dead Air: The Cast are members of the famous Tuskegee Airmen, the all-black American fighter squadron that flew with distinction throughout the African campaign. The Rise doesn't change their jobs much; there are just more targets to ace from on high. That is, until they start to discover that the undead aren't as mindless as they'd thought, and oftentimes pilots who die rise again with all the skills they once had. Now the skies are swarming with zombies, just like the ground, and it's the Cast's job to clean up the air while their compatriots do the job on the ground. But how do you fight an enemy that just leaps out of its plane and claws its way into yours?

Opportunistic Guide/Merchant

Survivor

Str 3 **Dex** 3 **Con** 4

Int 3 **Per** 3 **Wil** 4

LPS 53

EPS 38

Spd 14/7

Essence 20

Trauma Threshold 15

Qualities/Drawbacks

Attractiveness (-2)

Cool Under Fire (1)

Contacts (Local) (3)

Cool Under Fire (1)

Covetous (Greedy) (-2)

Hard to Kill (5)

Natural Sniper (2)

Photographic Memory (2)

Reckless (-2)

Resistance (Fatigue) (5)

Showoff (-2)

Situational Awareness (2)

Status (-2)

Skills

Brawling 2

Cheating 2

Dodge 2

Escapism 1

First Aid 2

Guns (Rifles) 2

Haggling 2

Hand Weapon (Knives) 2

Hand Weapon (Swords) 2

Intimidation 1

Language (English) 2

Language (German) 1

Language (Italian) 2

Myth and Legend

(Babylonian/Sumerian) 1

Myth and Legend (Egypt) 1

Notice 2

Pick Pocket 1

Riding (Horse) 2

Smooth Talking 2

Stealth 2

Streetwise 1

Survival (Desert) 4

Gear

Desert clothing, Mauser rifle, horse, K-rations, saddle bags (full of small mechanical parts), waterskins

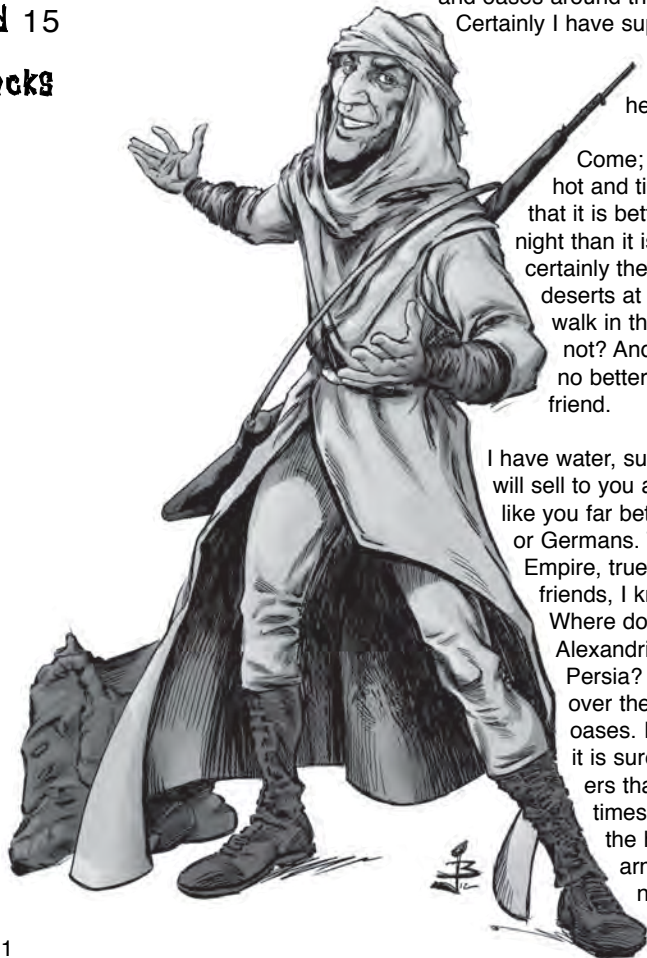
Personality

You need a guide, supplies, or just contacts? I am your man, my friend. I know these deserts, and the towns and oases around them, like no one else.

Certainly I have supplied the enemy in the past; every businessman must make a living, must he not?

Come; I can see that you are hot and tired. Did no one tell you that it is better to travel in the cool night than it is in the afternoon? Yes, certainly the dead walk these deserts at night, but then, they walk in the day as well, do they not? And their senses, they are no better than ours. Stealth is our friend.

I have water, supplies, and food. These I will sell to you at a discount, because I like you far better than I like the Italians or Germans. This is the British Empire, true? The British are our friends, I know this. I can help you. Where do you need to go? Alexandria? Cairo? How about to Persia? I know the best routes over the desert; I can find all the oases. I am good in a fight, and it is surely better to be with others than alone in these dark times. I have information, too, the history of Khufu and his armies. I know his weakness. This could help you, yes?



Quote

"I would be happy, Sirrah, to guide you . . . for a price, of course."

Former SS Officer

Survivor

Str 3 **Dex** 3 **Con** 4

Int 4 **Per** 3 **Wil** 4

LPS 49

EPS 35

Spd 12

Essence 20

Trauma Threshold 20

Gear

Combat knife, Luger 9mm, pen and notebook, desert clothing, MP40 sub-machinegun

Personality

What Germany is doing is sick. I know that, now. Try to understand, I saw how badly we were broken after the Great War. I heard the Fuehrer's words about how the Fatherland would be great once more. I heard and understood about the undesirables who were causing the downfall of our noble land. I joined with a fervor shared by few, and threw myself into service of the Reich with as much gusto as I could muster.

My dedication did not go unnoticed; within a very short time I found myself assigned to the SS. Under the direction of Herr Himmler, I assisted in countless atrocities against my fellow man, committed murder in the name of religion, race, even hair color. A man does things like that, it changes him. For some, like me, it also eats at him.

But it wasn't until they started experimenting with unnatural forces that I finally decided I had had enough. Slaughtering the living is one thing, but slaughtering them only to bring them back as mindless fodder for your conquest? Some things are just wrong on a fundamental level. So I left. I have since come to understand that all the things I have done, all the horrors in which I have taken part, these were all crimes that will weigh upon my conscience forever. So when Herr Rommel surrendered to the British, I went along. Now, all I can do is try to play my part in bringing down the Nazi regime, and hope that in some small way, that helps to balance the scales. I do what I do not because I hate Germany, but because I love it. And because I love it, given the chance, I will shoot Hitler and Himmler both in the face. Twice, if I have to.

Quote

"I'm going to kill you now, but know that your death will someday help to return the Fatherland to its destined glory. That should provide some comfort, at least."



Qualities/Drawbacks

Addiction (Heavy Drinker) (-2)
Adversary (SS and Nazi Party) (-5)
Charisma (3)
Cruelty (-1)
Emotional Problems (Violent Tendencies) (-1)
Fast Reaction Time (2)
Hard to Kill (5)
Honorable (-1)
Nerves of Steel (3)
Resistance (Shell Shock) (3)
Situational Awareness (2)

Skills

Brawling 2
Bureaucracy 2
Brawling 2
Cheating 1
Dodge 3
Driving (Car) 2
First Aid 1
Guns (Handguns) 2
Guns (Specialization: (Luger 9mm) 4
Guns (Rifles) 2
Guns (Submachine guns) 2
Hand Weapon (Knives) 2
Humanities (History) 1
Humanities (Philosophy) 1
Intimidation 1
Language (English) 2
Language (RussiGerman) 2
Lock Picking (Mechanical) 2
Military Tactics 2
Notice 3
Occult Knowledge 1
Questioning 2
Smooth Talking 1
Surveillance 2
Streetwise 1
Surveillance 2

CHAPTER EIGHT

Dallas wiped the sweat from his forehead with the back of his arm and took a pull from his canteen. Ahead, he heard a slap as one of the men swatted at a mosquito. They would probably have malaria before the week was out. This place was miserable, not to mention creepy. Hell, it was only noon and they still had to squint to see through the gloom, the damned trees were so thick. Add to that the bugs, the snakes, the humidity . . . Dallas felt like he was swimming through a swamp full of death.

The sergeant put his hand up and the line ground to a halt. As they'd been trained to do, everyone got off the path. The sergeant called Jenkins forward and motioned ahead; they exchanged a whispered word and Jenkins vanished from view, only to return a few moments later with news of a village that looked abandoned. The sergeant decided it'd be a good place to hole up, maybe get some supplies, and the line moved forward again.

When they arrived, though, they discovered the village wasn't abandoned after all. A native hovered over a downed body as they entered the clearing.

"Jesus," Sarge said. "Medic!"

Danny, the medic, rushed forward, unslinging his pack as he went. He reached the native but didn't stop to help; he fell back in horror.

"Sarge!" he cried. "They're cannibals! Jesus, Mary, and Joseph, they're cannibals!"

That was when the native stood up and turned to face the line. Dallas had never seen a cannibal before, but he saw that guy, and there was no life in those eyes. This guy wasn't a cannibal. He was dead. And yet there he was, shambling toward Danny, moaning, hands outstretched. Danny fell back, screaming.

The blast of the sergeant's M-1 rang out and the native fell back—then stood up again.

At that moment, screams sounded as more natives dropped on top of the line from the trees, their dead eyes glazed over, jaws slavering with hunger. Gunshots rang out, flesh tore, claws rent to bone.

Then it was over, and the jungle was quiet again.

The Heart of Darkness



Introduction

"Yesterday, December 7, 1941—a date which will live in infamy—the United States of America was suddenly and deliberately attacked by naval and air forces of the Empire of Japan."

—Franklin Delano Roosevelt, December 8, 1941

"I fear all we have done is to awaken a sleeping giant and fill him with a terrible resolve."

—Apocryphal quote attributed to Isoroku Yamamoto, 1941

And now for something completely different . . .

Imagine traipsing through jungles where the overhead canopy is so heavy that at noon in the middle of the bright summer season, it is as black as night. Imagine a war in a land where humidity and disease are as horrific as the living (or undead) threat.

Imagine an enemy who doesn't hide in foxholes or buildings, doesn't fight in a charge or artillery formation, but travels like a colony of ants through complicated tunnel networks, firing from holes in the ground just big enough to stick a rifle barrel through. Imagine, as a POW, that your life is forfeit at a moment's notice, just because an enemy officer wants to test how sharp his sword is. Think of an enemy who has nothing but contempt for those who would surrender rather than commit suicide, who views you and yours as less than human, an enemy so unafraid of death that he flies a fighter plane loaded with a thousand-pound bomb right into the deck of your ship. Now think of an entire squadron doing that. Just to throw a wrench in things, imagine the pilots *ejecting* from the planes just before impact. Sure, the fall to the ground kills them on impact, but mere seconds later, they get back up and attack with bare hands, claws, and teeth. And you

can't kill them. No matter how many times you shoot them, they just keep coming . . .

Even your own men, shot to death before your eyes, get up, and it's impossible to tell who they'll attack, the enemy or the ally. There are whispers about strange cities in the Middle East and similar happenings in Europe, but nobody knows for sure what's happening, or how.

This is the Pacific Theater of *Band of Zombies*.

Then flash forward to 1946 to examine a possible future of the war. Instead of ending with the detonation of atomic bombs on Hiroshima and Nagasaki, the war comes across the sea in a way that no one believed it ever could.

Era 1: June 1937 through April 1941

This, as with other chapters, is the one rooted firmly in real-world history, before the introduction of supernatural elements.

The Beginning: Sino-Japanese War

While historians generally agree that the first shots of World War II were fired during the German invasion of Poland in 1938, it could be argued that the war began a year earlier, when Japan invaded mainland China.

There had been skirmishes between China and Japan for decades by the 1930's; the Japanese referred to these smaller battles as "incidents" to downplay their imperialistic intent. During this period, the Japanese army annexed territories on the mainland in the interests of security. For Japan, the goal was to control as much of mainland Asia as it could, beginning with the so-called "liberation" of Manchuria in 1931 and continuing with victories in the Chahar Province in 1932 and Rehe in 1933, and a coerced agreement with the Chinese government in 1935 recognizing the invaded provinces as legitimate Japanese protectorates.

In 1934, China appealed to the League of Nations for help. The League denounced Japan's actions as

imperialistic and illegal, declared that Manchukuo (the renamed Manchuria) was still a part of China and was not, as the Japanese had established, a sovereign nation, and demanded Japan's withdrawal from China. Instead, Japan withdrew from the League of Nations.

The situation came to a head in June 1937 when Japan launched a full-scale invasion of Beijing. Due to prior "incident" victories, the Japanese had Beijing surrounded on three sides; in addition, they were facing a Chinese army that outnumbered the invaders but was underequipped, untrained, and unprepared for war with such an efficient force. Within days, Japan took Beijing, Wanping, and Tianjin, and by the end of the year controlled the entirety of northern China, including Shanghai and Nanking, where they perpetrated some of the greatest war crimes in history, on par with the Final Solution of Hitler in the West.

The Rape of Nanking

In August 1937, following a brutal and bloody battle for the city of Shanghai in which both sides were worn down by attrition in hand-to-hand combat, the Japanese army was on the march toward the city of Nanking. In order to keep the Japanese from gaining anything useful, the Chinese adopted a scorched earth policy, burning everything behind them, from fields and forests to barracks and homes, as they retreated. Civilians fled in droves, causing an organizational nightmare for the ill-prepared Chinese army.

Within Nanking, Westerners living in the city worked to create a "safety zone" that would act as a buffer against the onslaught. The Japanese government agreed not to attack any parts of the city that did not contain Chinese military, and the Nanking Safety Zone was intended as a civilian refuge in the event the city fell.

By December 7, the city was under siege and leaflets dropped over the streets demanded peaceful surrender within 24 hours. The Chinese gave no response, and the Japanese launched a full-scale attack. For two days the city endured constant shelling and bombardment, before the Chinese mil-

itary retreated in chaos, some soldiers forcibly stealing civilian clothing to hide, others being shot by their own comrades as they tried to run.

Within six days, the Japanese marched unopposed into Nanking, and the atrocities began. Thousands of civilians daily were led to a trench called the Ten-Thousand Corpses Ditch and murdered for no real reason. Thousands more were executed under suspicion of being Chinese soldiers dressed in civilian clothing. Between 20,000 and 80,000 girls and women of all ages were raped and forced into prostitution to serve as “comfort women” for Japanese soldiers. Anyone who showed disapproval toward the Japanese had a bayonet or bullet waiting for him. More than a third of the city and surrounding suburbs were burned to the ground in arson attacks, and millions of U.S. dollars in valuables were looted by Japanese soldiers. History records more than 300,000 dead over the course of the occupation, and no one knows how many were brutalized and left alive.

Reports of Japanese brutality toward the populace filtered out through letters, journals, and reports of Western residents of the Nanking Safety Zone, and the other countries of the world took notice. What at first was seen as illegal imperialism was now viewed as despotic brutality by most of the free

One of the core concepts behind the German and Japanese imperialism of World War II was the idea of “living space” for their peoples; both countries felt cramped within their borders and decided that more room was needed for their respective populations. Combined with a feeling of racial superiority, this concept led both countries to embark on campaigns of conquest that would lead to world war.

world, a situation exacerbated by the unprovoked attack on the American gunboat *Panay* in December. Though the Japanese government claimed the assault was a mistake and paid an indemnity to the U.S., public opinion had swung against the Japanese.

Meanwhile, otherworldly claws scratched at the gates of Hell, the brutality of Nanking drawing attention to the Japanese army as demonic legions from beyond the pale awaited their opportunity to emerge.

Conflict Becomes Global

In May 1939, the Japanese attempted to invade the southwestern portion of the Soviet Union, using Manchukuo as a staging point for the attack. They were defeated by Soviet forces under the command of Marshal Georgy Zhukov (who would

Japanese Atrocities in World War II

While the Nazis killed approximately 6 million Jews, another 2 million gays, Roma, and other “undesirables,” and slaughtered nearly 20 million Soviet civilians, the Japanese massacred almost 30 million civilian Asians, 27 million of those ethnic Chinese. Where German-held prisoners of war stood a 95% chance of surviving the war, the survival rate for Japanese-held POWs was 70% or lower. Also, the Japanese performed medical and psychological experiments on captives just like the Nazis did, but unlike the Nazis were known to use chemical weapons, in violation of the Versailles Peace Treaty, League of Nations resolutions, and the Geneva Convention. Finally, while the Nazis (particularly the SS) sometimes mistreated non-Aryan civilians and prisoners, the Japanese forced girls and women of all ages and ethnicities into prostitution as “comfort women” to serve the male soldiers of the Japanese army.

The point is not to play “Who was worse?” but to illustrate that the Japanese were every bit as abhorrent in their perpetration of war crimes as the Nazis, and just as dangerous a foe, a fact often overlooked in the shadow of the Holocaust.

later play a major role in the liberation of the Soviet Union from Nazi Germany, and would lead Soviet forces into Berlin late in the war). This resulted in a nonaggression pact between Japan and the Soviet Union, to keep the USSR from interfering in Japanese conquests.

By this time the civilian government of Japan had, through political assassinations and the effects of the Great Depression, lost much of its control over the military high command. In turn, the high command had lost some control over individual field armies, leading to more atrocities by Japanese forces. As the centralized government attempted to consolidate its control over the military, the world's reaction to the nature of Japanese imperialism would lead to one of the seminal moments of the war.

The Axis Is Born

Japan continued its war against the mainland alone until 1940, when Germany and Italy joined with Japan, the Tripartite Treaty establishing the Axis Powers. The Sino-Japanese war was now absorbed into the global conflict of World War II.

As the war in the Pacific theater raged, the Chinese did what they could to mount a counteroffensive, but were unprepared for a full-scale war. The British, likewise, saw their colonies in the Pacific besieged and overrun as their resources were devoted almost entirely to battling the Nazi threat in the West. That Japan had colonies in Korea and Taiwan made the situation worse; the Japanese empire was able to use these colonies as major staging points for their invasion and occupation of mainland China. Add to this the fact that China was in chaos, with nationalist and socialist factions inside the country unable to unite after decades of mistrust and near-open warfare, and China had no way of organizing a proper defense.

Even still, numbers were on the side of the Chinese, and with what token assistance from the British they could obtain, the war in China did ground to a stalemate. Matters grew darker for Japan when in mid-1941 the United States and Great Britain enacted an oil and trade embargo

Reconciling Honor and Brutality

The Japanese reverence for honor (and appearance of honor and propriety, called "face") has become almost clichéd but is indeed a part of Japanese culture and society. However, it's important to remember that the Japanese concept of honor in the days of World War II applied only to those whom the Japanese considered equals. Non-Japanese were viewed as lesser races unworthy of respect or honorable treatment. The Japanese saw members of other militaries acting against their concept of honor as barbarians. To the Japanese the idea of surrender or disguising oneself as a civilian to escape death was unthinkable. Thus, prisoners of war were seen as pathetic and disgusting. Women were lower in station to men, and foreign women doubly so. Thus, there was no dishonor in forcing female prisoners into prostitution or defilement.

Later in the war, as the Japanese came to understand their enemies better, some soldiers turned away from this disdain for the enemy. On occasion Japanese forces did surrender without the ritual suicide common in the earlier days. These men and their families were generally shamed in the eyes of their peers upon their return after the war.

against the empire. Without scrap metal and oil supplies from the West, the Japanese could no longer maintain production and continue their war. Japan viewed this as an act of aggression and attacked British and U.S. holdings in the Pacific.

The Sleeping Giant Awakens

The face of the war changed as a result of the trade embargoes levied by the United States and Great Britain. These embargoes resulted in the declaration of war between Japan and the United States, and, not long after, in German declaration of war against the U.S. In *Band of Zombies*, the U.S. entry into the war also begins the slide toward doomsday.

A Date That Will Live in Infamy

On December 7, 1941, Japan launched massive assaults on British Hong Kong, Shanghai, the Philippines, Thailand, and the U.S. fleet at Pearl Harbor. The intent was that faced with the destruction of its Pacific fleet, the United States would agree to negotiate a peace settlement that would resume trade and allow Japan to continue its activities in China.

The gamble was a bad one and would prove fatal to Japanese dreams of an empire spanning Southeast Asia. As it happened, the damages inflicted upon the American fleet were far lower than Japanese expectations; much of the U.S. fleet, including all of the navy's aircraft carriers, were not in port, instead having been sent on early maneuvers that morning.

Rather than crippling the United States' ability to wage war, the Japanese had awakened a sleeping giant. Once the United States turned the whole of its industry to wartime production, the sheer amount of materiel it could produce was staggering. No country in the world—not even Germany—had the potential for mass production that the United States did in 1941, and military leaders among the Axis powers knew that because of this, a sustained war with the United States could only result in eventual defeat. Even still, the assault was a success to some degree; due to losses suffered at Pearl Harbor, the United States would not be an effective threat in the Pacific Theater for another six months.

Within hours, the Japanese attacked U.S. holdings in the Philippines and Wake Island. The following day, December 8, the United States declared war on Japan. Three days later, Germany declared war on the United States. Though by no means obligated to do so, Hitler felt the only hope of taking on the U.S. in open warfare was to force it to divide forces between two theaters of battle.

World War II had become a global conflict.

Wake Island

On the same day as Pearl Harbor, Japanese forces launched a major assault against the U.S. naval base on Wake Island, between the West Coast of the U.S. and Guam. The battle raged for two weeks and American soldiers fought valiantly, handing the Japanese their first defeat of the war during the initial attempted landing. However, in the end the Japanese succeeded and the island fell. Despite the U.S. surrender, Japanese casualties were enormous compared to American: more than a thousand Japanese wounded or dead compared to fewer than two hundred Americans. Likewise, while American forces lost eight Hellcat fighters, the Japanese lost two destroyers and at least twenty aircraft. All remaining military personnel were captured by the Japanese; many would later be executed under the pretext of espionage.

At the same time, the Japanese attacked British forces in Hong Kong, Malaya, and Thailand, which resulted in the sinking of the British battleship *HMS Prince of Wales* and the battle cruiser *Repulse* via land-based torpedo bombers. Due to heavy engagements against the Nazis in Europe and the Middle East, the British were unable to mount a proper defense. In what is sometimes referred to as a Japanese *Blitzkrieg*, Japan overran much of Southeast Asia between December 1941 and January 1942.

The Battle of Bataan

As with Wake Island, Hong Kong, and other actions, the Japanese invaded the Philippines the same day as the attack on Pearl Harbor. U.S. and Filipino forces on the Philippine Islands under the command of General Douglas MacArthur, however, had been observing the rising tensions in the Far East and preparing the defense of the island for half a year. The battle lasted for six months before the last holdout in the Philippine islands surrendered to Japanese forces on May 8, 1942. Still, Allied forces in the Philippines were no match for the seasoned Japanese army, since reinforcements and supplies were nonexistent; the United States was rebuilding its Pacific fleet and Britain and France were fending off Germany in Europe and the Middle East.

Initial Japanese assaults devastated air and naval support on the islands, and the island chain's defenses fell to the beleaguered Allied ground forces. Allied troops were pushed back, and the invasion turned into a cycle of guerrilla warfare which the Allies were losing by attrition. MacArthur put Major General Jonathan Wainwright in charge of holding off the Japanese while MacArthur oversaw the fighting retreat of Allied forces and the movement of vital equipment to more defensible positions. By January, Allied forces had retreated to the Bataan peninsula, in central Luzon (the northernmost land mass of the Philippine island chain). There they made a stand against the superior Japanese forces.

For four more months the combined U.S. and Filipino forces held out against the Japanese, even driving them to a brief retreat to regroup in early February. Still, even the defenders' tenacity and determination, in the end, could not overcome simple Japanese military superiority. On March 12, MacArthur was evacuated from the island, delivering the famous quote, "I came out of Bataan, and I shall return."

A month later, Allied forces in Bataan formally surrendered to the Japanese, who now had the problem of dealing with approximately 70,000 prisoners of war, a force that outnumbered the Japanese. The nearest prison camp the Japanese had established was Camp O'Donnell, about 100 miles (160 km) to the north. Many of the captives were malnourished, sick, wounded, and emaciated.

This is where things get interesting.

Era 2: April 1942 to September 1943

Here is the initial introduction of supernatural elements, where normal history starts to take a back seat to the zombie menace. Those who have been paying attention will recall that by April 1942, translations in the West had begun on the *Buch der Toten*, creating the first ripples of supernatural incursions that spread over the world. Thanks to the Japanese activities at Nanking and all over Southeast Asia, dark spirits (called *oni* by the Japanese) have been clawing at the walls trying to get in for some time. The *Buch der Toten* translations open just enough of a crack for the demons to begin squeezing through. The worst early incidents happen during the transportation of prisoners in the Philippines.

Bataan Death March

Beginning on April 9, 1942, the Japanese forced about 70,000 starved, wounded, and sick prisoners to embark on a week-long march to a prison camp 100 miles north of the Bataan peninsula. During the march, prisoners were beaten and denied food and water by Japanese troops. Many were tortured to death on the few occasions when the line stopped to rest (mostly for the benefit of the Japanese soldiers). Those who fell behind were executed: some were shot, others used as bayonet practice targets for Japanese soldiers. Still others were decapitated by Japanese officers on horseback as they rode down the line. At one point, the column was accidentally shelled by U.S. guns from Allied forces still fighting elsewhere in the Philippines. Thousands died during the march, their bodies left behind for flies and scavengers.

Things changed about three days into the march, near midnight. As the weary and beaten prisoners marched along, prodded by the guns of their captors, a loud moaning sounded from the darkness behind and around them, in the jungle. The Japanese called a halt to the march and took up defensive positions. The moaning continued, accompanied by

a quiet rustling of vines and undergrowth. The Japanese called out for the intruders to identify themselves. Some panicked and fired randomly into the black trees.

Then the interlopers fell upon the Japanese with a bestial fury. At first the astonished onlookers thought they were some kind of carnivorous jungle apes; then they realized that the attackers were in fact the walking bodies of the fallen.

Within seconds the melee turned into sheer chaos. The attackers seemed unable to discern friend from foe; all were fair game to their bony claws. Worse, they seemed to be consuming the bodies of those they killed. Those soldiers able to run grabbed Arisaka rifles, Nambu pistols, and even swords and knives from fallen Japanese soldiers and scattered into the woods. Those unable to run became more flesh for consumption by the walking dead.

Many of the escapees were later recaptured by the Japanese, who blamed them for the massacre and performed even more torture and murder against the POWs. It is estimated that following this initial Rise on Bataan, one in twenty mistreated prisoners rose to kill his killers.

As the situation in the Philippines grew worse, the Japanese began a general withdrawal, declaring the island had become infested with *gaki* and *jikininki* (both terms meaning “hungry spirit” or “hungry ghost”) which fed upon the living as well as the dead. Prisoners of war were herded into cramped, dank transports known as hell ships and taken to mainland China, Japan, and Korea or to Taiwan to be used as forced labor. Unfortunately, the curse followed, and prisoners who died on hell ships sometimes rose to attack the living as well. On more than one occasion, a hell ship would arrive at its destination, and on opening the vessel the Japanese would be swarmed with ravenous zombies unleashed from within.

By the time the United States entered the Pacific War in force, there were scattered pockets of undead all over the islands of Southeast Asia, and some islands had already been overrun. In addition, the Japanese had theories on how to use these not-quite-random risings against the approaching Allied forces.

The Allies in the Pacific

The majority of the fighting in the Pacific was under the auspices of the United States Army, Navy, and Marines. However, there was some British support from India, and Australia and New Zealand contributed large amounts of manpower and equipment to the war effort as well. Whenever the text discusses the Allies, it should be assumed that the forces involved are from the U.S., New Zealand, Australia, and native populations resisting Japanese incursions. While it may not be the most realistic solution, when rank is needed for non-American forces in the Pacific, British ranks should suffice for New Zealand and Australian forces. In mainland areas, Chinese military forces are also a major factor in any battles; ZMs can use either American or Soviet ranks to suffice for Chinese ones, again a serviceable if not the most realistic solution.

Island Hopping

“Island hopping” refers to the major Allied strategy of the Pacific War. Also known as “leap frogging,” the Allies would assault an island or island chain and steadily pacify the chain landmass by landmass. As they drew closer to the mainland, it wasn’t always necessary to leave a major force behind to defend those islands already taken, as the enemy was in retreat before them.

By June 1942, the United States had restored its Pacific fleet and was on the move toward Japan. The Japanese army by this time was spread thin in an effort to hold all of the vast territory it had taken; as a result it had neither the requisite air nor naval support to do so. At the Battle of Midway, the United States won its first major victory when it not only defended the atoll against Japanese attack but destroyed a whopping four Japanese aircraft carriers in the process. As aircraft carriers were both the most expensive vessels to build and the backbone of the worldwide naval war due to their ability to transport aerial support into battle, this was a devastating blow to Japan.

Interestingly, after the battle of Pearl Harbor, Japanese Admiral Isoroku Yamamoto had predicted that in six months the tide of war would inevitably turn against the Japanese when the United States entered the war in full. The Battle of Midway was six months after Pearl Harbor.

Guadalcanal

The victory bolstered the Allies, and on August 7 the United States moved to attack the island of Guadalcanal, a strategically significant island desired by both the Axis and Allies for the use of local airfields. It was on Guadalcanal that Allied forces got their first taste of the Rise.

It shouldn't be assumed that these battles were fought in a vacuum or bubble. Every island on which the Axis and Allies fought had native and civilian populations, and these were not untouched by the actions of the Thule Society's dark experiments. The war was hard on native and civilian populations, and many died due to disease, starvation, execution, or accident. Just as one in twenty soldiers who died rose to kill again, so did one in twenty dead civilians.

The Japanese had been doing battle with these undead forces for months; they knew how to deal with what was going on, at least to an extent. The Allied soldiers, on the other hand, were unprepared. Certainly, stories had found their way back to the States about unkillable soldiers, about men who went insane and turned cannibal. Those stories that filtered back through Allied channels were dismissed as madness and shell shock. Those translated from encoded Japanese messages were thought to be misinterpretations or deliberate misinformation.

This stark refusal to believe something dark was going on beneath the surface of the Pacific war cost the U.S. during the invasion of Guadalcanal. The first nights there passed without incident, a few Japanese and U.S. soldiers exchanging pot shots over a ravine. By the third night, however, several brutal firefights had been engaged, and enough bodies were left that a Rise on Guadalcanal was inevitable. The Japanese knew from experience what was coming, dug in, and covered up.

U.S. forces, on the other hand, were caught off guard, and the ensuing attack was a slaughter. Matters got worse when the Pacific fleet received a message apparently broadcast from American soldiers: "Send more troops." The message had, in fact, been broadcast by a starving revenant, and when reinforcements arrived, they too were overrun by the undead. While Allied forces still refused to acknowledge the existence of the supernatural in any official capacity, Guadalcanal was abandoned by both American and Japanese forces.

Lessons Learned

The lesson of Guadalcanal taught U.S. forces in the Pacific that this war was going to be a whole different show than that in Europe. Flamethrowers were now standard equipment with any island-hopping unit, and soldiers were given strict instructions to shoot any fallen enemy in the head twice. Many young soldiers who shipped out refused to believe the grisly tales, feeling that war was bad enough without adding a supernatural boogeyman into the mix; they learned their lesson quickly enough, if they survived.

By the time the Captain Patriot serum was in field testing, a few of these Allied supersoldiers were in action in the Pacific, but their secret had not yet been revealed and they had not yet become commonplace.

Other Islands

The U.S. strategy to win the war in the Pacific revolved around pacifying island after island. This resulted in a brutal and bloody campaign in which thousands upon thousands of troops on both sides lost their lives.

Volcanic Islands: A common Japanese tactic on volcanic islands was to "dig in," creating a complex network of tight tunnels through the rocky terrain and knocking holes through which they could shoot. This gave the Japanese almost total cover, requiring Allied forces to make mad charges across fields littered with gunfire so that they could throw grenades or open flamethrowers into the tunnels. Men would then be sent crawling into the tunnels to ensure that the enemy had been destroyed and to mop up any

Tunnel Rats

While the term “tunnel rat” in real-world history didn’t come into common usage until the Vietnam War, *Band of Zombies* is an alternate timeline, so it’s feasible to use it for flavor in this context. A tunnel rat should make heavy use of Perception and Notice, Dexterity and Stealth, and Intelligence and Military Tactics Tasks to survive one of these brief excursions into a tunnel system.

Surviving Japanese soldiers in hiding would oppose these Tasks with their own.

survivors, a near-suicidal task. Later, in the Vietnam War, these men would be known as “tunnel rats.”

When an operation became a stalemate, the Japanese would send fanatical decoys out to charge the Allies in an effort to draw out the enemy. Sometimes it worked; sometimes it didn’t. The enemy would then creep out under cover of darkness to remove the bodies. Often, fallen soldiers rose to attack Allies and Axis alike, always at just a few minutes before midnight. No one was ever able to determine the significance of this particular time in the Pacific theater; it seemed specific to that area of the world and no occultist, historian, or theologian could come up with any significance for the time. It then became commonplace to hear gunshots out of the darkness as the Japanese, out to retrieve their fallen comrades, would shoot them in the head twice before dragging the bodies off. Even that tactic, however, was not foolproof, as some *gaki* (revenants) seemed vulnerable only to fire, and torching the bodies would defeat the entire purpose of the Japanese sneaking out under cover of darkness.

Jungle Fighting: On tropical islands overgrown with jungle, the war took on a different face. Since revenants kept many of the skills they possessed in life, often they would climb trees to drop down on unsuspecting victims. A soldier in the jungle had to be ever-vigilant, for an attack from the living or the undead could come from anywhere, at any time.

Shell shock became far more common in the Pacific than in the European and Middle Eastern theaters, due to the canny nature of the enemy and of the ravenous hordes of the dead. Massive resources were sometimes wasted on occasion to defoliate entire islands in the form of napalm, rather than send soldiers to the slaughter.

Besides zombies, fighting in the jungle holds several other dangers that ZMs wishing to run a true wartime survival horror game should always keep in mind. First, dehydration is a concern in the jungle, just as it is in the desert, due to the high humidity (men tend to sweat profusely) and the unavailability of fresh water; much water that can be found in the jungle is filled with bacteria, and it takes a still and purifiers to fix that issue. Often, such equipment was not available. Water purification tablets (not much more than chlorine tabs) were standard issue equipment to troops in these envi-

Napalm

In real-world history, napalm bombs were used only at the tail end of World War II, but due to the dangers of jungle fighting in *Band of Zombies*, the occasional napalm bomb can be seen as early as 1942, though they are not common as they are very expensive to produce.

Being under a canopy when a napalm strike comes in is no picnic. Napalm is in effect jellied gasoline, and it burns at far higher temperatures than normal fire. A character with the misfortune of being in the wrong place when a napalm strike comes in suffers D6 x 3(9) points of damage per turn for D6(3) turns; this damage is in addition to damage from the bomb (treat a napalm bomb as a standard bomb, but after the initial explosion, apply fire damage as above for D6(3) turns to the full area of effect). It may be possible to suffocate the fire with a heavy blanket, dirt, mud, etc., but water has no effect on the substance. In fact, napalm can be dropped on water and will burn right on the surface.

rons, but supplies ran short. Rules for dehydration can be found in Chapter Three on p. 82.

Contaminated water supplies bring us to problem two with operations in the jungle. Bacteria in water and plants, as well as ubiquitous swarms of insects, can bring infection and diseases from malaria to gangrene that can kill just as easily as a soldier's bullets. Rules for disease can be found in the *AFMBE* core rulebook, on p. 108. Aside from dehydration, disease and infection are the primary concerns for a jungle-bound soldier and should be a constant lingering threat. Each day, the ZM should roll a d10 for each Cast Member; a result of 1 or 2 indicates the Cast Member is exposed to some sort of disease or infection that day. A successful Intelligence and Survival (Jungle) Task by a Cast Member negates the chance of exposure for that day.

Finally, reptiles with venomous bites are a worry for soldiers in the jungle, as are toxins from plants. The bite of the king cobra or the mambas of Africa can be fatal to adults depending on conditions and the health of the bite victim. Rules for poison can be found in the *AFMBE* core rulebook, pp. 106–107. At the ZM's option, (avoidable) exposure to some form of poison can replace exposure to a disease or infection on a given day.

Era 3: Doomsday

Here, again, is where the war's entire face changes and history is irrevocably altered. The future is a blank slate, though in this final chapter we do take a look at what might happen post-1943, as inspiration for ZMs looking for guidance in their campaigns.

Stalemate!

The war in the Pacific ground to a horrific stalemate through late 1942 into 1943, as both the Japanese and the Allies had to deal with random zombie incursions as well as each other. Still, by mid-1943 the Allies were on the march across the Pacific toward China, and plans were being formulated to invade mainland Japan, an operation that the Allies knew would be costly in casualties and bloodshed; the Japanese fought to the death without sur-

render or compromise. The Japanese people were conditioned to believe that the Allies would rape, torture, and murder them if they surrendered, so major civilian resistance could also be expected.

The war on the mainland was also at a brutal stalemate, with Japanese and Allied forces taking heavy casualties and having to deal with the consequent risen dead. But everything changed in late 1943, when over the course of twelve hours the massive worldwide Rise occurred, throwing the entire war into chaos. For Americans and Japanese alike, the battle became one of sheer survival, not of victory, and it was days before any semblance of military order and decorum was restored.

The difference in outlook between Allied and Japanese forces was apparent. The Japanese were not afraid to die; indeed, they welcomed death as an honorable sacrifice for the Empire. They viewed the Rise as an opportunity, and as soon as they were able they hit the Allied forces with a full-scale attack. The Allies were set on their heels and Japan began to regain some of the ground it had lost. It was only the wide-scale introduction of the Captain Patriot program in the Pacific that allowed the Allies to regroup and continue the fight. Nevertheless, the war would continue in a bloody back-and-forth all the way up to 1945, with neither side gaining a clear advantage over the other, but millions dying and rising to fight again.

War in Air and on Sea

Aerial and naval battles were an important and major, if somewhat standardized, aspect of the Pacific theater. As the U.S. moved from island to island, Japanese forces tried time and again to hit the American fleet to cripple Allied ability to continue their leapfrogging tactics. Likewise the U.S. performed pre-emptive and surgical attacks against Japanese fleets in the Pacific. Perhaps more than any other chapter in *Band of Zombies*, this one is ripe for combined use of naval and aerial combat rules, as well as mass combat rules related to naval and air battles.

Most aerial and naval combat will be standard, but the Japanese also use *kamikaze* attacks, in which

a pilot flies an aircraft with no weaponry other than one heavy bomb and extra fuel on a suicide attack into a target. Rules for *kamikaze* attacks can be found in Chapter Three on p. 45. Post-doomsday, the Japanese also employ two other forms of attack.

The first is the *gaki kamikaze*, in which they build spring- and explosive-loaded ejector seats into their zero fighters and use loyal revenants for *kamikaze* attacks. In these attacks, squadrons of D6+4(7) zeroes are sent against a single target. Just before impact, the revenants eject from their planes, allowing them to attack survivors, which wreaks havoc among the victims. Strangely, the mass of broken bones seems not to affect the utility of the revenants, who are viewed as expendable anyway.

The second type of attack is the *gaki shark* attack, in which revenants are unleashed from submarines via the torpedo tubes. These revenants then swim to the enemy vessels (undetected by sonar or huff-duff, to which they look like schools of fish) and board to attack the enemy hand to hand.

On mainland China, standard land-based mass combat takes place on a regular basis, with zombies forming a sort of “wild card” which the ZM can play to adjust the odds in favor of or against the Cast.

Typical Japanese Soldier

Strength 2 **Constitution** 2

Dexterity 2 **Intelligence** 2

Perception 2 **Willpower** 2

Life Points 26 **Speed** 8

Endurance Points 23 **Essence Pool** 12

Qualities and Drawbacks: Cruelty, Honorable (levels at ZM discretion), Situational Awareness

Skills: Brawling 2, Climbing 2, Dodge 2, Driving (Car/Jeep) 1, First Aid 1, Guns (Pistols) 2, Guns (Rifle) 2, Hand Weapon (Knife) 2, Hand Weapon (Spear) 2, Notice 2, Stealth 2, Survival (Jungle) 2, Swimming 2

Gear: Arisaka rifle, first aid kit, flashlight, Nambu pistol, rations

Variant Zombies of the Far East

Here we present a couple variant zombies for ZMs to use post-Rise to add a bit of variety to the horror of their game. Both of these were excerpted from *Atlas of the Walking Dead*, which provides a template and guidelines for expanding these zombies further, and for more than a dozen other detailed varieties of undead useful in a campaign setting where anything goes.

Gyonshi: Chinese Hopping Vampires

Often created by improper burial in a place with bad *feng shui*, *gyonshi* have become rather common in Southeast Asia following the tearing open of the gates to Hell. There aren't many places left in the Far East with *good feng shui*, so many corpses sat up and began hopping around looking for blood after the Doomsday ritual.

Gyonshi are blind but are able to find their way around by their acute sense of smell and Life Sense Aspects. While they do not need to feed, they are obsessed with drinking blood and will attempt to do so at any opportunity. Since blood is not a necessity for them, they gain no points for it as a means of sustenance.

They are dangerous in that they not only create spawn among the dead, but any among the living who are bitten or scratched by a *gyonshi* and survive must pass a Difficult Constitution Test or within 24 hours develop the Claws Aspect (*AFMBE* p. 152) and the Sustenance: Occasionally, Blood Aspect (*AFMBE*, p. 154), though the victim suffers Constitution loss instead of Strength as per the Zombie Aspect. This condition can only be cured by the Touch of Healing Miracle (*AFMBE* p. 64) and counts as a Terminal Disease. When Constitution is reduced to zero from lack of feeding, the victim dies. Anyone bitten by a *gyonshi* who dies by any means (violence, lack of feeding, etc.) will rise as a *gyonshi* within three days.

Gyonshi get around by hopping or hovering (ZM chooses one); hopping moves the *gyonshi* one foot in the air and three feet forward per hop, and hovering is a few inches off the ground. This means that escaping a *gyonshi* can be as easy as getting over a high obstacle, which will take the creature some time to negotiate.

Gyonsshi Hopping Vampire

Strength 4 **Constitution** 2
Dexterity 2 **Intelligence** 1
Perception 2 **Willpower** 2
Dead Points: 26 **Speed** 1
Endurance Points n/a **Essence Pool** 9
Skills: Brawling 2

Attack: Claw damage d6(3) x Strength armor piercing, slashing; Bite damage D4 x 2(4) slashing

Weak Spot: Fire [-5]

Getting Around: Hop [-1] or Hover [2]*

Strength: Claws [8], Strong Like Bull [5]

Senses: Blindness [-8], Like the Living, [1], Scent Tracking [1]

Sustenance: Blood [8], Who Needs Food?

Intelligence: Animal Cunning [4]

Spreading the Love: Circumstance (incorrect burial) [-2], One Bite and You're Hooked [2]

Power: 15 or 17 (hover)

*Some hoppers (though no hovering ones) possess Leaping, which increases Power to 18

Shuten-doji Japanese Vampire

Strength 2 **Constitution** 2
Dexterity 2 **Intelligence** 2
Perception 2 **Willpower** 2
Dead Points: 26 **Speed** 4
Endurance Points n/a **Essence Pool** 12
Skills: Brawling 2, Language (local area) 5

Attack: Claw damage 2D6 (6) or Bite damage D4 x 2(4) slashing

Weak Spot: All [0]

Getting Around: Life-Like [3]

Strength: Claws [8], Dead Joe Average [0], Teeth [4]

Senses: Like the Living [1]

Sustenance: Blood [-2], Daily [0], Soul Sucker [5]

Intelligence: Language [1], Long-Term Memory [5], Problem Solving [15]

Special: Obsessive-Compulsive (Counting) [-3], Indecisive [-2]

Spreading the Love: Circumstances [-2], Ritual (creation by another shuten-doji) [-2]

Power: 38

Shuten-doji: Japanese Vampires

Shuten-doji are intelligent and often cultured, if ugly, undead created when a bloodthirsty individual dies. Many Japanese officers who die after Doomsday rise again as shuten-doji, particularly those who partook in or ordered the perpetration of brutalities such as the Bataan Death March or Rape of Nanking. Often, they will maintain loyalty among their troops by promising (but rarely delivering) immortality such as that with which they have been blessed. The major weaknesses of a shuten-doji is that he becomes indecisive and somewhat obsessive-compulsive with a need to count things. The enemy who ciphers this weakness can distract shuten-doji by throwing handfuls of rice, toothpicks, or marbles behind him and escape while the shuten-doji stops to count the items. Likewise, any

time a shuten-doji is presented with a choice, it must stop for D4(2) minutes to make a decision (so crossroads are a good way to escape when fleeing a shuten-doji). These two flaws are included in the write-up as "Obsessive-Compulsive" and "Tough Decision" Aspects.

Shuten-doji feed on either Blood or Essence (Soul Sucker). The creation of another shuten-doji is always by choice; the shuten-doji must drain a victim of Essence using Soul Sucker and then perform a Shinto ritual to raise the victim from death.

Beyond 1943

Here we give suggestions for a timeline for what might happen post-Rise, for *Zombie Masters* to use as a guide and inspiration in their campaigns. This section deals with what happens in the Pacific Theater; whether France is liberated, whether Germany surrenders in 1945, or whether events such as D-Day and the Battle of the Bulge still occur, are altered, or occur as history says are at the discretion of the *Zombie Master*. We encourage you to make this horrific world war your own, as the massive Rise changes everything and all bets are off.

This section could very well be a book unto itself; of necessity it will be brief. We encourage *Zombie Masters* to make this postapocalyptic world their own and recommend the AFMBE player's guide, *One of the Living*, as an ideal resource for exploring the disasters that follow, should you wish to move your campaign in this direction.

Atomic Bombs

In July 1945, the United States' Manhattan Project came to fruition, and the first atomic bomb was test-detonated in New Mexico. Given the state of the war in the Pacific, and given that Nazi Germany was also suspected to be exploring the potential of weapons with similar destructive scale, the choice to use the bomb in the Pacific Theater was one that president Harry Truman (Roosevelt had died in office on April 12) had little difficulty making. Thus, just as in real-world history, in *Band of Zombies* the atomic bombs Little Boy and Fat Man were detonated over Hiroshima and Nagasaki on August 6 and 9, respectively. On August 14, Japan surrendered.

Due to the massive incursions of undead, General Douglas MacArthur was unable to lead troops to occupy mainland Japan, and Japan was not forced to disarm. Rather, an agreement was made that Japanese and Allied forces would join to put down the Rise in Southeast Asia; the new war would become one of the living against the walking dead. Still, years of mistrust and enmity between troops was not so easily thrown aside, and often Allied and

Axis forces refused to cease fire. Before long it became evident that the surrender of Japan had been cosmetic at best. It was also clear that dropping more atomic bombs wouldn't solve the problem. The governments of the United States, Great Britain, Australia, New Zealand, and Japan scrambled to get the situation under control.

In reality Japan was harboring a deep resentment and enmity against the Allies and desired nothing more than revenge for the destruction visited upon Hiroshima and Nagasaki. While on the surface they cooperated with the Allies, in secret a new surprise attack was planned, which would carry far worse and more far-reaching consequences than the attack on Pearl Harbor.

Invasion: U.S.A.!

By January 1946, it seemed that the situation in Southeast Asia was under control. Joint units of Japanese and Allied troops were working side by side to fend off the constant zombie incursions throughout the region. Things changed on January 15, when on the shores of Southern California tens of thousands of rotting and scorched Japanese—zombies created during the fallout from the atomic attacks—emerged from the sea and slaughtered anyone in their way. Those killed, in turn, rose and joined the growing army of the dead, which spread

How the heck did that happen?

The basic idea, in case it isn't clear, is that the Japanese sent tens of thousands of revenants from the atomic blasts over Hiroshima and Nagasaki walking across the floor of the Pacific Ocean to invade the U.S., New Zealand, and Australia. It took months for them to reach their destinations.

The pressure of the ocean depths doesn't affect zombies, and they could feast on sea creatures en route. It may seem a little far-fetched, but no more so than most zombie movies, and we think it makes for a great shocker to move the game forward!

eastward from there. The same happened in Australia and New Zealand.

When the revenants overran a radio installation and broadcast a message to Japan that the invasion was underway, Japanese troops in Southeast Asia turned on the Allies, gunning them down en masse. The war began anew, and this time had touched the shores of North America, which was no longer spared the horrors of the Rise.

National Guard units mobilized to combat the threat, and government agents emerged to silence and quell those who had seen the Rise occur, but society collapsed within months; pockets of survivors led by ex-soldiers fought on against the undead. It is possible that the Rise has had the same effect in most other areas of the world, as supplies and ammunition get low and communications with central command are cut off. By 1946, most of the world is probably in the throes of a full-on zombie apocalypse. Grim? Perhaps, but this is *All Flesh Must Be Eaten*, after all.

Scenario Ideas

The Edge of Darkness: The Cast is an elite special forces team, hired to track down a legendary colonel who has cut off communications with the main command HQ and gone AWOL with his unit. Reports have filtered in that he's gone rogue and that his force is performing the kinds of atrocities that would make even the Japanese blush. There are, naturally, rumors of cannibalism. The Cast is to track him down, evaluate his situation, and, if necessary, terminate him with extreme prejudice. Presumably most of our readers can see where this idea gets its inspiration; the ZM should shake things up and not follow the classic story verbatim. Still, a campaign based on this framework could span multiple sessions as the Cast makes its way through the jungles of Southeast Asia to find and exterminate this renegade.

On the Home Front: This scenario is a bit different; the Cast Members play survivors of the war back home when the U.S. is invaded in 1946. They

play through the collapse of society and have to survive in a world gone mad, hoping against hope that someone, somewhere has a solution to this mess. This campaign is a more traditional survival horror game, but with 1940's-era technology and tropes.

Escape from Zombie Island: The Cast Members find themselves left behind after a quick evacuation and trapped on a jungle island overrun with the undead. As they try to survive, they come upon a small Japanese squad in the same situation. Do they fight it out, or try to overcome their differences and join forces in hopes of getting out of this mess alive?

Hellcats and Zeroes: In this campaign, the Cast Members are a squadron of flying aces, dealing with the Japanese air force during the island-hopping campaigns. They can take part in any number of massive naval and aerial battles and will eventually have to deal with the Japanese use of revenants to pilot *kamikaze* (and even traditional) sorties against the Allies. This kind of campaign could have a high fatality rate, but could also be action-packed and have very high intensity.

Combat Medic

Survivor

Str 3 **Dex** 4 **Con** 4
Int 4 **Per** 3 **Wil** 4
Lps 49
Eps 33
Spd 14
Essence 20
Trauma Threshold 28

Qualities/Drawbacks

Adversary (Axis Powers) (-3)
Combat Medic Status (2)
Fast Reaction Time (2)
Hard to Kill (5)
Honorable (-2)
Military Rank (Specialist) (0)
Nerves of Steel (3)
Obligation (U.S. Army) (-2)
Obligation (Hippocratic Oath) (-1)
Obligation (U.S. Army) (-2)
Reckless (-2)
Resistance: Shell Shock (3)
Situational Awareness (2)

Skills

Brawling 3
Bureaucracy 1
Dodge 4
Driving (Cars) 1
Guns (Pistols) 2
Guns (Rifles) 2
Hand Weapon (Knives) 2
Hand Weapon (Spears) 1
Instruction 1
Language (Japanese) 1
Medicine 4
Military Tactics 1
Notice 3
Sciences (Biology) 3
Sciences (Chemistry) 2
Unconventional Medicine 3
Stealth 1
Streetwise 1
Survival (Jungle) 3

Gear

.45 caliber pistol, backpack, doctor's bag, first aid kit, medic's kit, red-cross arm band, survival knife, survival rations

Personality

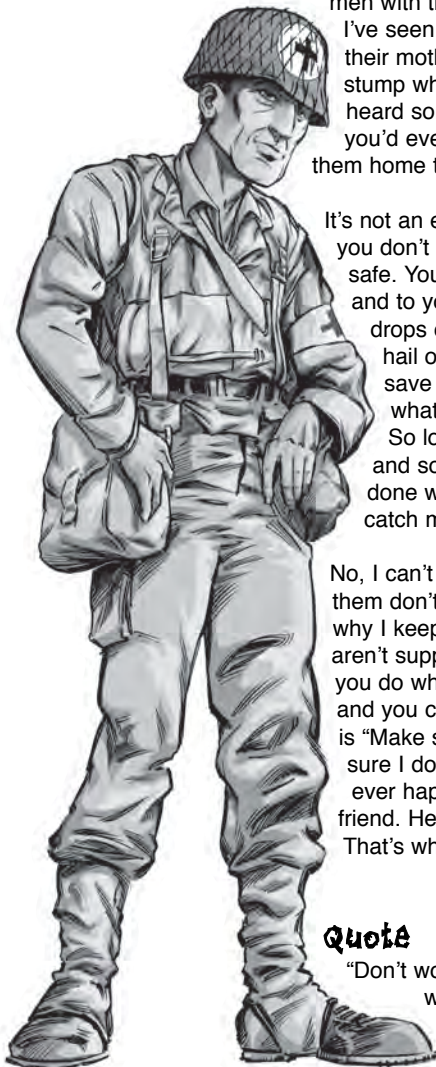
Say what you will about the horrors of war and what the front-line soldiers have to go through. I'm here to tell you that it's the medics who see the worst of it. I've seen men with their limbs blown off, I've seen men with their intestines hanging out, and I've seen tough-as-nails officers scream for their mothers when they see a bloody stump where their arm should be. I've heard some of the most hard-ass soldiers you'd ever hope to see, beg me just to get them home to their families.

It's not an easy job. Someone goes down, you don't get to think about whether it's safe. You take an oath both to the military and to your job as a medic. Someone drops on the field, you run out there in a hail of bullets and you get to them and save them, that's all there is to it. That's what we do; that's what I signed on for. So long as I die helping someone else, and so long as I stay dead, then I've done what I was put here to do, if you catch my drift.

No, I can't save them all, and yeah, a lot of them don't even stay dead anymore. That's why I keep a pistol in my backpack. Medics aren't supposed to be armed, but what do you do when a guy is dying in your arms and you can't save him, and his last request is "Make sure I don't come back! You make sure I don't come back!" The first time that ever happened to me, it was my best friend. He came back, and I couldn't stop it. That's when I started to carry the gun.

Quote

"Don't worry, fella. This is nothing, a flesh wound! You'll be fine, I promise."



Navajo Code Talker

Survivor

Str 3 **Dex** 3 **Con** 3
Int 4 **Per** 4 **Will** 3
Lps 49
Eps 23
Spd 12
Essence 20
Trauma Threshold 15

Qualities/Drawbacks

Adversary (Japanese army) (-3)
 Charisma (2)
 Hard to Kill (5)
 Honorable (-1)
 Military Rank (PFC) (-1)
 Minority (Navajo Native American) (-1)
 Nerves of Steel (3)
 Obligation (U.S. Marines) (-2)
 Resistance (Fatigue) (3)
 Showoff (-2)
 Situational Awareness (2)
 Showoff (-2)

Skills

Brawling 2
 Bureaucracy 2
 Cryptography 4
 Dodge 3
 Driving (Cars) 2
 First Aid 1
 Guns (Pistols) 2
 Guns (Rifles) 3
 Guns (Pistols) 2
 Hand Weapon (Knife) 2
 Hand Weapon (Spear) 2
 Instruction 2
 Language (Japanese) 3
 Language (Navajo) 4
 Military Tactics 2
 Notice 3
 Stealth 2
 Streetwise 1
 Stealth 2
 Systems Operations (Communications) 3
 Writing (Technical) 2

Gear

Cipher book, Colt .45 pistol, first aid kit, M-1 Garand rifle, rations, rucksack, short-wave radio (portable)

Personality

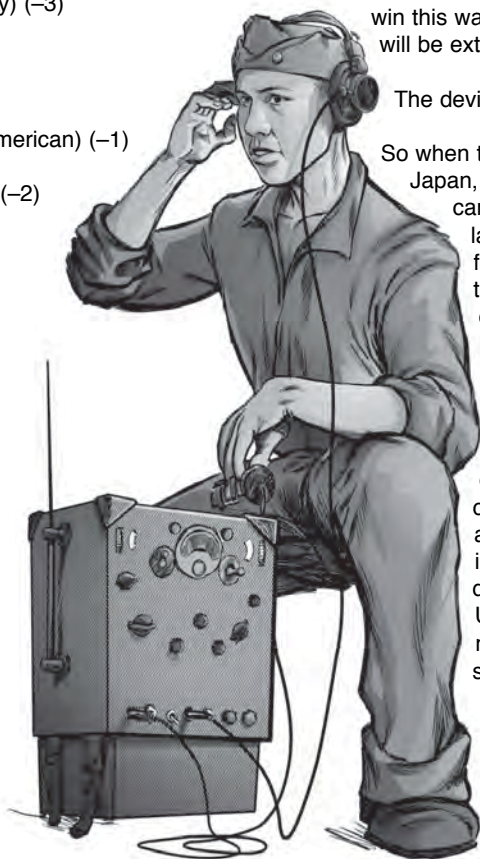
Say what you will about the marginalization of my people. It's true we were long ago driven from our lands and herded onto the poorest scraps of property the government could scrape up. It's true that many of us live in squalor and are viewed as lesser people by the whites who now rule North America. But times change, and so does the world. If the Japanese and Germans win this war, my people will not be marginalized; we will be exterminated.

The devil you know, as the whites say.

So when the U.S. government declared war on Japan, I volunteered for service. When they came up with a scheme to use the Navajo language as part of an unbreakable code for communications in the Pacific, I volunteered. My skill with radio equipment and cryptography—a lifelong hobby—put me in the front running, and I was assigned to one of the first units of Code Talkers. I am proud to say that the Japanese have never broken our code, and that it was the Code Talkers who first verified the existence of the walking dead. As secure communications become more important after the Rise, we now accompany units into the field, where I have served with distinction. I am Navajo, but I serve the United States with the language of its native peoples, an irony that I hope is not someday lost on the citizens.

Quote

Tsi-di-da-an-ne ne-tay-yah ay be nihe hozeen Washindon be Akalh Bi-kosi-la.
 ("[we are] True and loyal to our duty, we are known by that, United States Marines.")



Expatriate German Scientist Survivor

Str 2 **Dex** 3 **Con** 3
Int 5 **Per** 4 **Wil** 3
Lps 30
Eps 29
Spd 12
Essence 20
Trauma Threshold 10

Qualities/Drawbacks

Accute Senses (Sight) (2)
 Contacts (Academia) (3)
 Delusions (Delusions of Grandeur) (-2)
 Emotional Problems (Obsessive Compulsive) (-1)
 Fast Reaction Time (2)
 Honorable (-2)
 Minority(German amongst Allies) (-2)
 Multiple Identities (2)
 Nerves of Steel (3)
 Obligation (Allies) (-2)
 Recurring Nightmares (-1)
 Resistance (Shell Shock) (1)
 Situational Awareness (2)

Skills

Bureaucracy 2
 Dodge 2
 Driving (Car) 2
 Engineer (Biological) 3
 - Eugenics Specialization 5
 First Aid 2
 Guns (Handguns) 2
 Instruction 1
 Language (English) 2
 Language (Yiddish) 3
 Medicine (*) 2
 Myth and Legend (Torah) 2
 Myth and Legend (Kabbalah) 2
 Notice 2
 Occult Knowledge (*) 1
 Research/Investigation 2
 Sciences (Biology) 4
 Sciences (Chemistry) 4
 Writing (Academic) 3

Gear

Luger, field notebook and pen, medical kit, small microscope, chemistry kit, canteen

Personality

Prior to the use of the Domsday Incantaion I found myself working as a renowned Eugenics research scientist at the Frederick William University in Berlin. As a Jew I was justifiably outraged when approached by Josef Mengele to assist him in his work for the Nazi Party. However, when Himmler came calling with an offer to safeguard my family from the camps, I had no choice but to join the Thule Society on thier operation to recover the Buch der Töten.



When, in a dropped decoded cypher I found outside of Himmlers office, I discovered that my family had actually been sent to the camps and that Himmler never intended for me to live past his use for me, I managed to arrange via the French Resistance my escape to the Allies...with all of the secrets I could carry.

I have witnessed and committed many atrocities during my work with the Thule Society, much of it against my own people. I only hope that by helping the Allies develop counter measures to the work of the Thule society, I can somehow make amends for the deeds I have done...and maybe bring an end to these accursed nightmares that haunt my sleep every night.

Quote

"Achtung! It is as though the gates of Sheol have been torn asunder, and in no small part it is my fault! Let us see if we can rectify that, and redeem our souls, yes?"

Submitted by Michael Vogel

Captain Derrick Smith

Survivor

Str 3* Dex 3 Con 5*

Int 3 Per 4 Will 4

LPS 54

EPS 41

Spd 16

Essence 22

Trauma Threshold 11

Qualities/Drawbacks

Captain Patriot (4)

Clown (-1)

Cool Under Fire (1)

Cruelty 1*

Fast Reaction Time (2)

The Gift (5)

Hard to Kill (4)

Honorable (-2)

Situation Awareness (2)

Obligation (Serve allies) (-3)

Violent tendencies -2

Skills

Brawling 3

Demolitions 2

Drive (Motorcycles) 2

First Aid 2

Guns (rifle) 2

Guns (Sub Machinegun) 3

Guns (Handgun) 3

Hand Weapon (Knife) 3

Intimidate 2

Military Tactics 1

Parachuting 2

Stealth 2^

Aspects

Climbing ^

Damage Resistant*

Environmental adaptation (Urban) 10

Life Sense^

Need to feed: Daily, Blood*

Regeneration (1LP per turn) 5

Gear

canteen and cup with cover, dog tags, first aid packet and pouch, folding shovel, trench knife, M-1 rifle with bayonet and ammo, Thompson machinegun

Personality

My family wanted me to go to college, but having no real goal in life I drifted around getting in trouble. When the war started I enlisted and discovered both a purpose and a talent for destroying things.

I have always been a smart ass and a cynic. My experience is that when you help others it comes back to bite you. Unfortunately I don't take my own advice. I volunteered for jump school because a friend did not want to go alone. The next thing that happens I end up in a glider thrown at France. When the dead began to rise I thought just one more thing to cause trouble.

One day some brass came by for volunteers to escort a truck. You would think I would learn but I agreed. We had not gone far when we were attacked. The Krauts blew us up, yet somehow I survived. Of course, considering the side effects I'm not sure that's a good thing.

Now I get to "volunteer" for all sorts of missions. Oh well at least when it all goes FUBAR I'm hard to kill.

Quote

"I only gamble with other people's lives."
"Don't worry No good deed goes unpunished."

Submitted by Derrick Smith



Sergeant Taylor Dunn

Survivor

Str 3 Dex 4 Con 4

Int 4 Per 3 Will 4

Lps 49

Eps 33

Spd 14

Essence 20

Trauma Threshold 28

Qualities/Drawbacks

Adversary (Captain Patriots) (-3)

Addiction (Heavy Smoker - Cigars) (-2)

Fast Reaction Time (2)

Hard to Kill (4)

Honorable (-1)

Military Rank (Sergeant) (3)

Nerves of Steel (3)

Obligation (Major; Finish the Mission) (-2)

Reckless (-2)

Resistance (Fatigue) (1)

Resistance (Shell Shock) (1)

Situational Awareness (2)

Skills

Bureaucracy 3

Brawling 2

Dodge 4

First Aid 3

Guns (Handgun) 3

Guns (Launcher) 2

Guns (Machinegun) 4

Handweapon (Knife) 2

Military Tactics 3

Notice 3

Occult Knowledge (Patriot Program) 2

Stealth 2

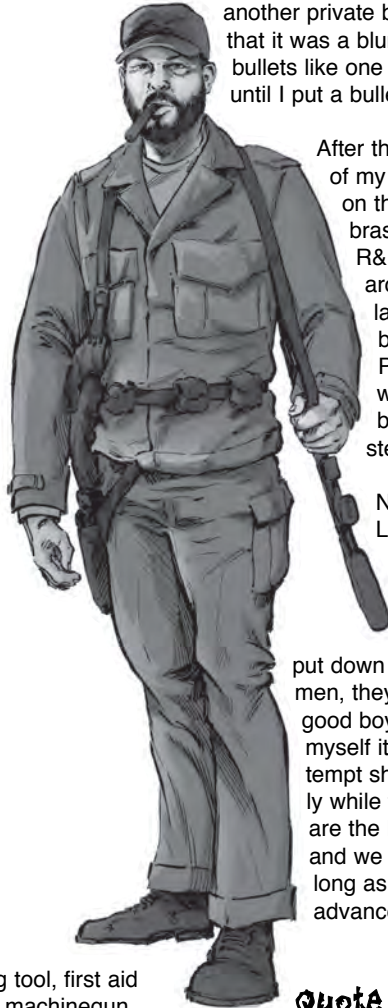
Running (Dash) 2

Gear

.45 caliber handgun, dog tags, entrenching tool, first aid kit, mess kit, rations, rucksack, Thompson machinegun, trench knife

Personality

I'm just a man, a man put in charge of monsters. No one told me that they had put a monster in my squad. The squad just thought that he was some kinda golden boy, that was until he went nuts and wiped out most of the squad. He chewed half way through the neck of another private before we opened fire on him, after that it was a blur of death. The golden boy took bullets like one of those Nazi creatures, right up until I put a bullet between his eyes and ended it.



After that mess they pulled what was left of my squad back and they briefed me on the Patriot Program, just like the brass, don't tell a guy he is marching R&D's newest ticking time bomb around with his squad until it's too late. At one point I felt bad for the boys who came out of the Patriot Program, but the more time I spend with them, the more I realize that boys go into the Program and monsters come out.

Now I run a special squad the Laughing Knives and it's full of those Captain Patriot freaks. A few of my squad are still human and they know the drill, if one of the Patriots turn they are to be put down without hesitation. They aren't men, they're tools and I won't lose another good boy to one of those things. I tell myself it's important not to let the contempt show, bad for squad unity, especially while there are still Nazis. Our orders are the long odds, cannot fail missions and we don't, nothing is left undone, as long as the war demands it, we will advance the frontline.

Quote

"I lead a squad of monsters, but when we're knee deep in Nazi horrors, I'm glad I have Hell on my side too."

Submitted by Jeffrey Mallon

Salvador Cazarez

SURVIVOR

Personality

Joined the war to better his standing in life, reach important status to others. Been in the Armed Forces for 2 years.

Turned back on traditional ways to be more "American".

Joined in 1943 and worked in a factory that made bombers, sent to fight in '45.

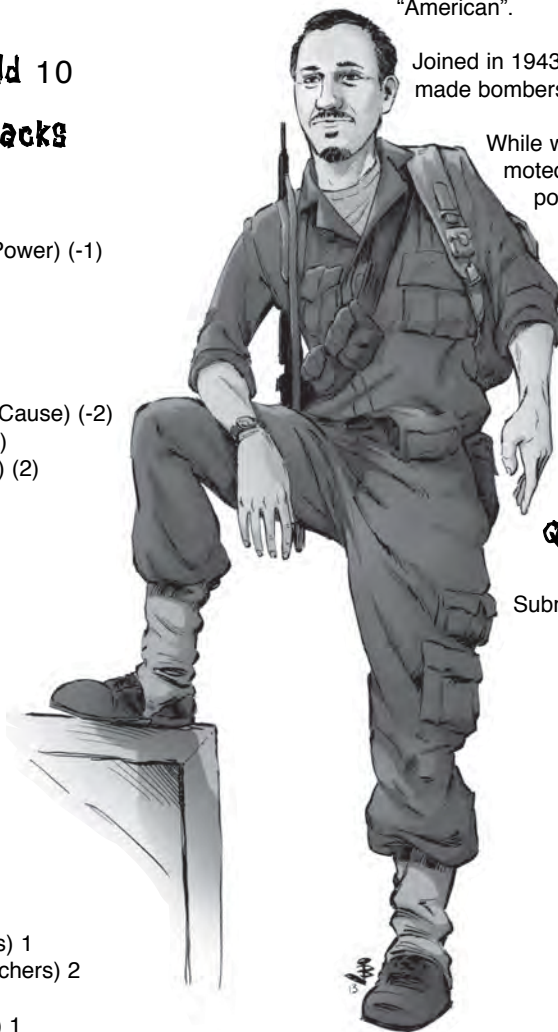
While working in the factory was promoted to line supervisor and was very popular.

Before joining was a musician/actor in local shows, also Field Laborer.

Was in fights for looking un-American (Mexican), additional reason for joining the Armed Forces. Feels the need to prove his Patriotism to others.

Quote

Submitted by Salvador Cazarez



Str 4 **Dex** 5 **Con** 3

Int 2 **Per** 3 **Wil** 3

Lps 44

Eps 32

Spd 14

Essence 32

Trauma Threshold 10

Qualities/Drawbacks

- Acute Sight (2)
- Attractiveness (3)
- Charisma (2)
- Covetous (Ambition for Power) (-1)
- Cruel (-1)
- Hard to Kill (2)
- Honorable (-2)
- Natural Sniper (1)
- Nerves of Steel (3)
- Obligation (Major; Allied Cause) (-2)
- Photographic Memory (2)
- Resistance (Shell Shock) (2)
- Showoff (-2)
- Tireless (3)

Skills

- Acrobatics 3
- Acting 2
- Brawling 3
- Bureaucracy 2
- Climbing 1
- Demolitions 2
- Disguise 2
- Dodge 2
- Driving (Cars) 1
- First Aid 2
- Guns (Hand Guns) 2
- Guns (Rifles) 4
- Guns (Submachine Guns) 1
- Guns (Mortars and Launchers) 2
- Notice 3
- Piloting (Propeller Plane) 1
- Play Instrument (Tenor Sax) 2
- Stealth 2

Gear

.45 caliber handgun, dog tags, first aid kit, mess kit, rations, rucksack, Thompson machinegun, trench knife

Civilian Militia

Survivor

Str 3 **Dex** 3 **Con** 4

Int 4 **Per** 4 **Wil** 2

Lps 34

Eps 33

Spd 14

Essence 20

Trauma Threshold 9

Qualities/Drawbacks

Obligation (1) (Defense of the Motherland)

Cool Under Fire (1)

Reckless (-2)

Addiction (-2) (Heavy Drinking)

Cruel (-1)

Nerves of Steel (3)

Contacts (3) (Militia)

Contacts (2) (Soldiers)

Contacts (2) (Locals)

Skills

Brawling (2)

First Aid (1)

Guns (Rifle) (3)

Guns (Hand Guns) (2)

Guns (Sub Machine Gun) (1)

Haggling (2)

Hand Weapon (Knife) (3)

Streetwise (2)

Scavenging (2)

Dodge (2)

Military Tactics (1)

Gear

Mosin-Nagant, 5 Spare Clips,
Matches, Winter coat, Knife,
Vodka

Personality

I was born and raised here in Leningrad, my parents were part of the riots in 1917 that lead to the overthrow of the Czar. This city is steeped in the history of the motherland, and is a vital industrial power house for the war effort. That is why we're here, the army needs able bodied men to help keep the Germans at bay.

The city lays in ruin, and the people are starving and sick. Given the state of the city, when I first heard rumors about cannibals, I wasn't surprised. There had been reports of it before, and guards were posted at all the major cemeteries. But there were rumors of Germans eating our troops, sometimes even alive. I refused to believe it. But we kept hearing stories about monsters, living corpses that ate the flesh of men.

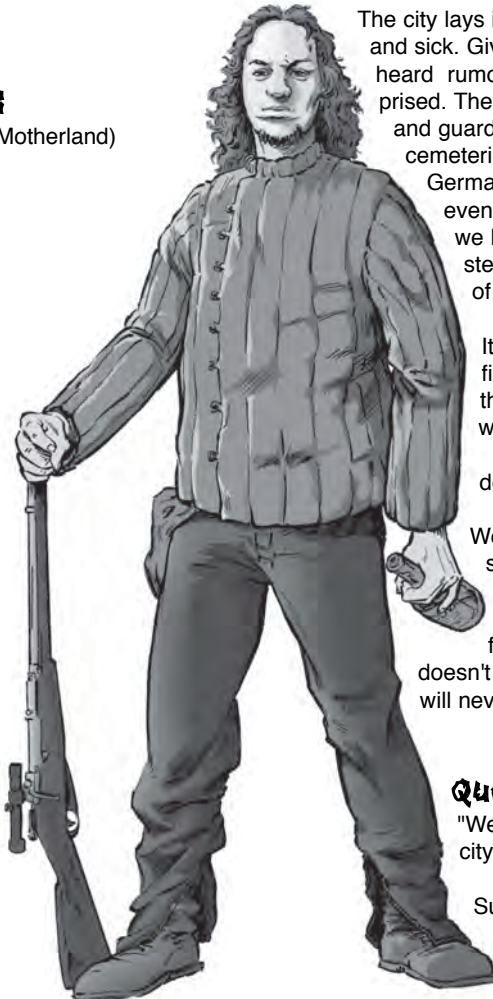
It was a couple of weeks ago that I first saw them. At first we thought they were just more Germans, so we opened fire. But then they got back up! Every time we shot them down they got back up!

We did the only thing that made sense, we ran. We aren't real soldiers, we were barely trained and given rifles, what did they expect from us. I am not proud of it, but it doesn't matter now, monsters or not, they will never take the Motherland!

Quote

"We can't let these beasts into the city!"

Submitted by Nicholas Wood



Index

Equipment and Weapons of WWII 34-42
Environmental Rules 79
Expanded Aerial Combat 58
Mass Combat: The Battle System 69
Miracles 33-34
 Blessed Bullets 33
 Divine Mist 33
 Ray of Heaven 33
 Sense Legion 33
 Sword of Fire 34
Miniatures and Tactical Combat 78
Naval Combat 62
Naval Vessels 49-51
Qualities and Drawbacks 26-31
 Captain Patriot 26
 Combat Medic/Chaplain Status 27
 Cool Under Fire 27
 Emotional Problems: Violent Tendencies 27
 Fatigue-Prone 28
 Hotdog (Type) 28
 Military Rank 28
 Natural Sniper 30
 Obligation 30
 Resistance (Shell Shock) 30
 Slow Reaction Time 30
 Unfocused 31
Shell Shock and Combat Fatigue 55
Skills 24-25
 Bureaucracy 24
 Guns (Type) 24
 Military Tactics 25
 Navigation (Type) 25
 Parachuting 25
 Seamanship 25
 System Operations (Type) 25
Trauma Threshold 56
Vehicles of World War II 42-48
Zombie Aspects 31-32
 Environmental Adaptation 31
 Flying Death 31
 Gun Zombie 31
 Natural Armor 32
 Venom 32

Tables and Charts

Advanced Shell Shock Symptoms 57
Basic Shell Shock Symptoms 57
Catastrophic Failure Table 67
Comparative Military Ranks (World War II) 29
Effects of Extreme Cold 81
Effects of Extreme Heat 82
Explosive Area of Effect Table 39
Explosive Damage Table 39
Explosive Weapons Table 38
Military Phonetic Alphabet 71
Naval Combat and Piloting Modifiers 63
New Firearms Table 35
Plane Damage Table 61
Toughness Failure Table 66