

# ZOMBIE SMACKDOWN!



An Extreme Wrestling Sourcebook  
**All Flesh Must Be Eaten**

# ZOMBIE SMACKDOWN!





EDEN STUDIOS PRESENTS A SHY/VASILAKOS PRODUCTION

# All Flesh Must Be Eaten™

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# ZOMBIES

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# CHAPTER ONE





LET THE BODIES  
HIT THE FLOOR



## Identify the Problem

The crowd erupted into a frenzied cheer as Marauder reached out and took hold of the bottom rope. The ref quickly ordered Crusher to release his submission hold and started the count when he didn't. Annoyed, Crusher threw down Marauder's legs and rolled out of the ring over toward the announcers' table. Ripping the timekeeper out of his seat Crusher then folded up the now unoccupied steel chair. Holding it with one hand, he slid back into the ring unnoticed by the ref. Marauder had finally risen to his feet when he noticed Crusher preparing to deal the "Crushing Blow" with the chair. Marauder quickly ducked, causing the chair to bounce off the top rope and strike back on its wielder. Seizing the opportunity, Marauder rose and gave a stern kick to Crusher's midsection. As he doubled over from the force of the kick, Marauder quickly hooked both of Crusher's arms behind his back, lifted him off his feet, and fell back, driving Crusher's face into the steel chair, now lying on the mat. A sickening crunch echoed throughout the arena, followed by the roar of the crowd.

The cheers were so overwhelming it caused the TV speakers in Shane McBrannon's office to crackle with distortion. A quick click of the mute button silenced them, but he could still hear the rumble reverberating through the walls. A disgusted look filled McBrannon's face as he sat unblinking at the events unfolding on the screen. A loud knock came from the office door, but the disgruntled owner sat unmoving, watching Marauder climb to the top rope preparing his finisher. Not even the crash and flying debris of what once used to be an office door could persuade the owner to release his eyes from the TV.

Without even turning to look at the intruder McBrannon let out a long sigh and shook his head.

"Who the hell does the Commissioner think he is, holding a last minute, Number One Contender match so close to the pay-per-view? I have a good mind to send you and some of the boys to pay him a visit," McBrannon said.

"I'm not one of your little lackeys, so don't think for one second you're going to treat me like one," spat back the towering figure standing in the doorway.

"Just because you're holding the belt doesn't put you above me, remember that," said McBrannon. He shook his head again as Marauder went for the 3-count in the ring. "Speaking of lackeys, you finished making arrangements for tomorrow's events, correct?" There was no answer from the figure in the doorway.

Though the TV still remained muted, the roar of the crowd echoing the count could be heard as clear as if the TV's volume was at max.

"1...2...3"

Sparks and shattered glass flew as McBrannon threw the remote at the screen. He spun around in the leather chair and rose to confront the champion face-to-face.

Although McBrannon's physique wasn't equal to the wrestlers, he kept in shape, well above the average billionaire CEO. Destroyer, on the other hand, was your typical monster of a wrestler. He stood at six feet eight inches tall, weighed in at close to 300 pounds, and refused to give up the ghost even when he was stabbed, shot, poisoned, bludgeoned, and thrown into a river to drown. He wasn't well-liked, and his mere presence caused fear in the hearts of the living.



McBrannon, unaffected by Destroyer's monstrous physique or his grave stench, moved out from behind his desk and marched purposely towards the wrestler until they stood nose-to-chest.

"Dammit Destroyer, this is no time to screw around. Did you get the arrangements made or not?" McBrannon was visibly angry now, his nostrils flaring.

"I've still got a few people to talk to, but..."

"No, no, NO!" McBrannon shouted. He stabbed his index finger into Destroyer's sternum to emphasize each word. "Do you think this is some kind of joke? Do you think I give orders just to have them carried out at your leisure? I guess you don't realize the effect a loss to Marauder will have on your career."

Destroyer slapped the owner's finger away and glared down at him, his own nostrils flaring in anger.

"You don't tell Destroyer what to do. Nobody tells Destroyer what to do. Only Destroyer tells Destroyer what to do. And even then I only do what I feel like doing." He rolled his eyes about the room, trying to make sense of what he had just said. He gave up and continued. "What a loss to Marauder would do to my career is the least of my concerns. There isn't a chance in hell he'll be able to defeat me. He won't even come close."

Finished, Destroyer turned to leave. McBrannon's vise-like grip stopped him. He looked down at McBrannon's hand then back up to his face.

"History has a tendency to repeat itself," McBrannon said, "and I'd hate to see my pet project lose his championship belt. I'd really hate to see all my time and effort bringing your worm-infested ass back from the great beyond wasted, just to have you wind up back in oblivion a short time later." McBrannon released his grasp on Destroyer's arm. He walked over to a nearby mirror and straightened his tie.

"I suggest you go talk to the few people you still have to talk to, but make sure it gets done. I have some slight changes to tomorrow's events I need to announce," he said, dusting off imagined lint on his lapel. "You can go now."

## Develop a Course of Action

Backstage, the cheers of the crowd mingled with the cheers of the other wrestlers congratulating Marauder on his victory over Crusher. It had been a long, hard road to the championship bout for Marauder. But all the pain and suffering seemed a distant memory as he looked into the faces of the other wrestlers celebrating alongside him. Things had finally started to turn around for him.

The Federation had been going through hard times. Ticket sales had dropped steadily because of the bad economy around the world. In response, McBrannon constantly raised the bar to levels that even threatened the wrestler's health. A few 'mishaps' had already led to the untimely demise of some of the wrestlers. This caused controversy surrounding the wrestler's safety, but it didn't come close to what happened next. Some of the 'unfortunate' wrestlers didn't stay in their eternal sleep for long before they stepped back into the ring.

Zombies in the ring caused it's own controversy, but with controversy came ratings, and with ratings came money. In the end, money was all that mattered. It bent the rules to allow zombies to wrestle openly, creating a whole new era in the sports entertainment industry—good, honest-to-God body throwing, spine-shattering, neck-breaking wrestling.

In a short time the zombies ruled the ring. Their immunity to pain and bodily harm matched with their unearthly speed and strength made for an unmatched fighting machine. But all that was about to change because there was a new contender in line for the gold. Marauder.



# All Flesh Must Be Eaten™



A champagne cork flew across the dressing room and nearly missed putting someone's eye out. Marauder and the rest of the living raised their glasses to toast when disaster struck—McBrannon's music thundered throughout the arena. Wrestler's faces, full of joy and celebration, turned to hate and disgust.

In the arena, cheers turned to boos as McBrannon appeared at the top of the ramp at the end of the stadium. He looked out over the crowd for a moment before striding down the ramp. A familiar chant rose from the crowd as he made his way towards the ring, but he paid it no heed. By the time he reached the ring it grew to a deafening level.

"ASS-hole... ASS-hole... ASS-hole... ASS-hole..."

McBrannon stood in the center of the ring for what seemed like hours, glaring at the heckling audience. With a half-smile breaking out on the side of his face, McBrannon raised a microphone to challenge the crowd's chant.

"It gives me great pleasure to announce the main event for the Doomsday pay-per-view. This weekend, Destroyer will defend his championship belt against Marauder." The mere mention of Marauder's name sent the crowd into a cheering frenzy.

"Marauder... Marauder... Marauder... Marauder..."

With the smirk still visible on McBrannon's face, he raised the microphone again to speak. "And since the commissioner thought it was such a good idea to change the number one contender at the last minute, I thought I'd make a few changes myself."

A few scattered boos broke out, but the majority of the audience waited in silence for the owner to speak. They hung on his every word.

"I thought to myself 'what would make the main event at Doomsday more entertaining and memorable for all you viewers out there' and it suddenly hit me," McBrannon paused for



# All Flesh Must Be Eaten™

effect, his eyes skimming over the crowd. The silence was intense, as though he were about to announce the winning lotto numbers.

"Tomorrow's main event will be a Cell Match!"

The crowd reacted just as he'd expected, a mixture of boos and cheers. But the overall feeling visible throughout the crowd was one of disgust and disappointment.

Seizing the moment, McBrannon continued, "a life-or-death, Cell from Hell match!"

The crowd's reaction nearly blew the roof off. An explosion of bloodthirsty cheers erupted throughout the stadium. A montage began playing on the 3-story tall screen at the end of the arena.

The footage was of the only Cell from Hell match held in the Federation's history. It had taken place nearly four-and-a-half years ago between Punisher, the first zombie to ever wrestle, and Mick "The Mutilator" Mason, the only wrestler to ever take the championship belt away from a zombie.

The Cell from Hell got its name for a reason. A 25-foot wide, 30-foot tall, reinforced steel cage encompassed the ring. Inside the cage, the ring's ropes were wrapped with German razor wire. A deadly assortment of weapons—two-by-fours wrapped in barbed wire, baseball bats pierced by nails, plates of glass, and more—filled the gap between the ring's edge and the cage. The screen showed Punisher standing on the top turnbuckle holding Mason in a blatant chokehold. With one hand Punisher picked up the 287-pound Mason like he was a feather and slammed him into the steel cage.

The scene cut away to Punisher holding The Mutilator over his head, spinning round and round. With a savage yell, he tossed his opponent high into the air. The camera switched to an overhead view, showing a layer of thumb-tacks covering the ring's floor. The video-clip

ran in slow motion as Mason fell towards the canvas, everyone in the audience deathly silent as they witnessed his fall. The footage paused before the bed of tacks broke his fall, and McBrannon raised the microphone to speak once more.

"Marauder, I know you're still back there, and if you're half as smart as these fools out here think you are then you'll listen carefully to what I have to say. You had better prepare yourself for tomorrow's main event. You had better prepare yourself for the battle of your life or else this might be a preview of what's to come." Finishing, the owner pointed towards the screen and the video resumed in real-time speed. Mason's body made a sickening crunch as he struck the mat. His body bounced slightly upon impact and twisted as his cartilage tried to readjust his bones back into their normal position. Then, the footage froze, leaving Mason's tack-riddled body sprawled on the screen.

## Making Arrangements

The backstage area was silent. The celebrating had come to an abrupt halt. Whispers began to spread throughout the room. Everyone watched Marauder, wondering what, if anything, he was going to do. A smile slowly broke across his face.

"I can feel everyone looking at me all worried," he boomed. "Have no fear fellas. So what if McBrannon wants it to be a death match. That's fine by me. It doesn't matter what kind of match that spineless coward wants to make it 'cause come tomorrow night there'll be a new owner of the championship belt. Just have faith guys. I didn't come all this way just to back down from the biggest challenge of my career."

Marauder looked around the room. He moved to the center and opened his arms as if waiting for a massive group hug.

"This is my life. You all are my life and without any of this I am nothing."



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A few cheers broke out amongst the other wrestlers, but there was still a feeling of unease throughout the room. Suddenly, an unfamiliar voice cut through the seemingly distant cheers.

"Easier said than done. You have forgotten to take one very important element into consideration. How do you plan on killing a man who is already dead?"

Marauder scanned the room trying to locate the source of the voice. Unable to locate the figure, Marauder asked, "What do you mean how am I going to kill him? Is this some kind of joke?" Marauder continued to scan the room but the unknown figure didn't respond to his question. Marauder continued, "Well, I haven't had a long time to think about the best way to kill the rat bastard but how's this? I'll start by pile-driving him onto the steel steps and break his neck. Then I'll search under the ring for a blunt object and bash his brains in. How's that for starters?"

Marauder finished, and a hardy laugh began to echo throughout the room. In the back sat a figure old enough to be Marauder's grandfather. It was none other than "Crazy" Charlie, one of the oldest wrestlers still in the business.

"Well, I think someone has been watching one-to-many zombie flicks. Didn't your mama teach you anything Marauder? Especially don't believe everything you see on TV." Charlie rose from the chair, his bones letting loose a chorus of grinds and creaks noticeable to everyone around him.

"Crazy" Charlie had seen all there was to see throughout his countless years of wrestling. If anyone knew how to put a corpse back into hell where it belonged, Charlie was the man. He half limped, half walked toward Marauder, stopping just a few feet from the youngster. Charlie eyed him for a good minute or so before speaking, "I believe you'd make a good champ. You certainly have the physique and a charisma about you that seems to drive the crowd crazy.

But listen to me when I say this. If you get in that ring tomorrow without the proper knowledge of your opponent you'll be committing suicide."

Marauder walked up to Charlie and placed his hand on the legendary wrestler's shoulder. "Then help me out Charlie. We're all fighting for the same thing here. To get back wrestling and all of it's glory from the hoard of the zombie wrestlers. You can teach me what I need to know and together we can change everything back to the way it was before."

Marauder looked into Charlie's face with a glimmer of hope when the ancient wrestler shook Marauder's arm from his shoulder.

"Are you insane? What makes you think I have any clue on how to bring one of those walkin' worm-farms down? I might be an old fool kid, but I ain't no crazy old fool. There ain't no one who's ever taken one of 'em zombies down. You're on your own here, junior." Charlie creaked back over to his chair and picked up his few belongings. He was halfway out the door when he suddenly stopped dead in his tracks.

"Actually, come to think of it there is one man that might be able to help you—if he's still alive."

A silence filled the room as everyone waited in anticipation for Charlie to speak.

"Well," Marauder said growing impatient, "I don't have all the time in the world here Charlie. Who might be able to help me?"

Charlie slowly turned around to face the crowd of wrestlers. A smirk revealed the few teeth still remaining in Charlie's mouth.

"He might be hard to track down. He hasn't wrestled for quite some time now."

Pausing yet again, Charlie looked about the room with that same half-grin on his face.

"Who, dammit, who?" Marauder demanded.



Charlie's arm slowly rose as he pointed toward the frozen image on the TV screen. A look of confusion appeared on everyone's face when they looked to what Charlie was pointing at—the horrid visage of Mason's broken body lying on a bed of tacks.

## Set the Plan in Motion

Marauder leaped back as the dog-sized rat snapped at his legs, nearly taking off a good portion of his calf. A swift kick and a few whacks from a nearby lead pipe convinced the rat to find a less aggressive meal and Marauder continued on. From this and the sewer-smelling halls with crust-covered windows Marauder could only think of one thing. This was no place to rejuvenate the mind of the mentally insane.

Marauder's conversation with 'Crazy' Charlie actually accomplished something. Even though Mick 'The Mutilator' Mason actually won the Cell from Hell match, and put Punisher back in his grave, permanently retiring the zombie wrestler had a much bigger impact on Mason's career than he anticipated. Marauder and the others always assumed Mason retired somewhere—his body too badly injured for him to stay in the ring. Charlie knew the truth. McBrannon hadn't taken too kindly to the man who killed off his undead protégé. In retaliation he had Mason committed to a mental facility, never to return.

What Charlie didn't know was how Mason finished off Punisher. And the videotape of the match did show the end of the match—it had been conveniently erased. So Marauder had to seek out Mason himself.

Finding the facility wasn't too difficult for Marauder and even getting in was pretty simple. Most of the orderlies knew him by sight, and gladly let him look through their list of patients in exchange for a few autographs. Unfortunately, Marauder found no record of a patient by the name of Mick Mason.

With the papers missing there was no telling if Mason was a patient here or not. On his way out of the building, a disturbed looking janitor stopped him and tried handing him a note. At first Marauder didn't take it, but the man became more and more persistent until finally Marauder snatched the note and continued walking toward the exit.

The note contained some cryptic directions to a room somewhere in the lower levels of the building. Marauder turned to confront the janitor about the note but he wasn't anywhere to be found; he'd passed his note and ducked down a hallway. Realizing that time wasn't on his side, Marauder quickly made his way to the stairs and renewed his search for Mason.

"The damned note didn't mention anything about man eating rats down here," Marauder mumbled as he continued down the corridor. Reaching a T-junction, he read the last line of the note.

"Take a right, go down the stairs, and through the door. Listen for the music."

"Listen for the music?" Marauder repeated. Bewildered but unafraid Marauder continued as per the note's instructions. He took a right at the junction and preceded down a set of steel-grated stairs that hadn't seen use in a long, long time. At the bottom of the stairs stood a steel door adorned with a large locking mechanism and no viewing slot. Above the door a heavily weathered sign could barely been seen. It read 'Boiler Room.'

Marauder slowly turned the antique key left in the lock and carefully pulled open the huge door. Just as the note said, a distant music wafted across the dimly lit room—a haunting piano piece. After his eyes adjusted to the dim light all he could see was the vast dripping pipes and the large gas heaters they were attached to. Marauder cautiously walked into the room trying to avoid the steaming pipes.



The slow, melodic music kept a steady rhythm, but Marauder could tell that it wasn't a recording. Someone had to be playing it, but for how long Marauder thought. The narrow steel path abruptly widened out to reveal a vast open area littered with maggot eaten furniture, still decaying rat corpses, a small makeshift stove, and several large book shelves filled with ancient looking texts. A small, child-sized piano sat next to what appeared to be a bed. It was then Marauder realized the music had stopped playing.

"A visitor I see but does the visitor see me?" an unknown voice rang out from the surrounding darkness of the confined room.

"Who—who's there?" asked Marauder, with a slight hint of fear. He turned in circles looking for whomever it was who was down here with him.

A shallow laugh broke the silence. "You are a guest in my domain so why don't you give me your name?" The words were a whisper but yet they seemed so loud.

"You can call me Marauder. I'm here looking for Mick Mason. Do you know where I can find him?"

"Mason's a name long since gone, but his stench remains as the days are long."

Marauder stood in silence for some time trying to make sense of what he'd just heard.

"Are you Mason or do you know where I could find him?"

"I know nothing of what you speak or furthermore of whom you seek." Methodical laughter ensued.

Marauder was quickly growing tired of these word games, but kept his calm. He carefully responded, "I seek his aid in an important matter. I need his help in killing a zombie."

The laughter stopped. Marauder heard footsteps skittering around the room, but he still

couldn't see the figure. Marauder's heart nearly jumped out of his chest as the piano started playing a medieval tune behind him. He wheeled around to face the piano, not completely sure of what he might find.

A large, burly figure sat cross-legged, hunched over the child's toy. A sickly looking leather mask covered a good portion of the figure's face. Only his right eye and several locks of greasy-knotted hair were visible in the gloomy room. Slowly the figure looked up at Marauder, his uncovered eye shining with an unearthly glow.

"Kill a zombie he's done before but kill a zombie he'll do no more," said the figure as he turned his attention back to his piano.

"Do you always talk in riddles?" spat Marauder, as he slowly inched his way closer to the sitting figure.

The man, noticing Marauder's movement, quickly jumped up from the floor and bolted toward the darkness. He only got a few feet before Marauder was on top of him. Marauder grabbed his wrist, but before he could deliver a blow or even pull on his wrist, the figure collapsed on the floor writhing in pain.

"Oww it hurts, it hurts... Please, Mick means you no harm. Please. Mick is sorry, so sorry. Please it hurts," screamed Mick as he lay on the ground at Marauder's feet. Marauder only tightened his grip and repositioned himself behind Mason to get better leverage on his hold.

"You just need to answer a few questions for me Mick," said Marauder in his best calming voice, "After you do that I'll let you go free."

"No, it hurts. Please, please, please let Mick go. I'll be good. I'll be nice. No more rhymes, I promise. Please. The pain is too much. Please. It hurts. It hurts!" Mason tried breaking himself free of Marauder's grip. But he held onto Mason's wrist and prevented him from moving much.



"Then answer my questions now! How did you kill Punisher?" said Marauder in his best stern yet demanding voice.

"Okay, okay I'll tell. They told me not to tell but I'll tell. Please don't hurt Mick anymore. Mick has a weak heart. Mick can't take shock very well." Mason moved his free hand to rest across his chest to emphasize his 'bad heart.'

"Wait a second. Who told you not to tell me about Punisher?" Marauder said as he tightened his grip around Mason's wrist, cutting off the circulation to his hand. Leaning down, Marauder whispered into Mason's ear, "Was it McBrannon?"

"The dead man," answered Mason, wiggling around in a seizure-like state. "The big dead man told Mick not to give up any secrets or Mick would get destroyed. Yeah, that was his name. Destroyed. But Mick didn't like him. Mick told Destroyed he'd tell no secrets so that Destroyed would leave Mick alone. Destroyed smelled really bad too. Gave Mick a headache." Finally Mason stopped struggling against Marauder's hold and went completely limp. Slowly, he raised his head and whispered, "let Mick go and he'll tell you how to kill Destroyed."

A smile formed on Marauder's face. He finally had the upper hand and come tomorrow at Doomsday, Destroyer was going to pay—with his unlfe.

## Execute the Plan

The time was finally at hand. The Doomsday pay-per-view event was going off without a hitch. It broke attendance records and reached new TV ratings peaks. Up in his presidential booth, Shane McBrannon sat untouchable. He watched all of his hard work and planning executed to a perfection even his father would be proud off. And now it was time for his masterpiece.





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The crowd erupted as the Cell from Hell positioned above the ring began lowering towards the arena floor. The intermission music playing between matches abruptly cut off as Marauder's intro music blared through the speaker system. The deafening roar of the crowd even drowned out the ring announcer's voice. Marauder walked down the ramp pointing to a sea of signs, some depicting him as the next champion, some enlarged drawings of his mask, and some repeating his catch phrases. His walk slowed to a stop as he approached the lowered cage. He slowly walked around the Cell, looking it up and down, studying every inch of the monstrous contraption.

Marauder's music suddenly stopped, and the entire stadium was shrouded in a surreal silence. The silence grew more intense as the auditorium lights cut off, leaving everything in darkness. A lone crash and a flash of pyrotechnics caused everyone to jump. The light from the pyrotechnics briefly illuminated the dark only to quickly return it to utter blackness. A second crash with a larger pyrotechnic display shortly followed the first.

A barrage of explosions ensued, followed by various destructive sounds as the house lights came on and Destroyer's intro music blared through the speakers. The music, if one could call it that, reached such a crescendo it drowned out the crowd's boos and catcalls. Lights flickered and cameras flashed as Destroyer appeared at the top of the steel ramp.

With a menacing roar Destroyer charged down the ramp toward his waiting opponent. Marauder, accepting the challenge, charged up the ramp to meet Destroyer half way. The two met with a clash of fists. The competitors each exchanged punch after punch, trying to outlast the other. Destroyer already had a height advantage and being further up the ramp greatly increased the weight of his blows. Marauder started to lag behind his opponent, until Destroyer landed unanswered blows. Marauder

began to falter down the ramp, while Destroyer continued his barrage of punches.

Once at the bottom Destroyer stopped his attack, and cranked back for a heart punch and released. Even though Marauder was the less experienced of the two he still had wits about him. Faking a daze, Marauder easily avoided the punch and ducked behind Destroyer, and began his own onslaught of hits. Destroyer, completely unaffected by the punches, grabbed Marauder's arm in mid-punch and whipped him into the steel cage. Destroyer then delivered a devastating clothesline as Marauder bounced off the cage.

As Marauder lie on the floor writhing in pain Destroyer arrogantly placed his foot on top of Marauder's chest and raised his arms in victory. The crowd boomed and shouted obscenities. Destroyer then pulled Marauder up from the mat and delivered a huge open-hand chop that could be heard throughout the arena. Marauder fell to his knees holding his chest in pain. Destroyer picked Marauder up again and delivered another open-handed chop, and another, and another.

Destroyer raised his arms again in victory as Marauder lie curled in a fetal position on the ground. Destroyer reached down and grabbed a hold of Marauder's mask and raised him to his feet. Destroyer slowly dragged the helpless Marauder inside the Cell and rolled him into the ring. He then turned and bolted the cage's door so there was nowhere for Marauder to run. Turning back to face his opponent Destroyer met with a baseball slide that knocked him back against the cage. Marauder quickly jumped to his feet and stood in the center of the ring. He seemed to still have some fight left in him..

Destroyer's sickly looking grin turned into a vicious snarl as he glared up at his opponent. He quickly slid into the ring and was met by a volley of stomps and kicks from Marauder before he managed to fight to his feet. Destroyer tried to punch his way back into control, but



Marauder grabbed his arm and whipped him against the razor-wired ropes. Patches of rotting flesh and clothes were torn from Destroyer's body as he sprang against the ropes. Marauder then leveled him with a spinning clothesline that left Destroyer dazed and lying on the ground. Wasting no time, Marauder picked Destroyer up and tied up with him. Marauder easily put Destroyer into a front face lock, hooked Destroyer's tights and lifted him up into the air. The roar of the crowd energized Marauder as never before, as he jumped and fell backwards, driving Destroyer's head into the mat.

Marauder quickly rolled Destroyer over and went for the cover. A few seconds passed before he remembered that this was a life-or-death match. Those few seconds gave Destroyer enough time to break his daze and toss Marauder off of him. They both recovered and got to their feet at the same time, and began to exchange punches again. Marauder knew he'd likely lose the exchange again and grabbed Destroyer's arm in mid-punch and attempted another whip. But Destroyer reversed it and sent Marauder into the razor wire.

Unlike Destroyer, he let out a horrific scream as the wire tore at his skin. His screams were cut short as Destroyer landed a big boot on the whipped Marauder. This signaled the beginning of the end for Marauder as Destroyer continued the assault. Destroyer picked up Marauder and bent him down, hooked both of his arms then lifted Marauder up so he was upside down. Kneeling down, he dropped Marauder on his head. Destroyer picked his prey up again and with a fluid motion whipped him into the ropes a second time. As Marauder sprang back Destroyer ran with him and tossed him over the top rope and out of the ring.

Marauder first crashed into the steel cage then fell with a sickly thud onto the mat surrounding the ring. Destroyer strutted over to the center of the ring and posed for the crowd. Their hateful reaction only prolonged his taunt-

ing until his sickly fetish was somehow fulfilled. Destroyer then rolled out of the ring and pulled what looked like a white pillowcase from under the ring. He tossed the sack into the ring, then walked over to the unmoving Marauder.

Destroyer picked Marauder up and rolled him into the ring like an oversized sack of potatoes. He dashed under the ropes and pulled Marauder to his feet, then whipped him into the corner. Marauder slammed into the post and crumpled to the mat. Destroyer then strode over to Marauder, picked him up, and sat him on the top rope preparing a superplex. He climbed onto the second rope, applied a front face lock and tossed Marauder's closest arm over his shoulders. But right before he delivered the superplex, Destroyer stopped.

He mugged for the cameras, looking around the auditorium with the same sickly grin from before slowly spreading on his face. He unexpectedly released Marauder from the headlock and stepped down to the mat. He walked over to the pillowcase, picked it up, and dumped the contents onto the mat. A bloodthirsty roar erupted from the crowd—thousands and thousands of thumbtacks spilled out.

Destroyer spread the tacks over Marauder's intended landing spot. Satisfied, Destroyer walked confidently over to Marauder to execute the superplex. Again he climbed onto the second rope, applied a front face lock and tossed Marauder's arm over his shoulders. Marauder didn't budge. He locked his legs under the top rope and despite the razor wire digging into his calves, he held on strong.

Destroyer was confused and tried again to pull Marauder off the ropes—just what Marauder was waiting for. As Destroyer pulled Marauder kicked at one of his legs, knocking it off the second rope. This caused Destroyer to release his hold in order to stabilize himself. When Destroyer let go, Marauder locked his legs again and leaned forward with all his remaining



strength pushing Destroyer off the ropes and causing him to fall onto the pile of tacks.

The crowd erupted again as Destroyer rolled onto his stomach with a look of sheer disbelief on his face. He quickly pushed himself to his feet, but Marauder was one step ahead of him. He jumped from the top rope, landing a powerful missile kick to Destroyer's head and upper torso. Destroyer fell onto the tacks again, this time completely out of sync with reality. 'Finally,' Marauder thought to himself, 'I have the upper hand.'

Quickly rising to his feet and rolling out of the ring, he produced his own item of destruction from under the ring—a steel chair. He slid back into the ring just as Destroyer regained his thoughts. Destroyer kicked out with his big boots, as Marauder got to his feet. Still wielding the chair, Marauder spun around with all of his might and connected with Destroyer's skull. The hit caused Destroyer to stumble back a few paces. As he fell to one knee the look on his face described his thoughts perfectly—he was losing.

Destroyer rose again only to taste the cold steel again, and again, and again. Finally he limped toward Marauder in a final attempt to regain ground, but it was too late. Marauder lined up Destroyer directly in front of him, raised the chair high above his head, and brought it down with crushing accuracy. The chair snapped in half. Destroyer stood, slack-jawed, for a few seconds before falling flat on his back, completely unconscious from the blow.

The crowd shot out of their seats and began cheering and chanting.

"Marauder... Marauder... Marauder... Marauder..."

But the fight wasn't over yet.

Marauder knew the still-unconscious Destroyer could come back from his fatal injuries. That was the point of wrestling zombies. He knew the time he had to act was limit-

ed. He rolled out of the ring and searched for a bag he'd left underneath the night before.

Finding what he was looking for, Marauder hastily scrambled under the lower rope and back into the ring. He knelt next to Destroyer, forced open his dislocated jaw and stuffed handful after handful of crackers down his throat. That completed, he reached into the bag and pulled out a canteen, and poured the contents over Destroyer. Had the crowd not been so loud, they would have heard Marauder muttering under his breath.

The cheering sputtered, and began to die out, as fans wondered what this new move of Marauders could be. Little did they know Marauder was following the instructions given to him by Mason the previous night. But one other man in the stadium knew what was going on, and he stood at the top of the ramp—Shane McBrannon.

"Stop!"

Beneath his mask Marauder smiled, and rose to his feet pulling Destroyer up with him. He applied a standing head scissors and grabbed Destroyer around his midsection. McBrannon ran down the ramp yelling and flailing his arms at Marauder. But Marauder paid him no heed. He inverted Destroyer over the broken steel chair.

McBrannon skidded to a stop halfway down the ramp. He wanted to pull his hair out, beating his fists against his head as Marauder fell backwards, sitting down and dropping Destroyer head first onto the steel chair.

Even McBrannon turned away at the sound of the sickening crunch and splintering bone.

Marauder quickly dropped Destroyer's limp body and climbed back to his feet. Destroyer didn't move, and a few seconds later the ref quickly unbolted the cell and rushed over to check the body. The ref called for the bell and raised Marauder's arm into the air. He'd won.



A tidal wave of cheers broke against the stadium's walls as the ref handed the championship belt to Marauder. He raised it high above his head and walked over to each corner of the ring displaying it to the crowd. Slowly, an uneasy feeling shook him to the core. He heard something beneath the cheering, but couldn't make it out. He looked toward the ramp and finally made out the sound, and it's origin.

McBrannon bellowed out a laugh so horrid that it soon rivaled the crowd's cheers. Marauder and the crowd were confused by his reaction. McBrannon pulled a microphone from his jacket pocket.

"Let me be the first to congratulate you on your new championship belt. It will be the shortest championship reign wrestling has ever witnessed," McBrannon snickered as he began walking backwards up the entrance ramp.

"I want to introduce to you and everybody here a dear old friend of mine. A few of you old-timers out there might remember," He paused to revel at his own masterpiece unknown to everyone else.

"Mick 'The Mutilator' Mason," McBrannon pointed up toward the top of the ramp, and out from behind the curtains came Mason. The two walked toward each other, laughing loudly, and shook each other's hands. They both turned to face the ring, their arms draped across the each others' shoulders.

Marauder stood in a daze until he heard behind him a sound like a wet rag slopping against a concrete floor. As he turned his jaw dropped. Destroyer slowly rose from the mat, his neck broken, his head cocked to one side. With a sound as sickening as when it was first broken, Destroyer's neck snapped back into place and he spat out the rest of the wafers lodged in his throat.

"Didn't you know I was on a diet?" Destroyer asked, a lopsided grin on his face.

"I believe you have something that belongs to me."

Marauder looked towards his only means of escape, the cell door, now being wrapped tightly with a piece of chain and locked in place. A bell rang out one more time, signaling the restart of the match. Marauder couldn't believe what was happening.

Destroyer walked across the pile of tacks, completely unfazed by the hundreds of pricks and stabs, his decaying breath curling about Marauder's face. With a speed unmatched by most, Marauder unexpectedly lunged forward and smashed the championship belt across Destroyer's face. He stumbled back and fell to one knee, a look of sheer amazement combined with an imprint of the company logo filled his face.

Although he'd been tricked into a winless battle against the greatest foe wrestling had ever seen, Marauder was only thinking one thing—Destroyer won't get this belt back without a fight.





## Introduction

Welcome to the squared circle...

Professional wrestling has been around for probably longer than most of us reading this book can remember. Its heyday can be pointed to in a variety of decades. The tough, “real” wrestling of the 50s and 60s, the birth of modern wrestling in the 70s, the cartoonish, larger-than-life wrestling of the 80s, the new “attitude” of the 90s, and so on into the new millennium.

Regardless of the era in which we grew up, one thing has remained constant: the eternal fight between good and evil. Wrestling is the mythology of the modern age. Wrestlers like “The Nature Boy,” Ric Flair, and “Stone Cold” Steve Austin follow the same monomyth as Heracles and Siegfried. These are the Titanic struggles between Good and Evil, for the very soul of wrestling. The heroes in this modern myth progress from simple ring initiates to full-blown Gods of the Ring. But the path is not a simple one.

Wrestlers face grueling preparation, endless trials and quests, descent into the unknown, and at the very least, an uncertain future. Good wrestlers are often led astray by Evil managers, who lure their prospects down the path of cheating and villainy. In contrast, some Evil wrestlers eventually see the light, come to their senses, and turn to fight against Evil manager and wrestler alike.

*Zombie Smackdown!* brings this epic struggle to new levels by adding a touch of bloodcurdling horror to the mix. Now, when a wrestler fights for his life, he really *is* fighting for his life. And what better evil force to pit against heroes than those who have cheated death itself—zombies. So grab your steel chair, sit back, watch out for headshots, and enjoy the ride.

## Chapter Summary

**Chapter One: Let the Bodies Hit the Floor** is what you’re reading now jabroni.

**Chapter Two: Rules of the Ring** introduces a couple of new archetypes, a plethora of new combat moves specifically for the wrestling arena, some new advantages and disadvantages, rules on using Essence to change the course of the action, and new zombie aspects.

**Chapter Three: Babes & Barbed Wire** introduces the wild world of American style wrestling, with all of its thrills, chills, and extreme action.

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**Chapter Four: Legendary Masked Men** looks at the men behind the *luchador* legends in Mexico. It's high-flying, pulse-pounding action at its best.

**Chapter Five: Land of the Undead Rising Sun** examines the mysterious world of Japanese wrestling or *puroresu*. Find out more about this unmatched style of wrestling skill and precision.

**Chapter Six: And in this Very Ring** gives four short, new Deadworlds to throw at your players. They are all general, so characters from any of the four included Deadworlds can be mixed and matched in them.

## How to Use *Zombie Smackdown!*

To understand and fully use *Zombie Smackdown!* you must first understand professional wrestling. Professional wrestling has as many layers as the skin of the recent dead. The Zombie Master can choose to run the game in any number of ways. Some examples include:

**Old School:** Originally wrestling was the sport of the masses much like boxing. There weren't the showmen and "entertainers" of today. Wrestlers went out and wrestled... sometimes for hours in a single match. In this kind of game the match is more grounded with lots of holds and strikes. The Promo skill is less used. Heat can be gained as normal, but the Zombie Master may want to throw out some of the ways to gain Heat (like Cheap Pop) as they don't really fit the setting.

**Rock-n-Wrestling:** The 80s saw the rise of larger-than-life wrestlers who were akin to superheroes. Playing a game in this manner means promos are key with wrestlers who have colorful identities and garish costumes. Usually the wrestler's images are actually more important than their skills in the ring. They gain most of their Heat through promos and hitting signature moves. Zombie Masters should make this setting exciting with a frenetic pace to the action and hugely over the top angles.

**Attitude:** The 90s ushered in the era of attitude. Wrestling took a look at itself and told the world, "this is who we are and what we do, if you don't like us screw you." The garish costumes of the 80s were dropped in favor of wrestlers with an edge.

Characters started taking more risks as "extreme" wrestling became more mainstream. Wrestlers in this setting are more "realistic," relying on their skills in the ring to do a lot of the talking for them. Those who become superstars, however, are able to combine excellent ring work with killer promos. On the mike they take no flack and give as good as they get.

Any of the Deadworlds herein can be run as any of these three examples, although some are a better fit than others. For example, Chapter Three is best fit for the Attitude example. Chapter Four is definitely an Old School setting, while Chapter Five and its superheroic masked wrestlers work well with Rock-n-Wrestling.

## Conventions

### 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 just use





the value 12. Some notations cannot provide a set number because their 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

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. In an effort to "split the difference," this book uses male designations for even chapters, and female designations for odd chapters.

## Measurements

This book primarily uses U.S. measurements (feet, yards, miles, pounds, etc.). Metric system equivalents appear in parentheses. In the interests of ease of use, the conversions are rounded relatively arbitrarily. For example, miles are multiplied by 1.5 to get kilometers (instead of 1.094 yards), 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

There are a lot of professional books, documentaries, and videos available these days, but the best material you can find about wrestling is watching the programs themselves. Keep your eyes peeled for shows like *Monday Night Raw* and *Smackdown!* for the best in sports entertainment, or check your TV listings because local independent wrestling organizations sometimes have late (real late) night shows.

If all else fails, hit the Internet. There are more professional wrestling Web sites than you can shake a flaming, barbed wire two by four at. Some of the best are:

[www.1wrestling.com](http://www.1wrestling.com)

[www.prowrestling.com](http://www.prowrestling.com)

[www.411wrestling.com](http://www.411wrestling.com)

# All Flesh Must Be Eaten™

## About the Authors

Mark “Obi-Wan Jabroni” Barnabo continues his struggle to master the mixed metaphor. He still believes Flair is going to hit that top rope move one of these days. Heaven help him.

Bryant Durrell grew up in a bleak world, with no wrestling to calm his troubled soul. Even when he found American pro wrestling, there was something missing. Then, in a mystical vision trance, he saw a man in a dragon mask executing a Death Valley Driver—and he became—Puroresu Bryant, mocking low workrate wherever it might be found!

Derek “Gudeberg” Guder wasted away the late nights and early mornings of his college years with random cable wrestling scattered amidst the anime that ruined his mind. Wandering around Boston, he continues to deny any relation to “Derek Gruder”.

Fred “Big 100D” Jandt grew up watching legendary wrestlers such as Jerry Blackwell and Rock-n-Roll Buck Zümhoff in the wilds of Wisconsin. He still longs for those classic wrestling tales of yore.

Justin “The Animal” Mohareb hails from deepest, darkest Canada, where he cut his teeth on a maple syrup tap.

Steven “The Snake” Walmsley spent his early years listening to historical wrestling matches on a scrambled TV screen. Not much was to be seen in the deserts of Arizona.





# CHAPTER TWO







# RULES OF THE RING



## Identify the Problem

“Kennedy has gone two far this time,” Hector yelled as he punched the locker in front of him, nearly ripping it from its hinges.

“You want to bring in new guys to hot shot the ratings? Fine! You want to give these guys a huge push as heels? Fine! You even want to put them over some of the older stars to cement their status? Fine! But to force us into a match at Wrestlecade with these freaks with no reason behind it, no build up, and no hope of us winning? Screw that!”

“There ain’t much we can do you know,” sighed Achilles. The gargantuan wrestler patterned after the hero of Troy collapsed on the bench next to his tag team partner.

“I know. That’s the worst part. They’re making a killing at the box office.”

“Literally,” Achilles replied as he laid his head back against the locker.

Business hadn’t been good for Historic Championship Wrestling for a while now. Unlike other wrestling federations that made their money with gaudy larger-than-life characters or “extreme” matches bordering on pit fights, the HCW had tried to give the people matches they always wanted, matches to determine who was the greatest fighter in all of history.

Taking some of history’s greatest warriors such as Genghis Khan, Attila the Hun, Hector of Troy, the Invincible Achilles, Alexander the Great, Lancelot the Brave, and even more modern fighters such as Billy the Kid and Geronimo, the HCW pitted legendary heroes and villains in classic matches designed to entertain and educate.

Admittedly, the “educate” part was a minor aspect of the plan, but it helped to bring in some money from the schools and kept the powers that be off their backs more than the other wrestling feds.

Business had been brisk at first. They paid great attention to making the costumes as close to actual replicas as possible, and the writing was top notch. Besides, everyone wanted to see who would actually be crowned the greatest

warrior of all time. After the first year or so, business dropped drastically. TV ratings plummeted as the fickle fans turned to the latest craze, infomercials, and house show attendance soon followed. The pay-per-views were a light at the end of the tunnel, but even they dimmed after Alexander was crowned. No one was interested in seeing who would challenge him for the throne after he became champ.

That is until the owner and booker of Historic Championship Wrestling, Stephen Kennedy, had decided to shake things up.

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“Yeah, what a shake up,” Atlas thought as he spit blood while crouching in the ring’s corner.

“Damn him for bringing these guys in,” he muttered, stumbling to his feet.

Across the ring stood four of the strangest wrestlers to ever grace the HCW ring. Kennedy’s pride and joy, his new stable, the Four Horsemen of the Apocalypse.

“Stable. Heh,” chuckled Atlas as he staggered to his feet.



The tallest of the FHOA was War, nearly seven feet tall and weighing well over 250 pounds. He was a mass of muscle with skin died the color of blood for effect. Next to War stood Famine, a scrawny misshapen thing. Famine with his long, stringy black hair and black circles painted around his eyes was nearly six feet tall, but if he weighed 100 pounds he was lucky. Crouched next to Famine was Pestilence. Pestilence was a sickening sight. His body was covered with fake (evidently) open sores oozing blood and other viscous fluids. None of the wrestlers talked to Pestilence and only the FHOA's leader had ever been seen touching him outside of a match. The leader of the Four Horsemen of the Apocalypse was none other than Death himself. Death was a perfect specimen, 6'2" and 210 pounds of solid muscle, his face had been painted to resemble a skull, but one look into those cold gray eyes would have told you who he was if they didn't stop your heart first.

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And here they were at Wrestlecade, the Four Horsemen of the Apocalypse pitted against Homer's Heroes: Hector, Achilles, Atlas, and Odysseus. The problem was, Homer's Heroes couldn't hurt the Horsemen... at all.

Atlas turned to the two other men in his corner, his face a crimson mask of blood, "I can't figure it out. These guys just won't go down. I've tried every trick in the book!"

"Hell, we've even thrown the book out," panted Achilles, "but these guys take anything. Did you see that chair shot I leveled War with? I split his head wide open and all he did was taste the blood and smile. That shot should have at least knocked him off his feet if not out cold."

"And I don't trust Death," Odysseus thought out loud. "He's up to something."

Death hadn't actually gotten in the match. He stood on the apron and let the other three members of the FHOA take out their opponents. Right now that meant Famine was laying into Hector.

Hector grabbed his emaciated opponent and with a massive Irish Whip launched him across the ropes and into a throttling clothesline. While the move knocked Famine from his feet, he tipped up before Hector could turn around, and took him down with an inverted face buster.

While his foe had quickly gotten to his feet, Hector languished on the mat, stunned by having the back of his head slammed into it. Famine was in no hurry to pin Hector. He sauntered to his corner and tagged War back in.

War picked Hector up to his feet, spat in his face, and threw him into the opponent's corner, waiting for someone else to tag in.

"What are we going to do?" asked Atlas.

"Achilles get in there, I've got a plan," said Odysseus.

"Uh yeah, right, thanks," Achilles replied as he stepped between the ropes.

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While War was manhandling Achilles, Odysseus dropped off the apron and snuck around the side of the ring, careful to not be seen by the other members of the FHOA.

He knew Death was up to something, so he planned to see if he could shake things up a bit by blindsiding the feared leader while his attention was focused on the match.

Just as War had Achilles above his head, ready to smash him to the mat with a crushing power-slam, Odysseus struck Death square in the back with a steel chair. Death convulsed from the blow and fell off the apron, landing right in front



# All Flesh Must Be Eaten™



of Odysseus, who leveled him with another chair shot, this time to the head.

Death went down, twitching before slowly rising up on his elbows. Odysseus expected that, but had never figured the effect this would have on the action in the ring. The rest of the Horsemen seemed to be linked to Death somehow. The first chair shot dropped all of them to their knees, and the second had sent them all reeling.

Sensing his opportunity, Achilles threw War across his shoulder and charged into the corner, devastating him with the Greek Spear. That got him a close two count before War was able to kick out.

“You caught me unawares foolish mortal, but my men and I are not so easily tricked a second time,” Death uttered to Odysseus with a grim smile, as he wiped the blood from his mouth with the back of his hand.

Odysseus looked to see Famine and Pestilence staring him down while War laid the boots to Achilles in the corner.

“Well, at least we know their weak spot,” Odysseus thought as he backed from the three menacing wrestlers, steel chair waving them away.

# introduction

So you think you have what it takes to lace up the boots and climb through the ropes just because you been watching TV and wrestling with your buddies in the backyard? Think again jabroni...

Despite what most people seem to think, professional wrestling is a sport, and one that requires considerable training before a person is allowed to actually wrestle in front of an audience.

So here we are going to take your character back to basics and rebuild him from ground up. Starting off we're going to give you a glossary of some wrestling terms and present a new Character Type, then we are going to offer a slew of new Qualities, Drawbacks, and skills. If you can handle all that rookie, we'll let you know about Heat and how to lay the smack down in the ring with it.

## Kayfabe

Like just about any other activity, wrestling has a language all its own, known as kayfabe. In the past, kayfabe was used to ensure that the secrets of wrestling were not exposed to the general public. In these days of "sports entertainment," kayfabe is not so much of a mystery. For the viewing public, below is a sampling of some of the more common words and phrases wrestlers use so that you may add a bit more wrestling flavor to your game.

**Angle:** A storyline a wrestler is involved in. Angles almost always revolve around a disagreement between a Face and a Heel that must be solved in the ring. Angles may be short-lived and end after a single match, or be long running ones that continue over the course of several matches. Truly memorable feuds have lasted several years or more.

**Baby Face:** The hero. Baby Faces are Faces who have become so popular they are the lead heroes in charge of the stable of good guys in the wrestling federation.

**Booker:** The person in charge of planning the matches. It's the booker's responsibility to decide

what the matches are for each event, including who is in each match, what type of match it will be, and how matches are supposed to end.

**Bump:** Any sort of hit or fall. Some bumps are more hazardous than others, especially those that involve a wrestler landing outside of the ring. Bumps are not restricted to wrestlers. Anyone, including managers, valets, and even refs can suffer bumps. A ref can be bumped just by one wrestler accidentally running into him, which can dramatically change the course of a match.

**Busted Open:** When a wrestler is cut open and bleeds he is said to be busted open. Normally this occurs after a chair or some other foreign object has hit him.

**Crimson Mask:** When a wrestler's forehead has been busted open and the blood has flowed down over his face, he is said to be wearing a crimson mask.

**Event:** A wrestling show. All wrestling events are performed before a live audience, however some of them (House Shows) may not be taped for television broadcast like others (Televised Events). The most anticipated events are only available via pay-per-view.



**Face:** The good guy. Faces are the ones the fans love to cheer and root for.

**Finishing Move:** A devastating move a wrestler has mastered to the point of using it to fell all but the strongest of opponents. All wrestlers have distinct names for their finishers.

**Foreign Object:** Anything brought into the ring that isn't supposed to be there. This includes any and all weapons.

**Heat:** The audience's thrill and rush felt during a match as exhibited by their cheers and boos. Wrestlers feed off of Heat and can use it to help them in a match.

**Heel:** The bad guy. Heels are underhanded, sneaky, and almost always cowardly. They don't care about the fans and love to hear them boo.

**Jobber:** A wrestler who consistently loses no matter what he tries to do. Most Jobbers are set up by bookers in matches against up and coming stars to make the stars look better by beating the Jobber up.

**Manager:** A person in charge of guiding a wrestler and helping them out in their matches. Managers are most often found in the corners of Heels and are most useful in distracting referees and handing the wrestler a foreign object.

**Mega Heel:** The ultimate bad guy. The Mega Heel dominates all of the other Heels and uses them as flunkies in his bid for power and prestige. Mega Heels use every trick in the book to get the win. Winning is everything to them and nothing will stop them from achieving their goals.

**No Contest:** A draw.

**Pop:** The cheers of a crowd. The bigger the pop, the more Heat it generates.

**Promotion:** A wrestling company is known as a promotion. Some are much larger than others and can actually incorporate numerous other promotions that have failed and sold their assets to the remaining company.

**Run In:** When a wrestler or wrestlers run into an ongoing match and attack one or more of the participants. Run-ins are illegal and will immediately result in the disqualification of the participant not being

attacked or a no contest if both participants are being attacked. That is, if the ref is aware of a person making a run in.

**Screw-Job:** A match that ends without a decisive winner. Most screw-jobs are the result of run ins.

**Shoot:** A legitimate match where the participants are actually trying to hurt each other. In shoot matches, all damage comes off of a character's Life Points.

**Signature Move:** One of a wrestler's core moves. Often wrestlers give their variant of a particular move a name that befits their character.

**Sports Entertainment:** The current wrestling landscape admits that the results of matches are predetermined, possibly even weeks and months in advance. It's been decided that putting on a good, entertaining match is worth more to the fans than real sporting contests. Although the wrestlers are still athletic competitors, they now put more effort into performing than to competing. This has come to be called "sports entertainment."

**Squared-Circle:** The ring.

**Stable:** A group of wrestlers banded together for a common goal. This could be a group of Heels who have decided they can get away with more by banding together or a group of Faces who have joined with each other to stop them. A Baby Face or Mega Heel leads most stables.

**Strap:** The title belt given to champions. The number of champions in any federation is up to the Zombie Master.

**Tweener:** A wrestler who is neither a Face nor a Heel. Tweeners have a harder time getting Heat than established Faces or Heels.

**Valet:** A female companion that accompanies a wrestler to the ring. Valets can be little more than window dressing or they may be valuable parts of a wrestler's repertoire, performing in much the same way as a manager.

## New Character Type

By this point, any jabroni knows that you have to start off character creation by picking a Character Type to play. If you don't know what one of those are, go back to school and reread pages 27-28 in the *All Flesh Must Be Eaten* rulebook.

In the *AFMBE* rules, there are three Character Types to choose from: Norms, Survivors, and Inspired. You want to play one of them, fine, but a few things first. Norms are the Bookers, announcers, Managers, Valets, other ring crew, and fans that are present at an event. Survivors are the security and some guys who know a little about wrestling, just enough to hit someone over the head with a chair, but not able to actually pull off a move and otherwise are not actual wrestlers. To be a wrestler you have to take the Professional Wrestler Character Type. As for Inspired, no one said there weren't weird folks hanging around a wrestling event somewhere.

In *Zombie Smackdown!* we have one new Character Type for you to use: Professional Wrestler. Professional wrestlers are individuals who have trained to learn the moves of wrestling much like a martial artist learns the moves of his particular style. They have also been trained to feed off the crowds to refuel their energy and to use the cheers and boos to pull off some damn impressive stunts.

One last thing. This being a book on zombies and all, we didn't think it would be right unless the Zombie Master had the option and the tools to let players be zombie wrestlers if everyone (that includes the players and the Zombie Master) is in agreement. Zombies get all the regular training and benefits of being a wrestler, but they also have some special tricks all their own.

### Professional Wrestler

*"You want to come out into my ring and hit me from behind with a chair? You think I'm scared of you son? I've been ruling this ring since before you knew how to tie your shoes, let alone lace up a pair of boots. The next time we meet in this ring, I'm going take this here chair and wrap it around that sorry melon you call a head."*

*"Do yourself a favor son and don't show up."*





Professional wrestlers have sacrificed blood, sweat, and tears to live the dream and become one of the few able to perform in the squared-circle. We aren't talking about washed-up jocks that figure wrestling would be a good thing to do now that their career is over. Professional wrestlers bust their asses for years to master skills they need in the ring to not only pull off a good match, but to entertain a crowd while doing it.

This isn't a job for them, more like a shot at living the dream of becoming something they watched when they were kids and wanted to be ever since. They worked hard to get where they are, and aren't about to sacrifice it for anyone.

Professional wrestlers are on par with Survivors in that they are tougher than your average Norm. When in front of a crowd (no matter how small), they can also use a special kind of Essence known as Heat in much the same way as an Inspired uses Essence to power Miracles.

A wrestler can be as varied or focused with his skills as he wants. Some wrestlers only know five moves, but are damn good at them. Others have hundreds of moves at their disposal.

All wrestlers begin with a certain amount of Metaphysics points to purchase moves that use Heat. Choose these wisely as they could mean the difference between winning and losing a match.

Professional wrestlers have 20 points for Attributes, 10 points for Qualities (and up to 10 points for Drawbacks), 35 points for Skills and 10 points for Metaphysics. Professional wrestlers may purchase the Gift Quality, but only if they want to use their Essence to perform Miracles (otherwise it can only be used for Heat maneuvers).

## Qualities/Drawbacks

Use the following new Qualities and Drawbacks for your sports entertainment characters.

### Baby Face

#### 4-point Mental Quality

Baby Faces are the ultimate good guys. They gain Heat faster than Faces and but lose it just as quickly. A wrestler with this Quality cannot take the Face, Heel, or Mega Heel Qualities, although he can Turn and gain those. See *Turning* on page 56. A character

cannot be a Baby Face during character creation. They must first be a Face and spend the Experience Points to become a Baby Face after increasing their permanent Essence points by 1 through success in the ring.

### Cheap Shot Artist

#### 2-point Mental Quality

A wrestler with this Quality knows when and where to lay in Cheap Shots to get the best effect and still not be caught by the referee. When a Cheap Shot Artist attempts a Cheap Shot move, he first makes an opposed Willpower Test against the referee to see if he got away with the move clean. If he succeeds, he gets away with one and adds +2 to his attack roll.

### Face

#### 2-point Mental Quality

Faces are the heroes of the squared-circle. They draw upon the cheers of the fans to regain lost or spent Heat. A wrestler with this Quality cannot take the Baby Face, Heel, or Mega Heel qualities, although he can Turn and gain those. See *Turning* on page 56.

### Giant

#### 5-point Physical Quality

The wrestler is abnormally large and strong. He increases the Multiplier to all Strength-based attacks by 1.

### Green

#### 5-point Mental Drawback

The character is new to the wrestling business and not that experienced in the ring. All of his moves are performed without a Multiplier until he gets enough time to know his way around the ring (wrestles in at least 10 matches and buys off the Drawback with Experience Points).

### Heat Channeling

#### Variable Supernatural Quality

See *Heat Channeling*, page 40.

### Heel

#### 2-point Mental Quality

If someone is cheating in the ring, it is going to be the Heel. Heels revel in the boos and hisses by fans, and use the ill will to regain lost or spent Heat. A wrestler with this quality cannot take the Baby Face, Face, or Mega Heel qualities, although he can Turn and gain those. See *Turning* on page 56.

## **Highflier**

### **2-point Physical Quality**

The wrestler is naturally agile and has a good sense of equilibrium, which allows him greater control of his body while in the air. A wrestler with this Quality gains +2 to all attack rolls for his Aerial moves.

## **Hooker**

### **2-point Mental Quality**

A hooker is a wrestler who knows the anatomy of the human body in such a way as to be able to precisely add pressure to the joints to generate the maximum effect. A wrestler with this Quality gains +2 to all attack rolls for Hold moves.

## **Hoss**

### **2-point Physical Quality**

The wrestler is bigger and stronger than most. He gains +2 to all attack rolls for his Slam moves.

## **Human Suplex Machine**

### **2-point Mental Quality**

What can you say, this guy knows how to throw down with his opponent-literally. He gains +2 to all Suplex move attack rolls.

## **Intelligent Feet**

### **2-point Mental Quality**

The wrestler is as trained to make attacks with his feet as well as he does with his hands. He gains +2 to all attack rolls for Strike moves.

## **Intestinal Fortitude**

### **1- to 5-point Physical Quality**

Some wrestlers have more drive, more passion, more desire than their cohorts. They can take a licking and keep on ticking. Even after taking a beating they are able to come back from seeming defeat to thwart their foe. This Quality is bought in levels. Level 5 is the highest possible for human beings. Each level of Intestinal Fortitude adds +3 Endurance Points to the character's Pool. Additionally, each level adds a +1 bonus to Willpower Tests.

## **Jobber**

### **5-point Mental Drawback**

Someone has to do the job, and the job is laying down for your opponent. A Jobber actually gains Heat by losing. Anytime a Jobber rolls a 1 on his attack roll he gains Heat as if he rolled a 10 (see *Heat*, page 40) and vice versa. Jobbers never get near a mic, though, so

don't expect to regain Heat by cutting promos, and they don't receive Heat from performing Signature Moves.

## **Manager**

### **10-point Mental Quality**

Managers are the brains of the operation. At least they want you to think so. They are the motivators, instigators, and perpetrators of any and all business going on with their particular wrestler. Heaven help them, though, if they piss off their gravy train.

A wrestler with the Manager quality can use the Interference and Run-In Heat maneuvers for 1/4 cost, and all other Heat maneuvers at 1/2 the cost as long as the manager is conscious and can affect the match (i.e. he is at ringside). The player and Zombie Master should decide who the manager is and what (if any) skills they have. (The Zombie Master may make up the manager as a separate Norm character, if he chooses.)

## **Mega Heel**

### **4-point Mental Quality**

The mastermind behind all that is evil and corrupt in the wrestling world. Mega Heels gain Heat quickly, but lose it just as fast. A wrestler with this Quality cannot take the Baby Face, Face, or Heel qualities, although he can Turn and gain those. See *Turning* on page 56. A wrestler cannot begin play as a Mega Heel; they must first be a Heel and spend the Experience Points to become a Mega Heel after increasing their permanent Essence points by 1 through success in the ring.

## **Powerhouse**

### **5-point Physical Quality**

The wrestler has worked to become stronger and more physically imposing in the ring. He gains a +4 to Strength Tests to escape from a pin. This Quality cannot be taken during character creation. It can only be purchased with Experience Points after the wrestler has won at least one championship title.

## **Ring Rust**

### **3-point Mental Drawback**

The wrestler hasn't wrestled in a while and is rusty inside the ring. All moves are at -2 until the wrestler has been in several matches and bought off the Drawback.





### **Ring Veteran** **5-point Mental Quality**

The wrestler has fought, won, and lost many battles in the squared-circle. He gains a +4 to all Intelligence Tests to escape a pin. This Quality cannot be taken during character creation. It can only be purchased with Experience Points after the wrestler has won at least one championship title.

### **Ruthless Aggression** **5-point Mental Quality**

This character does not like to lose. He puts his all into every match and will do whatever he can to win at any cost. He gains a +4 to all Dexterity Tests to escape a pin. This Quality cannot be taken during character creation. It can only be purchased with Experience Points after the wrestler has won at least one championship title.

### **Technical Expertise** **2-point Mental Quality**

The wrestler knows how to take his opponents apart piece-by-piece. He gains +2 to all attack rolls when using Driver moves.

### **Testicular Fortitude** **5-point Mental Quality**

This wrestler has the grapefruits to dig down deep and keep going after getting the hell beat out of him. He gains a +4 to all Willpower Tests to escape a pin. This Quality cannot be taken during character creation. It can only be purchased with Experience Points after the wrestler has won at least one championship title.

## **Mat Technicians**

The rules for brawling, martial arts, and acrobatics included in *Zombie Smackdown!*, while compatible with other Unisystem games (especially the martial arts in *Enter the Zombie*), were specifically designed to capture the larger-than-life feel of professional wrestling and the world of "sports entertainment." As anyone who has watched a WWE program can attest, wrestlers take and dish out a lot more punishment than someone in a "real" fight should be able to. Take this into account if you intend on using some badass ring veterans in your other games.

### **Acrobatics Skill (Special)**

Acrobatics covers the ability to flip, roll with falls, and maneuver while in the air. Acrobatics and Dexterity are used to perform moves in the Aerial class, as well as most other maneuvers. Acrobatics can also replace the Dodge skill to avoid attacks. A character purchasing the

Acrobatics skill gains one Signature Wrestling Move from the Aerial class. The move is automatically learned at the level of the Acrobatics skill and all Aerial moves inflict an extra +1 damage for each level of Acrobatics skill, added after other modifiers have been calculated.

## Brawling Skill

The Brawling skill covers just that, opening a can of whup-ass on your opponent and making him wish he wasn't in the ring with you. In a fight, Dexterity and Brawling are used for kicks, punches, drivers, and suplexes. Strength and Brawling are used for takedowns and slams. Intelligence and Brawling are used cheap shots. A character purchasing the Brawling skill gains three Signature Wrestling Moves from either of the Driver, Suplex, Slam, or Cheap Shot classes. The moves are automatically learned at the level of the Brawling skill.

## Martial Arts Skill (Special)

A person with the Martial Arts skill has been trained to use their body in a precise manner to inflict more damage upon their opponent. Inside the squared-circle this is considered having Intelligent Feet. All attacks made with Martial Arts inflict an extra +1 damage for every level of the skill (added after all other modifiers have been calculated). A character purchasing the Martial Arts skill gains two Signature Wrestling Moves from either the Strike or Hold classes. The moves are automatically learned at the level of the Martial Arts skill.

### Signature Moves

A wrestler's core group of moves is known as his signature moves. These are the holds, throws, cheap shots, and so on that the wrestler has practiced the most or is the best at executing, and he is known for them. Cast Members select their signature moves when they buy the Acrobatics, Brawling, and Martial Arts skills. The benefit of these moves is that each is automatically learned at the level of the skill.

## New Skill

*Zombie Smackdown!* introduces a new skill for your wrestling characters—Promo.

### Promo

The Promo skill covers a wrestler's ability to talk to a crowd of tens of thousands of people and get them to cheer or boo him on command. The very best wrestlers can get an entire arena to chant along as they say their personal catchphrase. The Promo skill is used to generate Heat for a wrestler and to attempt to take it away from another wrestler. See *Working the Mic* (p. 56) for more information.

## Wrestling Moves

Wrestling moves, unlike martial arts moves, do not depend so much on the teacher as they do the wrestler performing them. It is unlikely that a huge brawling wrestler will pull off a Shooting Star Press off the top rope (unlikely, but it can happen). It's also just as unlikely for an agile, smaller wrestler to be using a Chokeslam on his opponents.

For this reason, the various Wrestling Moves have been broken up into a variety of classes and are available under one of the three combat skills listed above (Brawling, Martial Arts, and Acrobatics). Each of these skills comes with a certain number of Signature Wrestling Moves that are automatically learned at the level of the skill.

### Enter the Zombie Moves

If the *Zombie Master* is interested in having wrestlers with a more martial arts bent or just adding some high-flying fu action to his wrestling ring, feel free to add in moves seen in the *Enter the Zombie* supplement for AFMBE.

A person purchasing these skills also gains 3 Move Points per skill level which can be used to purchase additional Wrestling Moves under the class(es) listed under that particular skill. Move Points gained for levels in a specific skill cannot be used for Wrestling Moves in a class under a different skill.



No Wrestling Move can be of a higher level than the skill its class falls under. Each of the skills listed are increased normally, as per the rules in *All Flesh Must Be Eaten*. Each increase in the skill increases the Signature Wrestling Moves chosen for it accordingly, and gives the character 3 more Move Points to use to increase or add Wrestling Moves to their repertoire. Otherwise, additional Wrestling Moves can be increased as normal skills; new, additional Wrestling Moves can be learned at the cost of 6 points for level 1.

For example, the Masked Marauder is a mat technician with a Brawling 3 and Martial Arts 4. He chooses Samoan Drop, Spinebuster, and DDT as his three Signature Brawling moves, each at level 3 automatically. He decides to spend all 9 of his Move Points for Brawling to get Back Drop 3, Body Slam 3, and Fisherman's Suplex 3. He chooses Sharpshooter and Punch as his two Signature Martial Arts Wrestling Moves, each at level 4. He spends his 12 Move Points for Martial Arts to purchase Kick 4, Clothesline 3, Headlock 3, and Abdominal Stretch 2. After his last match, the Marauder spent nine Experience Points to increase his Brawling to 4 and his Martial Arts to 5. His Samoan Drop, Spinebuster, and DDT all increase to 4. His Sharpshooter and Punch each increase to 5. He spends his 3 Move Points for Brawling to increase his Back Drop to 4 and purchases Back Breaker 2. He uses the 3 Move Points from Martial Arts to get Clothesline 4 and Abdominal Stretch 4.

## Wrestling Move Descriptions

What follows is a concise list of various holds, slams, strikes, and the various other maneuvers used by wrestlers in the squared circle. It is by no means exhaustive. There are as many different Wrestling Moves as there are different wrestlers. We have tried to at least provide a good base to start from.

A couple things should be taken into account if a specific Wrestling Move is missing from the list.

Many Moves have different names. The Texas Cloverleaf alone is also known as the Scorpion Deathlock, the Sharpshooter, and the Cloverleaf Leglock. Many (most) wrestlers name their Signature Moves to personalize them. If a Wrestling Move is

not listed, read through and see if it is under a different name.

There are variations on every move. The main variation on a Wrestling Move is inverted. An inverted Wrestling Move means the attacker has turned his opponent's body in the opposite direction it is normally placed in. For example, when inverted a DDT creates a Death Drop. It is the same move with the same effects, just done in a slightly different manner. It would take entirely too much space to list all of the variations on moves, so we have stuck with a core list. Feel free to use an inverted version of a Wrestling Move for a change of pace if the Zombie Master will allow it.

## Aerial Moves Acrobatics Skill

**450° Splash:** The attacker stands on the top rope facing his prone opponent. Then he leaps into the air and flips forward 450° before landing on the target. On a successful 450° Splash and Dexterity roll, the target takes the damage as listed, but both the attacker and defender must make Willpower Tests to recover from the force of the blow. Should the attacker roll a 10 on his roll, however, he automatically succeeds at the Willpower Test. On a failed attack, the attacker takes the damage listed. **Damage:** D4 (2) x Strength.

**Asai Moonsault:** With his target prone, the attacker leaps onto the middle rope and springs off backwards, flipping in the air and landing chest first on top of the defender. On a failed Asai Moonsault and Dexterity Task, the defender may make a Difficult Intelligence Test to get his knees up as the attacker lands, causing the attacker to take D4 damage instead. **Damage:** D4 (2) x Strength.

**Axe Handle:** The attacker leaps off the top rope, clasps his hands together and brings them down on his opponent's head. **Damage:** D4 (2) x Strength.

**Drop Kick:** The attacker leaps into the air and hits his opponent with both feet. **Damage:** D4 (2) x (Strength+1).

**Frog Splash:** The attacker stands on the top rope facing his prone opponent in the ring and leaps into the air, bringing his knees and arms to his chest before stretching back out and landing on the target. On a successful Frog Splash and Dexterity roll, the

target takes the damage as listed, but both the attacker and defender must make Willpower Tests to recover from the force of the blow. Should the attacker roll a 10 on his roll, however, he automatically succeeds at the Willpower Test. On a failed attack, the attacker takes the damage listed. **Damage:** D4 (2) x Strength.

**Headscissors Takeover:** The attacker crosses his legs and places them on either side of his opponent's legs (through a flip, leaping off the top rope with an additional Acrobatics and Dexterity Task, or some other method). He then twists while uncrossing his legs, flipping his opponent onto his back. **Damage:** D4 (2) x Strength.

**Hurricanrana:** The attacker (through a flip, being lifted up by his opponent, or another manner) places his legs on either side of his opponent's head, locks his ankles, and leaning backwards, flips his opponent forward onto his back. **Damage:** D4 (2) x Strength.

**Missile Drop Kick:** The attacker leaps off the top rope and comes down at an angle, connecting both feet with the defender. **Damage:** D4 (2) x (Strength+1).

**Moonsault:** The attacker stands on the top rope facing away from his prone opponent in the ring before back flipping on top of his target. On a failed Moonsault and Dexterity Task, the defender may make a Difficult Intelligence Test to get his knees up as the attacker lands, causing the attacker to take the damage listed instead. **Damage:** D4 (2) x Strength.

**Plancha:** The attacker leaps over the top rope (or off the top rope) onto his opponent outside of the ring. The defender may make a Very Difficult Strength Test to catch the attacker and take no damage from the move. Both attacker and defender must make a Willpower Test to recover from this move. **Damage:** D4 (2) x Strength.

**Senton Bomb:** The attacker leaps forwards off the top rope, flips in the air, and lands with this back on his prone opponent. **Damage:** D4 (2) x Strength.





**Shooting Star Press:** Standing on the top rope facing his prone target, the attacker leaps into the air and performs a 450° back flip before landing on his opponent. **Damage:** D4 (2) x Strength.

**Splash:** The attacker launches from the top rope and extends his arms and legs, landing on his opponent. The defender may make a Very Difficult Strength Test to catch the attacker and take no damage from the move. Alternately, this move may be performed by running across the ring and leaping on a defender who is in a corner of the ring, but on a failed Splash and Dexterity Task, the defender has moved out of the way and the attacker takes the damage instead. **Damage:** D4 (2) x Strength.

## Cheap Shots Brawling Skill

**Boot Scrape:** The attacker places the heel of his boot in his opponent's eye and twists it. **Damage:** D4 (2) x Strength.

**Choke:** The attacker cuts off the air to the defender by blocking his windpipe. The defender must make a resisted Strength Test to break free once the move is locked in, unless the attacker lets go. If the defender doesn't break free in D10 (5) x Constitution seconds they pass out. **Damage:** None.

**Low Blow:** The attacker kicks or punches the defender in the groin. The defender must make a Difficult Willpower Test or lose their next two attack actions. **Damage:** D4 (2) x Strength.

**Rake of the Face:** The attacker claws his opponent's face with his fingernails. On a successful Rake of the Face and Intelligence Task, the defender is blinded for D4 (2) turns. **Damage:** None.

**Thumb to the Eye:** The attacker sticks his thumb or other digit in the defender's eye, temporarily blinding him. On a successful Thumb to the Eye and Intelligence Task, the defender is blinded in one eye for D4 (2) turns, getting -2 to all of his rolls during that time. **Damage:** None.

## Drivers Brawling Skill

**Atomic Drop:** The wrestler picks up his opponent and drops to one knee, slamming his opponent's crotch on the upraised knee. This move can be performed with the opponent facing towards or away from the attacker. **Damage:** (D6 -1) (2) x Strength.

**Bulldog:** Grabbing the defender by the back of the head, the attacker leaps forwards and drives his opponent face first into the mat. **Damage:** (D6 -1) (2) x Strength.

**DDT:** The attacker grabs the defender and places his head under the attacker's arm before falling backwards slamming his opponent's face into the mat. **Damage:** D6 (3) x Strength.

**Death Valley Driver:** The attacker lifts his opponent across his shoulders (with a Strength Test if necessary) and then drops to the side, driving the defender's head and neck into the mat. **Damage:** D6 (3) x Strength.

**Diamond Cutter:** The attacker grabs his opponent's head and places the target's chin on his shoulder from behind. He then takes a step forward, dropping to a seated position on the mat while driving his opponent's chin into his shoulder. **Damage:** D4 (2) x Strength.

**Facebuster:** The attacker grabs his opponent's head and jumps into the air, driving his opponent's face into the mat as he lands. **Damage:** D4 (2) x Strength.

**Michinoku Driver:** The attacker places his opponent's head under his armpit and lifts him straight up into the air. Then he drops to a sitting position while slamming the back of the opponent's head and neck on the mat between his legs. **Damage:** D6 (3) x Strength.

**Neckbreaker:** Turning his opponent so that they are back to back, the attacker holds onto his target's head with defender's neck bent backwards over his shoulder. He then drives his opponent's head and neck backwards by dropping to the mat. **Damage:** D4 (2) x Strength.

**Piledriver:** The attacker holds his opponent in the air upside down with the opponent's back to his chest. He then drops to a sitting position, slamming the opponent's head into the mat between his legs. The tombstone version is performed with the opponent and attacker chest-to-chest and having the attacker dropping forward and landing on his knees with the opponent's head between his legs. If the attacker rolls a 1 on his attack roll, he slams the opponent too hard into the mat, causing the entire damage to be inflicted in Life Points instead. **Damage:** D6 (3) x Strength.

**Stunner:** The attacker must first make a successful Dexterity and Brawling Task to kick his opponent in the midsection before he can attempt this move. After he has kicked his target, the attacker wraps his arm

around his opponent's head and places the target's chin on his shoulder from behind. He then drops straight down into a sitting position, driving the target's chin into his shoulder. On a successful Stunner and Dexterity Task, the defender must make a Difficult Willpower Test or lose his next attack action. **Damage:** D4 (2) x Strength.

## Holds

### Martial Arts Skill

**Abdominal Stretch:** The attacker wraps one of his legs around his opponent's opposite one. Then he lifts his opponent's arm and puts it behind his head, stretching his opponent's midsection. With a successful opposed Strength Test, the attacker can maintain the hold and inflict his Strength in damage for that round. **Damage:** D4 (2) x Strength.

**Ankle Lock:** With his opponent on his stomach, the attacker grabs the defender's lower leg and twists the foot and holds while applying pressure. The attacker inflicts the listed damage each round unless the defender breaks free. **Damage:** D4 (2) x Strength.

**Armbar:** The attacker wraps his legs around the defender's shoulder while grabbing his opponent's wrist and pulling backwards. With a successful opposed Strength Test, the attacker can maintain the hold and inflict his Strength in damage for that round. **Damage:** D4 (2) x Strength.

**Bear Hug:** The attacker lifts his opponent up and wraps his arms around him, squeezing him tightly. With a successful opposed Strength Test, the attacker can maintain the hold and inflict his Strength in damage for that round. **Damage:** D4 (2) x Strength.

**Boston Crab:** With his opponent face down on the mat, the attacker stands over him, grabs his legs and pulls back on them while sitting down on the defender's back. With a successful opposed Strength Test, the attacker can maintain the hold and inflict his Strength in damage for that round. **Damage:** D4 (2) x Strength.

**Camel Clutch:** While his opponent is face down on the mat, the attacker sits on the small of the defender's back, locks his hands under the defender's chin and pulls back. With a successful opposed Strength Test, the attacker can maintain the hold and inflict his Strength in damage for that round. **Damage:** D4 (2) x Strength.

**Claw:** The attacker grabs his opponent's face with his hand and squeezes. **Damage:** D4 (2) x Strength.

**Crossface:** With his opponent face down on the mat, the attacker wraps his legs around one of his opponent's arms, locks his hands across the defender's face, and pulls back on his neck. With a successful opposed Strength Test, the attacker can maintain the hold and cause his Strength in damage for that round. **Damage:** D4 (2) x Strength.

**Figure Four Leglock:** When the opponent is prone on his back, the attacker bends one of the defender's legs and places it behind one of his own, but on top of the defender's other leg. Then, while grabbing the defender's straight leg, the attacker falls onto his back and crosses his free leg over the ankle of the defender's bent one, locking it into place. With a successful opposed Strength Test, the attacker can maintain the hold and cause his Strength in damage for that round. **Damage:** D4 (2) x Strength.

**Full Nelson:** The attacker puts his arms underneath his opponent's from behind and then locks his hands around the opponent's neck. **Damage:** D4 (2) x Strength.

**Headlock:** The attacker wraps his arm around the head of his opponent and pulls on his wrist, tightening the hold. With a successful opposed Strength Test, the attacker can maintain the hold and inflict his Strength in damage for that round. **Damage:** D4 (2) x Strength.

**Sleeper Hold:** The attacker wraps one arm around the opponent's neck, places his wrist in the crux of the elbow of his other arm and then grabs the defender's head with his free hand. This move cuts off blood flow to the target's brain and if the defender doesn't break free in D10 (5) x Constitution seconds, they pass out. **Damage:** D4 (2) x Strength.

**Surfboard:** With his opponent facedown on the mat, the attacker links his legs with the defender's legs, grabs the defender's arms, and rolls backwards, lifting the defender into the air and stretching him backwards by his limbs. **Damage:** D4 (2) x Strength.

**Texas Cloverleaf:** With his opponent face up on the mat, the attacker places the defender in the Figure Four Leglock, but uses his arms instead of his legs. He then rolls the defender over on his stomach and sits on his back, pulling back on his legs. With a suc-





successful opposed Strength Test, the attacker can maintain the hold and cause his Strength in damage for that round. **Damage:** D4 (2) x Strength.

### Slams Brawling Skill

(Note: Characters may have to perform Simple Strength Tests to pull off these moves.)

**Back Breaker:** The attacker lifts his opponent into the air and brings the defender's back down across his knee. **Damage:** D4 (2) x (Strength+1).

**Back Drop:** The attacker lifts flips his opponent over top of him, causing the defender to land on his back. **Damage:** D4 (2) x Strength.

**Body Slam:** The attacker grabs his opponent and slams him to the mat on his back. **Damage:** D4 (2) x Strength.

**Chokeslam:** The attacker grabs his opponent by the throat, lifts him into the air, and slams him to the mat. **Damage:** D4 (2) x Strength.

**Crucifix Powerbomb:** The attacker stands back-to-back with his opponent, lifts him into the air and slams his head and neck into the mat in front of him. **Damage:** D4 (2) x (Strength+1).

**Irish Whip:** The attacker grabs his opponent and whips him into the ring rope, turnbuckle, ring post, steel steps, or some other obstruction. **Damage:** See *Using the Ring* (p. 52).

**Power Slam:** The attacker grabs his opponent, spins, and drops to the mat, slamming the defender down in the process. **Damage:** D4 (2) x Strength.

**Powerbomb:** The attacker bends the defender forward, places his legs on either side of his head, grabs his waist and lifts him into the air, flipping him over. He then slams the defender to the mat on his back. There are numerous variations on this move, but they all cause the same damage. **Damage:** D4 (2) x Strength.

**Running Slam:** The attacker puts his opponent on his shoulder, runs forward, and slams the defender to the mat on his back. **Damage:** D4 (2) x Strength.

**Samoan Drop:** With his opponent across his shoulders, the attacker falls backwards, slamming the opponent to the mat on his back. **Damage:** D4 (2) x Strength.

**Side Slam:** The attacker grabs his opponent and holds him at his side; then he drops to the mat, slamming the defender to the mat at the same time. **Damage:** D4 (2) x Strength.

**Sidewalk Slam:** The attacker grabs his opponent across the chest with his body to the side and one of the defender's arms over his shoulder. He then lifts up his opponent and falls forward, slamming the opponent to the mat. **Damage:** D4 (2) x Strength.

**Snapmare:** With his opponent sitting on the ground, the attacker flips over top of him, pulling his head and neck forward and letting go, snapping the defender backwards and slamming his back and head into the mat. **Damage:** D4 (2) x Strength.

**Spinebuster:** The attacker grabs the defender around the waist, turns around, and slams him to the mat on his back. **Damage:** D4 (2) x Strength.

## Strikes Martial Arts Skill

**Baseball Slide:** With his opponent outside the ring, the attacker charges and slides under the ropes, striking his opponent with both feet. **Damage:** D4 (2) x Strength.

**Boot:** The attacker raises his foot and connects with his opponent's face. **Damage:** D4 (2) x (Strength+1).

**Chop:** A strike using the knife-edge of the hand, usually to the chest. **Damage:** D4 (2) x Strength.

**Clothesline:** The attacker outstretches his arm and connects with the neck or chest of his opponent by running at them. **Damage:** D4 (2) x Strength.

**Elbow:** The attacker strikes an opponent to his side or back with his raised elbow. **Damage:** D4 (2) x Strength.

**Elbow Drop:** The attacker falls on his opponent, connecting with his elbow first. **Damage:** D4 (2) x Strength.

**Enzuigiri:** The attacker jumps and strikes his opponent in the back of the head with the top of his foot. **Damage:** D4 (2) x (Strength+1).

**Guillotine Leg Drop:** The attacker performs a Leg Drop, but with the opponent's head on the edge of a surface (mat, table, and so on). **Damage:** D4 (2) x (Strength+1).

**Headbutt:** The attacker slams his head into his opponent's. Opponent must make a Difficult Willpower Test or lose his next attack action. If the attacker fails the roll, the attacker takes the damage instead. **Damage:** D4 (2) x Strength.

**High Knee:** The attacker jumps raising his knee at the same time to strike his opponent. **Damage:** D4 (2) x Strength.

**Kick:** A forward kick to the opponent's midsection. **Damage:** D4 (2) x (Strength+1).

**Kip Up:** While on his back, the attacker kicks his legs and flips to his feet. On a successful Kip Up and Dexterity Task, the attacker may make another attack at no penalty. **Damage:** None.

**Knee:** A strike to the opponent's mid-section with a raised knee. **Damage:** D4 (2) x Strength.

**Lariat:** Performed the same way as a Clothesline, but the attacker follows through with the move as he and his opponent fall to the mat. **Damage:** D4 (2) x Strength.

**Leg Drop:** The attacker lifts his leg and drops to the mat, his leg coming down across his opponent's throat. **Damage:** D4 (2) x (Strength+1).

**Punch:** A closed fist strike to the opponent's head. This is illegal in most matches. **Damage:** D4 (2) x Strength.

**Scissor Kick:** With his opponent bent at the waist, the attacker brings his leg up and back down across the back of the target's neck. **Damage:** D4 (2) x (Strength+1).

**Spear:** The attacker charges his opponent and strikes him with his shoulder. On a successful Spear and Dexterity Task the attacker and defender are both knocked to the mat. **Damage:** D4 (2) x Strength.

**Spin Kick:** The attacker jumps into the air, spins 360°, and thrusts his leg out to strike his opponent. Attacker is at -2 on all defensive actions for that turn. **Damage:** D4 (2) x (Strength+2).

**Spin Heel Kick:** The attacker spins, hooking the heel of his leg into his opponent. Again, the attacker is at -2 on all defensive actions for that turn. **Damage:** D4 (2) x (Strength+1).



**Standing SideKick:** Standing sideways, the attacker lifts his forward leg and thrusts it at his opponent. **Damage:** D4 (2) x (Strength+1).

**Super Kick:** Much like a Standing Sidekick, except the attacker takes a step towards his opponent before lifting his leg and striking. **Damage:** D4 (2) x (Strength+2).

## Suplexes

### Brawling Skill

All suplexes are performed in roughly the same manner. The attacker lifts his opponent into the air and drops him on his back and neck. The damage for all Suplexes is D4 (2) x Strength. The following are 10 of the endless variations of Suplexes.

**Belly-to-Back:** The attacker places one of his opponent's arms across the back of his neck, lifts him up and drops him on his back.

**Belly-to-Belly:** The attacker locks his arms around his opponent's waist, lifts him up, turns 180° and drops him to the mat, falling on top of him.

**Dragon:** The attacker puts the defender in a Full Nelson, and then lifts him up and falls backwards, dropping the defender on his back.

**Fisherman's:** The attacker performs a Standard Suplex, but hooks the opponent's leg with his arm when he lifts him over, pinning him to the mat. A successful Strength Test is needed to kick out of this move (the defender gets three tries before he is pinned).

**Front:** The attacker performs a Standard Suplex, but falls forward instead.

**German:** The attacker stands behind his opponent, wraps his arms around the opponent's waist, and lifts him up, dropping on his back.

**Northern Lights:** The attacker stands facing his opponent, locks his arms around the defender's waist, lifts him into the air, and drops him on his back. The attacker doesn't let go, but instead lifts his back into the air (forming a bridge), pinning his opponent. Use the standard rules for a pin after performing this move.

**Release Suplex:** The attacker performs a German Suplex, but lets go while performing the move, flipping his opponent in the air so he lands on his chest instead of his back.

**Snap:** The same as a Standard Suplex, but performed much quicker.

**Standard Suplex:** The attacker places his opponent's head under his arm, lifts him into the air, and falls backwards, dropping the opponent's back to the mat.

**Tiger Suplex:** The attacker stands behind his opponent, pulling both of their arms behind them, then places his arms on the opponent's shoulders to pin the opponent's arms. The attacker then lifts his opponent up and drops backwards, slamming his head and neck into the mat.

**Vertical:** Performed the same as a Standard Suplex, except the attacker lifts his opponent straight up into the air before falling backwards.

## Heat

Heat is the audience's anticipation and excitement for a contest between two wrestlers. It may be a physical match-up in the ring or verbal sparring, matching wits while on the mic. In *Zombie Smackdown!* Heat is represented by Essence. By gaining Heat, wrestlers are able to pull off amazing, almost superhuman, effects in the squared circle.

### Gaining Heat

First of all, a wrestler must either be a Baby Face, Face, Heel, or Mega Heel to gain Heat. Second, they must have the Gift Quality and the Heat Channeling quality listed below. If the wrestler has none of these Qualities, he is considered a Tweener. Tweeners cannot use the Heat Maneuvers listed below.

### Heat Channeling

Some wrestlers feed off the cheers or boos of the crowd better than others. The stronger their link to their fans (love them or hate them) the more of their own innate Essence they can summon as Heat, and use it to turn the tide of a match. Heat Channeling is a Supernatural Quality and may be purchased before or after character creation. Heat Channeling is purchased in levels. Levels 1-5 cost 1 Quality or Metaphysics point for each level. Levels 6+ cost 3 points per level. Once the levels are purchased, a wrestler may spend a round gaining Heat (represented as Essence) to perform one of the Maneuvers listed below.

# All Flesh Must Be Eaten™

A wrestler may summon an amount of Essence equal to his twice his level of Heat Channeling each round he is in a ring and in front of a crowd (a crowd must be a group of at least 15-20 people), or his level of Heat Channeling each round anywhere else. This summoned Essence may be spent the following round on a Maneuver, or it may be stored up for a larger Maneuver.

Should a wrestler's opponent strike with one of the opponent's Signature Moves, however, the wrestler loses 1/4 of his summoned Essence (rounded down). A successful Finishing Move performed by the opponent causes the wrestler to lose 1/2 of his summoned Essence (rounded down).

Once a wrestler performs a Heat Maneuver, the Essence summoned for that Maneuver is spent. Wrestlers regain an amount of Essence equal to their Willpower every hour or as listed below.

## Regaining Essence

While Essence is regained over time, wrestlers can also regain spent Essence in three other ways: cutting a successful promo, performing a Signature Move, or defeating an enemy (good guy vs. bad guy) in the ring as on the following chart. However, they also run the risk of losing even more Essence if the crowd turns on them (if they fail their roll).

**Promo:** When a wrestler cuts a promo on another wrestler or just in front of a crowd, they run the risk of gaining or losing Heat. A successful promo (see *Working the Mic* on page 56) means the wrestler gains the listed amount of Essence, while a failed promo subtracts the second number listed.

**Signature Move:** All wrestlers have certain moves that are their staple. Ones they go back to time and again. Crowds love to see these moves and cheer (or boo) when they are performed. A wrestler successfully attacking with a Signature Move gains the list-

ed Essence, however, a failed Signature Move causes the wrestler to lose the second amount.

**Defeating an Opponent:** Every time a wrestler defeats an opponent he regains a certain amount of Essence. The amount he gains depends on what Quality he has and what wrestler he is facing against. If a wrestler defeats an opponent of significant merit (an archenemy or one of higher stature) they regain a certain amount of Essence, the first number listed, and also has his total Essence increased by the number listed in parentheses permanently.

## Roll of 10 & 1

Whenever a wrestler rolls a 10 on a successful Promo or Signature Move Task the amount of Essence they gain is doubled. Likewise, if they fail either of these types of Tasks and roll a 1, the amount of Essence they lose is doubled.

## Title Matches

When a wrestler defeats a current title holder to become the new champion, he regains all spent or lost Essence and his Essence pool maximum increases by +3 points for as long as he holds the belt.

## Using Heat

So what is your wrestler going to do with all of this Heat now that he has it? Pull off some pretty cool moves, that's what!

## Heat Maneuvers

### Cheap Pop

Essence Cost: 1

Cutting promos is part of the business, but shamelessly playing to the crowd (by mentioning the city you're wrestling in, for example) is an easy way to get Heat. A wrestler who goes for a Cheap Pop gains an extra +2 Essence on a successful promo.

## Regaining Essence Table

### Wrestler

### Defeating an Opponent

	Promo	Signature Move	BF	F	H	MH	T	J
<b>Baby Face</b>	+2/-2	+2/-2	6	4	5	7(2)	3	2
<b>Face</b>	+1/-1	+1/-1	7(1)	5	6	8(1)	4	3
<b>Heel</b>	+1/-1	+1/-1	8(1)	6	5	7(1)	4	3
<b>Mega Heel</b>	+2/-2	+2/-2	7(2)	5	4	6	3	2



## **Combination Move**

**Essence Cost: 3 per additional move after the first**

Stringing a series of moves together is no easy task but it can be done. A wrestler with this maneuver can spend 3 Essence to perform another move without any multi-action penalty.

## **Double Team**

**Essence Cost: 4 for each wrestler**

Tag teams gain their fame from working in synch with each other and pulling off amazing moves where one team member sets up an opponent for his partner's devastating attack. During a tag match, if both tag members use this Heat Maneuver on the same opponent, one member sets the opponent up (sits him on his shoulders, lifts him into the air, etc.) and the other performs a wrestling move (Clothesline off the top rope, a Diamond Cutter, etc.).

The wrestler performing the move must already know how to use it. A successful move performed in concert with this maneuver has its damage increased by half again, with Signature Moves having their damage doubled (the damage is calculated and the total is multiplied by 2).

## **Dramatic Comeback**

**Essence Cost: 7**

The true legends of wrestling have that drive to come back from out of nowhere and grasp victory from the jaws of defeat. When a wrestler makes a Dramatic Comeback they regain half of their total Endurance Points. This amount is added to their current points, but it can only be used if the wrestler has lost more than half of his total Endurance and only once in a single match.

## **Escape**

**Essence Cost: 3**

The wrestler is able to squeeze out of the tightest holds and get his shoulder up no matter what the circumstances of the pin. A wrestler who uses Escape automatically gets his shoulder up on a pin attempt without having to make a roll. This maneuver also ends either the Open a Can of Whup-ass or Combination Move maneuvers.

## **Finisher**

**Essence Cost: 6**

The wrestler has perfected a particular move and uses it to devastating effect. When a wrestler purchases the Finisher maneuver he must choose a particular move other than one of his Signature Moves and gives it a special name all his own (such as the Skull Krusher for a DDT). This move may only be performed if his opponent has less than half his permanent Endurance Points, but has its Damage Multiplier (usually the wrestler's Strength) increased by +2 and gives the wrestler double the Essence he would gain from successfully performing a Signature Move.

## **Interference**

**Essence Cost: 4**

Sometimes a little distraction can go a long way in the squared-circle. The wrestler is able to call on a little help from the back to distract the ref. This could be a tag team partner running out or a manager jumping up on the apron. Either way, the ref's attention is on the person outside the ring and not the action in the ring. He will miss pin attempts, Cheap Shots, uses of weapons, and any other not-so-legal shenanigans going on behind his back. (Note: To double-team an opponent unawares by the ref in a singles match, both Interference and Run In must be used.)

## **No Sell**

**Essence Cost: 5**

Some wrestlers are tougher than others, and some just don't know when to take a punch. When a wrestler No Sells an attack, all damage from the attack is negated. If the attack would take the wrestler off his feet (such as a Sidewalk Slam), the defender automatically pops back up to a ready position, usually with a nasty smile on his face.

## **Open a Can of Whup-ass**

**Essence Cost: 2 per attack after the first**

Sometimes a person needs to stomp a mud hole in his opponent's ass and walk it dry. When you Open a Can of Whup-ass on your opponent, you beat the living hell out of them with a flurry of punches and kicks (only those two moves are allowed). As long as you succeed with your attack you can make another one with no penalty. A failed attack automatically ends the flurry, however a wrestler can choose to stop at any time. The Essence cost is spent even on a failed attack.

## Play to the Crowd

**Essence Cost: 1**

When your opponent is lying face down in the ring after getting his head handed to him is not the perfect time to pose for the crowds, but hey it's as good a time as any. A wrestler who Plays to the Crowd automatically gains 5 Essence. However, their back is turned to their opponent, allowing the opponent to make an attack with +4 to his roll, if he succeeds at a Difficult Willpower Test to get back to his feet and blindside the guy showing off.

## Power Out

**Essence Cost: 3**

The wrestler can summon the strength to shove his opponent off when he really needs to. A wrestler who uses Power Out automatically pushes his opponent off on a pin attempt without making a roll. This maneuver will also end either the Open a Can of Whup-ass or Combination Move maneuvers.

## Ref Bump

**Essence Cost: 3**

When two lumbering wrestlers are in the confines of the ring, the referee sometimes gets in the way. In this instance, he may end up taking a bump like any other wrestler, except when a ref goes down, he stays down. A wrestler may perform a Ref Bump to "accidentally" hit the referee and knock him out for 1d6 Turns. This is a calculated risk, though, because while it may get the wrestler out of a jam or let him cheat a little, the referee won't be around should he gain the upper hand and make a pin.

## Reverse

**Essence Cost: 5**

The wrestler knows how to counter other wrestling moves. A wrestler who uses Reverse stops any move being performed on him and turns the tables to automatically perform the same move on his opponent (even if he doesn't know the move). He just needs to roll damage for the move. This maneuver will also end either the Open a Can of Whup-ass or Combination Move maneuvers.

## Run In

**Essence Cost: 4**

There are times when distracting the referee just isn't enough to get a leg up in a match. Sometimes a wrestler needs a little outside interference directly on his opponent. Run In allows a wrestler to call another wrestler (usually





a tag team partner, friend, or archenemy of his opponent) or manager into the ring and have them attack his opponent. If the referee is distracted, the match may continue, however if he catches the Run In, the wrestler who uses the maneuver will be disqualified.

## Shrug It Off

**Essence Cost: 3**

Wrestlers are used to pain, but some are more used to it than others (the really sick ones enjoy the pain). Shrug It Off allows a wrestler to reduce the damage from any one attack by one half, rounded up.

## Stubborn S.O.B.

**Essence Cost: 3**

The wrestler is too stubborn for his own good and won't give up under any circumstances. A wrestler who uses Stubborn S.O.B. automatically kicks out on a pin attempt without making a roll. He also automatically succeeds at Willpower Tests to refuse to submit to Holds.

## Weapons of the Squared Circle

While in the early days of professional wrestling weapons were unheard of and all combatants relied on their own wrestling ability to determine the outcome of matches, no longer is this the case. With the advent of "extreme" wrestling, weapons have become more and more common, to the point that most can be found under just about any ring. All but the most unique of the weapons listed below could be found in just about any *AFMBE* game (at the Zombie Master's discretion of course).

There are a few things different with this weapons list in comparison to those in other *AFMBE* supplements. First, there is no Encumbrance Value or Cost listed. Since most wrestlers do not carry weapons around with them (most can be found under or by the ring), there is no need to determine how much they weigh a character down. And since most weapons are found in and around an arena, there is no need to determine how much it is going to cost to purchase one of them.

The availabilities listed in *Zombie Smackdown!* reflect where they can be found in a wrestling arena. Common means the weapon can be found around or under the ring at any time. An Uncommon weapon can usually be found in the arena, but the wrestler won't find it near the ring (unless brought there, of course).

Rare weapons are either signature weapons of a wrestler or are something that must be specifically brought to an arena; unless someone shows up for the event with the weapon in tow, it isn't going to be found lying around. For weapons that are Rare, the Zombie Master needs to approve the weapon before the character can have it, and if he loses it for some reason (another wrestler steals it), it's gone and not coming back.

For the most extreme wrestling federations, the Zombie Master can determine that all Uncommon weapons are Common as well, or even that all weapons are Common.

Some weapons modify the normal damage a wrestler inflicts for other moves. In these cases, the Multiplier is the wrestler's Strength. Therefore, if a weapon increases the damage Multiplier by +1, the damage changes from being "x Strength" to "x Strength +1".

## Weapon Descriptions

**2x4:** A wooden board 2-inches thick and 4-inches wide, usually about 3-feet long (just enough to get a good swing with).

**Axe Handle:** An axe without the axe part. The axe handle is a piece of hard wood about 3-feet long and is used for striking opponents. If the damage roll exceeds the Damage Capacity, the axe handle is splintered and destroyed.

**Barbed Wire:** Coiled wire with metallic "thorns" along its length. Not really useable as a weapon itself, barbed wire is usually wrapped around another weapon such as a 2x4 or baseball bat. Barbed wire does no damage by itself, but increases the Multiplier for a weapon it is wrapped around by +1. For example swinging a baseball bat wrapped in barbed wire causes D8 (4) x Str +1 damage.

**Baseball Bat:** You're typical Louisville Slugger. Batter up! While quite a potent weapon, if the damage roll exceeds the Damage Capacity, the handle snaps and the bat becomes useless.

**Bedpan:** Your standard metallic hospital bedpan, except these are more often used to give than to receive.

**Bell Hammer:** A small metal hammer used to sound the ring bell. Often passed up for the larger bell, the hammer is nonetheless a good weapon to hit the opponent with.

**Bone:** The femur from some miscellaneous source (it's usually best not to ask where it came from). A tasty chew toy and handy weapon to lay low an opponent.

**Boombox:** Play your entrance music on it when you enter the ring. And lay your opponent out with it before you leave. What more could you ask for? If the damage rolled is in excess of the boombox's Damage Capacity it is shattered into a thousand, useless pieces.

**Bowling Ball:** While not used as much as most weapons, the bowling ball (and bag of course) has been used before. Mainly, it is rolled across the ring at an opponent who is sitting in the ring corner with his legs spread.

**Branding Iron:** A metal rod with an insignia at the end. This insignia is normally heated and used to mark the owner of a herd of cattle. Can be swung or used as a brand (**Damage:** D6 (3) plus a permanent scar).

**Brass Knuckles:** Four connected brass rings that slip over the attacker's fingers, adding more power to his punch (increase damage Multiplier for a punch by +1). They are also small enough to hide in a wrestler's trunks and sneak them into a match.

**Brick:** Bricks are light enough to be thrown, but are more often used to break over the head of an opponent. If the damage roll exceeds the Damage Capacity when using a brick, it is broken into useless pieces.

**Bullwhip:** A leather whip about 6- to 8-feet long. A bullwhip can be used to strike opponents or wrapped around their neck to choke them.

**Cane:** A potent weapon for older managers and injured wrestlers. A cane strikes well, but will break if the damage roll exceeds its Damage Capacity.

**Cast:** While it is a protective device, casts are used enough that they get their own write-up. A cast is for the arm from the elbow to the hand (sometimes with the hand covered). Casts do damage to their opponent (adds +1 to the damage Multiplier for a punch), but if they hit or are hit by anything else (a ring post, a chair, etc.) they can be rendered useless.

**Cell Phone:** Not only are you able to make calls with this cell phone, it is always handy should you need to hit someone over the head with it.

**Cement Block:** The brick's older, meaner, big brother. Cement blocks will also be destroyed if the damage roll exceeds its Damage Capacity.





**Chain:** A length of steel-linked chain. It can vary in size, but is usually long enough to wrap around the attacker's fist when he punches (increase the Multiplier to damage by +1) or around a defender's throat.

**Cheese Grater:** This small metal kitchen utensil slices and dices with the best of them.

**Coal Miner's Glove:** A glove with metal studs on the knuckles.

**Cookie Sheet:** A flat piece of tin or aluminum. The cookie sheet bends after a single hit and is rendered useless.

**Cowbell:** A large metal bell. It is sometimes attached to the end of a rope to give more damage when swung.

**Crash Helmet:** A motorcycle helmet. The attacker lowers his head with this on and runs into his opponent. A crash helmet gives the attacker an increase of +2 to the Damage Multiplier of any attacks he makes with his head.

**Crutch:** Crutches are used by injured wrestlers to keep pressure off their injured legs/feet or by their opponents to damage their injured legs/feet. Crutches are either made of wood or aluminum. Wooden crutches are destroyed after the first strike. Aluminum ones can be used until the damage rolled is in excess of its Damage Capacity.

**Fireball:** A fireball is usually created by lighting a piece of flash paper or a gas soaked rag, causing an explosion of flame in the face of the wrestler's opponent. See fire damage on page 108 in the *AFMBE* rulebook for the effects of massive fire damage.

**Fire Extinguisher:** A metal canister full of carbon dioxide. Great for putting out fires, even better for putting out your opponent. Fire extinguishers can be sprayed, blinding the opponent, or used to strike them with the canister.

**Flag on a Pole:** Flags of a variety of nations have been carried to the ring to show support for the flag's nation or to mock someone from that nation. The flag on a pole serves a dual purpose as the pole can be used as a weapon to strike the opponent, while the flag can be used to choke.

**Folding Chair:** Your standard metal folding chair. It is often closed and swung at an opponent's head or back. Certain wrestlers have been known to set up a

folding chair and trip a charging opponent, causing them to fall face first into the chair (damage is the same). If a wooden chair is used, it is destroyed after a single shot.

**Folding Table:** A table made of pressboard with aluminum legs that fold out from underneath it. Any wrestling ring has at least a half dozen of these under it at any one time. Folding tables aren't so much used to hit an opponent as an opponent is used to hit them. Wrestlers often perform slams (such as a Powerbomb), putting an opponent through a folding table. Or they lay their opponent on the table and perform an aerial move, causing both of them to go through the table. Either way, the Damage Multiplier for the attack is increased by +2 when putting someone through a table, and if the amount of damage done is greater than the Damage Capacity of the table, it is destroyed.

**Fork:** A wrestler's favorite eating utensil. Great to pick up food or jab your opponent with.

**Golf Club:** The golf club is not as damaging as a baseball bat, but a good swing will still knock your opponent out. If the golf club causes more damage than its Damage Capacity, it bends at the handle and becomes useless.

**Guitar:** An acoustic guitar. Good for only one shot. It's destroyed when used.

**Halliburton Briefcase:** A briefcase with a completely metal exterior. Usually carried to the ring by a wrestler's "advisor." The briefcase on its own is a serious weapon, but some wrestlers have been known to "load" it with something heavy like a brick (increases the damage Multiplier by +1).

**Handcuffs:** While they actually do little damage (if you put them on your fist like brass knuckles they increase the damage Multiplier by +1), they are more often used to incapacitate an opponent so the wrestler can use another weapon on him.

**Hockey Stick:** A regulation hockey stick. Can be swung at opponent or used to choke them by placing the angled head across their throat and pushing with the handle. If swung, it is destroyed on a successful hit that does more damage than its Damage Capacity.

**Horseshoe:** This U-shaped chunk of iron would be better suited on the bottom of a horse's foot, but it does well in knocking an opponent for a loop.

**Kitchen Sink:** You thought this list had everything but the kitchen sink? Wrong! While not used all that often, the kitchen sink has been thrown into a few matches and used effectively to take down an opponent.

**Ladder:** Ladders come in different sizes and types for wrestling matches. For a ladder match, there is usually one larger wooden ladder used to get at the belts hanging above the ring. Otherwise, most ladders are about 6- to 8-feet high and made out of metal. A ladder does the damage listed in the chart, but it will also increase the damage Multiplier by +1 on a move performed in conjunction with it. For example, drop kicking it into your opponent.

**Lead Pipe:** A piece of pipe about 2-feet long on average (although it can be longer). A devastating weapon when swung at an opponent.

**Leather Strap:** A piece of cured leather about 6-feet long. It can be used to whip the opponent, wrapped around the fist to do more damage (increase the damage Multiplier by +1) or to choke the opponent. Leather straps are most often used in “strap” matches.

**Loaded Boot:** The loaded boot takes a full Attack and Defense action to set up while the attacker slams the toe of the boot into the ground, causing the loaded portion to set in the boot’s tip. If he still is able to make an attack, a successful strike with the boot delivers quite a wallop to his opponent.

**Mannequin Head:** The typical department store mannequin sans body. While they have been known to give “advice” to some of the lesser stable members of the wrestling world, mannequin heads are often used as weapons swung at their targets.

**Megaphone:** A standard electronic megaphone used to amplify the voice of its user (usually a manager). It is made of durable plastic and delivers a solid blow when used to hit an opponent.

**Microphone:** While not the most potent of weapons, the microphone is deceptively always ready to be used and will knock an opponent off his feet when hit with it.

**Mist:** The attacker spits out a mist that blinds his opponent. Mists can be many different colors: green, blue, red, black, white, yellow, and so on. Mists can have a variety of effects, but in most occasions they blind the opponent on successful spray for D6 (3) rounds.

**Mop/Broom:** Mops and brooms have nice, long wooden handles that can be used to strike your opponent with. However, if the damage roll exceeds its Damage Capacity, it is destroyed.

**Mysterious Powder:** Sometimes it’s salt, other times it’s ashes, and sometimes it’s completely unidentifiable. One thing is for sure; it blinds (for D6 (3) rounds) any wrestler who is unlucky enough to get it into his eyes. While it doesn’t do any damage, floundering around the ring at the mercy of your opponent surely will.

**Nightstick:** A standard police baton, usually made of wood.

**Nunchaku:** Two wooden batons connected by a piece of rope. What better device to lay the smack-down on your opponent?

**Polo Mallet:** Used by those “upper crust” wrestlers, the polo mallet lands a stiff blow with a well-aimed shot. If the damage rolled is in excess of its Damage Capacity it is destroyed.

**Protective Device:** Every wrestler gets hurt on occasion. Some of them are allowed to continue to wrestle by wearing a device that protects the part of their body that was injured. And most of these wrestlers wear the device long after they have fully healed. Some of the most common protective devices are shin guards and chest protectors. Protective devices increase the damage Multiplier by +1 of moves performed in conjunction with them (a shin guard would increase the damage of a Figure Four Leglock for example).

**Riding Crop:** A flexible rod about 2-feet long wrapped in leather with a small leather strap at the end. Normally used to spur on horses in racing, it is also used quite effectively by female managers.

**Ring Bell:** A large round bell (about 10-inches in diameter) affixed to a wooden board used to start and end matches.

**Rope:** A varying length of rope about 1-inch thick. It is too heavy to be used like a whip, but can be used to choke an opponent, causing Strength in damage each round after it is wrapped around an opponent’s neck.

**Shovel:** Most often used in “buried alive” matches, wrestlers at one time or another have carried shovels to swing at their opponents. Shovels have a solid wood handle and metal ends, both of which can cause significant damage to an opponent.



**Singapore Cane:** A Singapore cane (or kendo stick) is several pieces of rattan or bamboo lashed together and attached to a handle. Usually the end is taped to prevent splitting. While a Singapore cane is designed as a practice weapon and therefore does not inflict a lot of damage, it still smarts when struck with it. Enough hits will fell most opponents. If the damage roll exceeds the Damage Capacity, the Singapore cane snaps in two and is useless as a weapon.

**Skillet:** The standard cast iron skillet. Can be swung, thrown, or held to have opponent run into.

**Sledgehammer:** The typical sledgehammer with a wooden handle and metal head. If the damage rolled is in excess of its Damage Capacity, its handles splinters and it is useless.

**Staple Gun:** The “staple” of certain extreme wrestling groups, the staple gun can be used to immobilize your opponent (by stapling them to something) or to cause a serious amount of damage by itself.

**Steel-Toed Boot:** Much like the loaded boot, but without the setup procedure. A steel-toed boot has a steel insole in the front of it to protect the wearer's foot. It also happens to be quite an effective weapon.

**Street Sign:** A large, metallic sign found on most roadsides. Stop signs are most often used, but any sign can be. While a nice weapon to swing at an opponent, street signs have a tendency to bend.

**Stun Stick:** Call it a cattle prod, stun gun, stun stick, whatever you want, what it means is pain. The stun stick is a rod about 2-feet long that shocks the target with an electrical charge when they are hit with its tip. Repeated attacks with a stun stick will cause even the toughest S.O.B.s in the squared circle to go down.

**Sword:** Some wrestlers have carried swords, though they are not used extensively (as they are more dangerous than your average chair, table, baseball bat, etc.). They are almost always a katana, although other swords have been used.

**Tennis Racket:** A metal tennis racket, usually with a cover on it. It's great for laying out one's opponent.

**The Good Book:** A very large and very heavy book. Used to bring sense to an opponent with a solid slap to the side the head.

**Thumbtacks:** A bag of thumbtacks is usually emp-

tied on a surface the wrestler intends to slam his opponent on. When the opponent is slammed on the tacks, 1D20 (10) of them stick to him.

**Tire Iron:** A metal rod about 2-feet long, bent about 2/3 the way up. One end has a point to remove a hubcap and the other has a socket to remove lug nuts. The chosen weapon of many ring enforcers, the tire iron can lay a knockout blow on an opponent.

**Title Belt:** When a champion is crowned, he is awarded with a belt signifying his champion status. These belts are not only stylish, but, being made of leather straps affixed with plates of metal, are highly effective as weapons. The availability of a title belt is uncommon unless one of the wrestlers is a champ. In that case it becomes common.

**Trashcan:** Trashcans are usually of the metal variety, but plastic ones have been used. They can be used in a variety of ways, but they are most often employed either to hit the opponent, put over the opponent's head, trapping his arms inside and then hitting him while he is defenseless, or dropping the opponent on top of them. Trashcans are dented (and even flattened) on most successful hits, though they can still be used with a -1 to the damage Multiplier.

**Trashcan Lid:** As with trashcans, they are most often used to hit the opponent, but have been placed on the opponent's head/body when a move such as a splash off the top rope is performed. Trashcan lids are bent on most hits, but can be straightened out just as easily, meaning they are almost never destroyed.

**TV Camera:** Most wrestlers don't carry a TV camera to the ring with them, but they will use the ones filming the action to their advantage. TV cameras are heavy and cause serious damage to an opponent (rendering the camera useless in the process in most cases).

**Urn:** When a person is cremated their ashes are collected in a container and given to the next of kin. When this container is metal it can also be used as a devastating weapon.

**Wrench:** A very large, metallic, and heavy pipe wrench.

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## Weapon Chart

Weapon Type	Damage	Armor Value	Damage Capacity	Availability
2x4		—	30	U
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
Axe Handle		—	30	U
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
Barbed Wire	see description	—	40	R
Baseball Bat		—	30	U
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
Bedpan	D4 (2) x Str*	—	30	R
Bell Hammer	D4 (2) x Str	—	60	C
Bone	D4 (2) x Str*	—	20	U
Boombox	D8 (4) x Str*	—	15	R
Bowling Ball	D10 (5) x Str	—	80	R
Branding Iron		—	50	R
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
Brass Knuckles	see description	—	60	U
Brick	D6 (3) x Str-1	—	30	C
Bullwhip	D4 (2) x Str-1	—	35	R
Cane		—	20	U
(short punch)	D4 (2) x Str*	—		
(swing)	D6 (3) x Str*	—		
Cast	see description	D4 (2) + 4	15	R
Cell Phone	D4 (2) x Str	—	10	C
Cement Block	D10 (5) x Str*	—	50	C
Chain	D8 (4) x Str*	—	70	C
Cheese Grater	D4 (2) x Str	—	15	U
Coal Miner's Glove	D6 (3) x Str*	—	25	R
Cookie Sheet	D4 (2) x Str*	—	10	C
Cowbell	D6 (3) x Str*	—	30	R
Crash Helmet	see description	D6 (3) + 6	50	R



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## Weapon Chart

Weapon Type	Damage	Armor Value	Damage Capacity	Availability
Crutch (wood/metal)		—	20	U
(short punch)	D4 (2) x Str*	—		
(swing)	D8 (4) x Str*	—		
Fire Extinguisher		—	50	C
(short punch)	D8 (4) x Str*	—		
(swing)	D10 (5) x Str*	—		
Fireball	D4 (2)	—	—	R
Flag on a Pole		—	20	U
(short punch)	D4 (2) x Str*	—		
(swing)	D6 (3) x Str*	—		
Folding Chair		—	25	C
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
Folding Table	see description	—	25	C
Fork	D4 (2) x Str*†	—	5	U
Golf Club		—	20	R
(short punch)	D4 (2) x Str*	—		
(swing)	D6 (3) x Str*	—		
Guitar		—	10	R
(short punch)	D4 (2) x Str*	—		
(swing)	D6 (3) x Str*	—		
Halaburton Briefcase	D6 (3) x Str*	—	30	U
Handcuffs	see description	—	70	U
Hockey Stick		—	30	U
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
Horseshoe	D10 (5) x Str	—	70	R
Kitchen Sink	D12 (6) x Str	—	50	U
Ladder	D6 (3) x Str	—	35	C
Lead Pipe		—	50	C
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
Leather Strap	see description	—	30	U
Loaded Boot	D4 (2) x Str	—	30	R

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## Weapon Chart

Weapon Type	Damage	Armor Value	Damage Capacity	Availability
Mannequin Head	D6 (3) x Str*	—	20	R
Megaphone	D8 (4) x Str*	—	40	U
Microphone	D4 (2) x Str	—	15	C
Mist	see description	—	—	R
Mop/Broom		—	20	C
(short punch)	D4 (2) x Str*	—		
(swing)	D6 (3) x Str*	—		
Mysterious Powder	see description	—	—	U
Nightstick		—	20	U
(short punch)	D4 (2) x Str*	—		
(swing)	D6 (3) x Str*	—		
Nunchaku	(D6+1)(4) x Str	—	20	R
Polo Mallet		—	30	R
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
Protective Device	see description	D6 to D8	10 to 30	R
Riding Crop	D4 (2) x Str	—	15	R
Ring Bell	D8 (4) x Str*	—	50	C
Rope	see description	—	45	U
Shovel		—	30	U
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
Sinapore Cane		—	25	C
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
Skillet	D10 (5) x Str*	—	60	U
Sledgehammer		—	30	U
(short punch)	D6 (3) x Str*	—		
(swing)	D10 (5) x Str*	—		
Staple Gun	D6 (3) x Str*†	—	20	U
Steel-Toed Boot	D4 (2) x Str*	—	30	U
Street Sign	D8 (4) x Str*	—	50	U
Stun Stick	D10 (5) x Str	—	20	R
Sword	D10 (5) x Str*†	—	30	R



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## Weapon Chart

Weapon Type	Damage	Armor Value	Damage Capacity	Availability
Tennis Racket		—	20	U
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
The Good Book	D4 (2) x Str*	—	10	R
Thumbtacks	D6 (2)	—	40	U
Tire Iron		—	50	U
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		
Title Belt	D6 (3) x Str*	—	45	U
Trash Can	D6 (3) x Str*	—	25	C
Trash Can Lid	D4 (2) x Str*	—	20	C
TV Camera	D10 (5) x Str*	—	20	C
Urn	D6 (3) x Str*	—	25	R
Wrench		—	50	U
(short punch)	D6 (3) x Str*	—		
(swing)	D8 (4) x Str*	—		

\* Weapon may be used two-handed, raising the character's effective Strength by 1 when calculating damage.

† This weapon inflicts Life Point damage regardless if Endurance Points are being used or not.

## Using the Ring

*Sometimes a wrestler needs to use the squared circle to open that can of whup-ass on his opponent. The ring area and its environs are dangerous weapons themselves without looking for that crowbar you left under the canvas. Below is a list of the damage caused by using some of the parts of the ring as a weapon.*

Action	Damage
Whip/run into ropes	+1 to damage Modifier of next move performed (for attacker or defender)
Whip/run into steel post	D8 (4) x Str damage + lose next action
Whip/run into the turnbuckle	D6 (3) x Str damage + Difficult Will check or lose next action
Whip/run into exposed corner	D6 (3) x Str damage + lose next action
Head slammed into turnbuckle	D4 (2) x Str damage
Head slammed into exposed corner	D6 (3) x Str damage + lose next action
Whip/run into barrier	D6 (3) x Str damage + lose next action
Whip/run into steel steps	D8 (4) x Str damage + lose next action
Move performed on padded floor	Damage Modifier increased by +2
Move performed on concrete floor	Damage Modifier increased by +3

## Layout of the Arena and Ring Area

Almost all wrestling events take place in some sort of arena. Be it a Bingo Hall in Philly or Madison Square Garden itself, all of them have virtually the same layout.

**Backstage:** The backstage area includes the dressing rooms, parking lot, hallways, offices, boiler rooms, meeting rooms, and anywhere else the wrestlers and other company employees may be found. While most of the real action takes place in the ring area, a lot of the non-wrestling activity takes place backstage. This is where all of the roleplaying elements that lead up to the matches take place. It is also a handy place to find weapons when you're being overrun by hordes of zombies.

**Stage:** Most wrestling promotions have an entry-way that the wrestlers come through on their way from backstage. In larger arenas this is on a raised platform known as a stage. The elaborateness of the stage is dependant on the promotion. More successful promotions will have giant television monitors and special entryways designed for specific events. Less successful promotions may be lucky to have a curtain separating the ring area from backstage.

**Ring:** A canvas mat surrounded by four steel posts holding up three ropes. The ropes are connected to the posts by bolts that are padded and known as turn-buckles. During tag team matches short ropes with loops on the end are attached to each team's respective corner and are supposed to be held onto by a team member until they are tagged in, however these ropes haven't been used in many years (even though they may still appear in a ring's setup).

**Ring Area:** The ring area encompasses the ring itself and all of the area around it inside the barricade in front of the audience's front row.

The mat actually extends about a foot past the ropes on all sides. This area outside the ropes is known as the ring apron. Tag team members stand on the apron when not in the match. On two opposite corners of the ring are metal steps that can be moved.

On one side of the ring area is one or more announcers' tables where the commentators describe the action. If there is more than one announcer's table, the second one is usually for a foreign language broadcast (such as the Spanish Announcer's Table).

Next to the announcer's tables are the seats for the master of ceremonies who introduces the wrestlers to the crowd and the timekeeper who is in charge of ringing the bell signaling the beginning and end of a match. Most often title belts are left in the care of the timekeeper during a match.

Around this entire area is a barrier to keep the crowd away from the ring. Sometimes it is a steel fence, but for larger promotions the barrier is thicker and strong enough to stand on.

## Rules of the Ring

There are certain rules that all wrestlers must follow to win a match and if they aren't followed they will be disqualified.

### Winning and Losing

1. A wrestler loses the match if both of his shoulders are held to the mat for a three-count by the referee.

2. A wrestler who is rendered unconscious loses the match. A ref can check this by raising the wrestler's arm and dropping it. If it falls three consecutive times, the wrestler is declared the loser.

3. If both wrestlers are lying on the mat unable to stand, the ref can perform a 10-count (consider each count as one Turn). If neither wrestler gets to his feet by the time the ref reaches ten, the match is declared a no-contest.

4. No participant may be outside the ring for more than a 10-count by the referee. If another wrestler attacks the first wrestler the ref restarts the 10-count, this time for both men. If a wrestler is outside of the ring for longer than a count of 10, his opponent is declared the winner. If both participants fail to return by the 10-count, the match is considered a no-contest.

5. Any wrestler caught performing a Cheap Shot move may automatically be disqualified by the referee. It is his discretion whether the wrestler should be warned or outright disqualified.

6. If anyone interferes in a match on behalf of a wrestler (for example, by attacking his opponent), the wrestler is immediately disqualified. If both participants are attacked, the match is declared a no-contest.

7. Wrestlers cannot intentionally attack referees and doing so results in immediate disqualification.



8. A wrestler who taps the mat with his hand has declared he submits to his opponent and is declared the loser of the match.

## Other Rules

1. **Breaking a Hold:** If an opponent reaches the ropes, a wrestler must break all contact with him by a 4-count or run the risk of being disqualified. Most referees will give a wrestler a warning before enacting this rule, but flagrant disregard for it is not allowed.

2. **Using the Ropes:** Wrestlers can only climb on the ropes for a 4-count. This too usually results in a warning before action is taken.

3. **Foreign Objects:** Using a foreign object immediately results in disqualification.

4. Champions can only lose their title on a pin or submission (being knocked-out counts). If they are disqualified or counted out they do not lose the belt.

## Tag Team Rules

1. Tag partners must stand on the ring apron in their designated corner.

2. A wrestler must tag his partner (or be tagged by his partner) where the referee can see it. If the ref did not see it, he can force the tagged-in partner to exit again.

3. Once a tag is made, a wrestler has a 4-count to leave the ring and return to his corner. During this 4-count both wrestlers may attack the opponent at the same time.

4. A tag match is won when any member of a team defeats a member of another team according to the rules above.

## Laying the Smack Down

Professional wrestling is part of the sports entertainment world, meaning it has lots of larger-than-life action where somebody should get hurt a lot worse than they actually do. For this reason, most of the matches in *Zombie Smackdown!* use the cinematic rules for damage dealing found on page 112 of the *AFMBE* rulebook.

For you viewers at home who haven't been paying attention, let's recap. All non-lethal damage done with a blunt object is subtracted from a target's Endurance Points instead of his Life Points. However, for every 4 Endurance Points lost in this manner, the character takes 1 actual Life Point of damage (no one said wrestling was fake). For the

record, all weapons (including all wrestling moves) without a blade are considered "blunt" for purposes of damage. Yep, those ring steps have some pointy corners, but they still cause blunt damage.

Characters regain Endurance Points as normal. Wrestling matches are hard work by the way, so anyone in a match loses 1 Endurance Point for every 10 minutes it lasts. The Zombie Master can decide whether a character burns more than that in a flurry of activity (such as combining a series of moves).

Now the cinematic sports entertainment aspect of wrestling only applies when both wrestlers are playing along. A wrestler might decide to rough his opponent up a bit and actually inflict Life Points of damage instead of Endurance Points. The player just has to announce that he is using lethal damage with his attack. Damage is calculated normally, but any inflicted damage is subtracted entirely from the opponent's Life Points. This is generally considered bad form in the wrestling world as you don't want to actually injure your opponent, but this has been known to happen. Watch the fear in your player's eyes when they step into the squared-circle with a zombie wrestler and he decides to put them down for good!

Zombie Masters should note that having their hordes of zombies using nothing but lethal attacks is a good way to hit home to the players that this isn't some angle, but a shoot.

## Combining Wrestling Moves

The Wrestling Moves listed take an action each to perform. A character may string together a series of moves in a single Turn, but multiple action penalties apply if more than one attack and one defense action are performed in a single turn (as per *AFMBE*, p. 100). As in all things with wrestling, there are exceptions to every rule, and the description of a Wrestling Move may take the place of this rule.

## Taking to the Air

Every wrestler at one time or another decides that he is Superman and attempts to fly from the ring ropes, the apron, and even the balcony above the entrance. Some succeed at this better than others. So why would anyone risk their neck to jump from some insane height? It's simple, to cause your opponent lots of pain.

Whenever a wrestler leaps from a height higher than the mat they cause more damage. The drawback

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is that these moves are harder to pull off. The following chart shows some of the more common examples and the damage and skill modifiers. The Starting Point is the place the attacker is leaping from. The Ending Point is the place where he intends on landing. The Damage Mod is the increase to the Damage Modifier for that particular move. The Skill Mod is the amount that is subtracted from the character's skill roll when he performs the move from this height.

**Note:** If the target moves (or is pulled) out of the way causing the attacker to miss him, the attacker takes the full damage instead.

## Winning and Losing

There are four ways a wrestler can lose a match: 1) be pinned; 2) be rendered unconscious; 3) be counted out; 4) be disqualified. Check out the Rules of the Ring section above for the last two.

Pinning a wrestler means having both of their shoulders on the mat at the same time for a three-count by the ref. Unless a move allows you to perform a pin (see "Fisherman's Suplex"), the player can have his character make a pin by simply declaring it as a standard

action. Once he has pinned his opponent, the defender has two options. He can make an opposed Dexterity (to get a shoulder up), Strength (to push opponent off), Willpower (to kick out), or Intelligence (to get a foot on the rope) Test, or use a Heat maneuver to escape.

If he opts for the opposed Test, he loses 2 Endurance Points each time he attempts it, even if he was successful. The defender gets three tries at the opposed Test before he is pinned. The Endurance Point loss is cumulative, so he may lose Life Points as well.

Alternately, the wrestler could use some of his Heat to escape from the pin. Doing so automatically ends the count and doesn't cost the wrestler any Endurance Points. See the section on Heat for more information on these maneuvers.

**Example:** The Marauder has Crusher down for the count. He hooks Crusher's leg and goes for the pin. The ref counts 1! Crusher decides to power out and makes an opposed Test of his Strength against Marauder's and succeeds. Crusher loses 2 Endurance Points even though he succeeded at the Test. Marauder knows that even though the match continues he has weakened his opponent some more.

## Taking to the Air Chart

Starting Point	Ending Point	Damage Mod	Skill Mod
Bottom Rope	Mat	+1	-1
Middle Rope	Mat	+2	-2
Top Rope	Mat	+3	-3
Apron	Floor	+2	-2
Mat	Floor	+3	-2
Barrier	Floor	+1	-1
Announce Table	Floor	+1	-1
Ring Steps	Floor	+1	-1
Apron	Announce Table	+4*	-2
Top Rope	Announce Table	+7*	-3
Stage	Floor	+4*	-1
6' Ladder (on floor)	Floor	+5*	-3
6' Ladder (in ring)	Floor	+8*	-4
6' Ladder	Mat	+6*	-3
Top of Cage	Mat	+10*	-3
Top of Cage	Floor	+12*	-4

\* The attacker takes half the inflicted damage from a successful move beginning at this starting point (the target still takes the full damage). Both wrestlers must succeed at a Difficult Willpower Test to get back to their feet.



## The Ref

The referee is the center for the action. It is his job to make sure that all of the rules are being followed, penalize a wrestler for breaking the rules (if he catches them), and make the all-important three count to determine the winner of the match.

Unless there is a special guest referee in a match played by one of the players, the Zombie Master is in control of the referee. We aren't going to give stats for a referee because they are not your normal type of character.

Referees are notoriously blind to events happening around them. The Zombie Master may choose to allow them to attempt a Task to catch on to something illegal happening behind their back, but 99.9% of the time the ref is going to miss it.

Referees are also incredibly fragile. A single hit from a wrestler, be it inadvertent or intentional, and they are down and out for several minutes. Even the slightest hits have been known to knock out a ref. Several times during a match the Zombie Master should roll a D10. If he rolls a one, the ref has been bumped by one of the wrestlers and is down.

The Zombie Master should handle this in the most dramatic roleplaying fashion. A referee being down allows villainous wrestlers to pull whatever underhanded tricks they have and also means the heroic wrestler can't win even if he does pin his opponent. A ref stays down as long as the Zombie Master sees fit for dramatic purposes.

## Working the Mic

Almost as important as the wrestling action is a wrestler's ability to entrance a crowd with his skills on the microphone. Some wrestlers have catapulted themselves to superstar status solely on this skill alone.

A wrestler attempting to do this attempts a Promo and Willpower Task versus either the crowd or his opponent's Promo and Willpower (if they are talking to each other). In the case of the crowd, the Zombie Master determines how unruly and non-receptive the crowd is to the wrestler's speech and sets the Difficulty based on that.

Why does a wrestler do this? It's simple: to gain Heat. The better a promo the wrestler cuts, the more

Heat he gains, and he may even draw some Heat away from his opponent in the process. See the section on Heat for more information.

The Zombie Master should make the players roleplay out their promos. This is where the real fun begins. Let them use prop microphones if they want to. Just make sure they cut their promo before they make their roll to see how effective it was (and give them a little extra for extremely good roleplaying).

## Angles

As mentioned above, angles are the storylines that tie the wrestling matches together. Without angles, wrestling would be little more than boxing or shoot fighting. Angles are what make professional wrestling the entertainment it is.

Basically angles are the roleplaying elements that take place backstage and fill in the gaps between the matches. In your *Zombie Smackdown!* games, you can use all of the survival horror bits as an angle or premise for an entire campaign.

Zombie Masters can set up as many or as few angles as they want. The Deadworlds included in this supplement should give you plenty of fodder for additional angles. If not, just check out any wrestling program and see how it's done.

Angles can also be used as motivation to make sure players have well-rounded characters. Players may make combat oriented characters and forego other skills and abilities. Use angles to get them into non-combat situations where they have to use some of their other skills instead.

## Turning

When a wrestler goes from being a good guy to a bad guy or vice versa, it is called turning.

Turning is a two-step process. First the wrestler must do something against his nature. A Baby Face or Face may cheat to win or viciously attack an opponent, for example. A Mega Heel or Heel needs to do something good like helping out a fallen foe, basically do the right thing when given a chance.

Second, the wrestler must pay in Experience Points the cost of the other quality. A Baby Face or Face who turns must pay to become a Heel. The

same goes for Mega Heels and Heels who want to turn and become Faces.

Baby Faces and Mega Heels can turn and become the other (a Baby Face turns and becomes a Mega Heel), but only after 1) attacking someone of a like quality such as a Baby Face attacking another Baby Face or Face and 2) paying three times the cost of the Quality the wrestler wants to become. It's not easy turning and retaining all that Heat.

**Note:** A Heel cannot turn and become a Baby Face, only a Face. The same thing goes for a Face. They have to earn that top spot in the ring.

## Matches

There are many different types of matches in professional wrestling. Below is a list of some of the more common matches and their descriptions.

**Standard Match:** The straight-up one-on-one match between two wrestlers with all of the standard rules.

**Tag Team Match:** The standard tag team match with the members of two teams facing off against each other with the normal rules.

**3-Way Dance:** The same as a Standard Match, except with three participants (either single wrestlers or tag teams). The winning conditions can be done in one of two manners: 1) First wrestler to score a pin wins; or 2) if a wrestler is pinned he is eliminated. Last man to be pinned is the winner.

**4-Way Dance:** Same as a 3-Way Dance except that there are four participants (either single wrestlers or tag teams).

**X-Man Tag Match:** Sometimes a tag team of two just isn't enough. 6-Man Tag Matches have two teams of three members each. 8-Man Tag Matches have four members on each team. You see where this is headed.

**Battle Royale:** The principle of a Battle Royale is simple: throw your opponent over the top rope and out of the ring so both of their feet hit the floor (they can make a Difficult Dexterity Test to attempt to cling to the ropes and not be eliminated). Battle Royales can be handled in two ways. Either all of the contestants can be in the ring to start or two wrestlers start out and the remaining participants enter one-by-one after a certain amount of time. Regardless how it starts, a Battle Royale only ends when one wrestler stands alone in the ring.

**Cage:** The squared-circle is bad enough without adding a 10-foot high steel cage all the way around it. Two wrestlers enter and only one leaves. The only way to win this match is to either go over the cage wall and land with both feet on the floor outside or exit through the cage door and get out to the floor. While you're inside the cage anything goes, no count outs and no disqualifications.

**Cell:** If a cage wasn't bad enough, put a top on it and let the wrestlers beat each other to a bloody pulp. Now you have a Cell Match. In a Cell Match two wrestlers and a referee are locked in a steel cell covering the ring. The winner of the match is the one to pin his opponent or render him unable to continue. By the way, there are no rules for this one either, so if you feel inclined to scale the side of the cell and take the match topside, go right ahead...it's your funeral.

**Falls Count Anywhere Match:** This match works like a No DQ match, except a wrestler can be pinned anywhere in the arena or outside of it.

**First Blood Match:** The first wrestler to bust his opponent open is declared the winner. For game purposes, the Zombie Master should set a number of Life Points that must be lost before the wrestler is declared busted open and use the standard rules.

**Gauntlet Match:** This match is usually used as punishment on Faces by an evil booker. The wrestler must win a series of matches facing off against one opponent after another without stopping. He only wins by defeating all of his opponents.

**Hair vs. Hair Match:** A Standard Match, except the winner gets to shave the loser's head afterwards.

**Hair vs. Mask Match:** Like a Hair vs. Hair match, except the stakes are one wrestler's hair versus his opponent's mask. This type of match is very popular in Mexico, where masked wrestlers reach super hero status.

**Handicap Match:** A match where one wrestler faces off against two or more opponents simultaneously. This may be a Standard Match or No DQ.

**I Quit Match:** A no disqualification match that lasts until one of the contestants verbally gives up.

**Iron Man Match:** A Standard Match with a 60-minute time limit. The winner is the wrestler with the most pins after the time limit has passed.



**Ladder Match:** An object (usually a title belt) is hung above the center of the ring and the wrestlers must climb a ladder to get them to win. This can be a singles match or tag team and is No DQ.

**Lumberjack Match:** Two wrestlers in a Standard Match, except surrounding the ring are 10 to 20 other wrestlers whose job it is to forcibly throw back someone who came out of the ring. And if the ref isn't looking and they want to beat him down a little bit first, that's okay too.

**Mask vs. Mask Match:** A very important match for *luchadores* (see the Mexican wrestling chapter). The loser of this Standard Match must remove his mask and give it to the winner.

**No DQ:** Any match with no rules is considered No Disqualification (DQ). These matches have a variety of names from Hardcore to Philly Street Fight and Texas Death Match, but they are all basically the same. The winner either pins or knocks out his opponent by any means at his disposal.

**Pole Match:** This match usually occurs when two wrestlers are fighting over some object (usually a weapon). A pole is placed in a corner with the object hanging from it. The winner of the match is the one who pulls the object down from the pole. Otherwise it is handled as a Standard Match. If the object on the pole was a weapon the winner is allowed to use it on his opponent.

**Retirement Match:** A Standard or No Disqualification Match where the loser has to leave town, the federation, or retire from wrestling entirely.

**Strap Match:** Two wrestlers' wrists are bound by a leather strap (or sometimes a steel chain) and they are allowed to choke and beat each other with the strap while they attempt to touch each of the four corners of the ring. The winner is the first one to touch all four corners consecutively.

**Survival Match:** Two teams of wrestlers face off in a Tag Team Match with elimination rules. The team to eliminate all of its opponent's members first is declared the winner.

**Table Match:** This match is No DQ and can be between two or more wrestlers or teams. To defeat your opponent you must put him through a table (many of which are conveniently nearby). In the case of tag teams, both members of the team must be put through the table to eliminate them.

## New Aspects

With unnatural and terrifying new bodies, zombie wrestlers have access to new tricks and methods that their merely mortal counterparts don't dare imagine. In addition to the Aspects presented in *All Flesh Must Be Eaten*, zombies may possess some of the following Aspects at the Zombie Master's discretion.

### Breakable Bones

**Power +1**

When you're already dead, a broken bone or two is no big deal. It might make it a bit harder to chase down that tasty morsel if your legs won't stay straight, but it's just a minor annoyance. For zombies with this Aspect, however, even that isn't a concern. Whenever an inconveniently long arm bone prevents them from escaping a pin or lock, they can simply break it in two and wriggle out. Once they're free, their undead muscles provide more than enough strength to place a pin on their startled opponent. This Aspect provides a bonus of +2 to any Escapism roll or attempt to break free of pins or holds. When combined with other Aspects like Undead Flexibility, it becomes nearly impossible to contain the creature with a mere hold.

### Consuming the Fallen

**Power +5**

The walking dead certainly aren't known for humane eating habits, but some just can't resist falling into a feeding frenzy right in the middle of the ring. Once they have beaten and broken their opponent, it's chow time. A Mega Heel zombie with this Aspect can actually consume their victim's Heat along with his flesh, so long as he makes a spectacle of the bloody feast. Gorging themselves in the ring in front of a crowd, the zombie may steal Heat from the wrestler he is eating, even in excess of his usual maximum. Anything beyond the normal limit, however, quickly fades away unless immediately used. Once the match has concluded and the audience has directed its attention elsewhere, any Heat beyond the zombie's usual total is immediately lost.

### The Hunger

**Power -3**

When under the effects of starvation (pg 154 of *AFMBE*), the zombie becomes a mindless killing and eating machine until the hunger is satisfied. Once per feeding interval (day, week, etc.), the zombie must make a Difficult Willpower Test to resist mindlessly feeding on living flesh. Modify this test by -1 per feeding interval cumulatively. This aspect may not be

purchased for zombies lacking the Problem Solving and Long-Term Memory Aspects.

## Nightmarish Presence

**Power +2**

A zombie that truly gets into his role as a Heel or Mega Heel can actually gain Heat from the fear pouring out of the opponent or the audience. Any failure on a Fear Test he instigates (such as revealing his undead nature to unsuspecting victims) gives them Heat in the same way as successfully cutting a Promo. Additionally, they also gain a point of Heat for each point of Essence lost, if his victim also suffers effects from the Fear Table.

## Crimson Mask

**Power +3**

Sometimes the reanimated dead just aren't as sturdy as the living and they just don't hold together as well. Other times what is left of their rotting human skin is just a mask they wear in the ring to hide their festering decay underneath. In either case, a zombie with this Aspect can slough off his own skin in a gory imitation of a snake. Aside from making it slightly easier to wriggle free of a hold, this horrific Aspect is quite intimidating, both to the crowd and to the zombie's opponent. It provides a +2 bonus on any attempts to break free of a pin, or an Escapism roll, as the loose skin falls away and the slick, bloody flesh beneath is difficult to properly grasp. It also provokes a Fear Test for the zombie's opponent (-5 penalty if he is not aware that the zombie is capable of this, but only -3 if he has done his homework and expects it). Additionally, Heels and Mega Heels can gain 1 or 2 points of Heat, respectively, when they pull this off in a match. Obviously, until the zombie gets his skin back (or "borrows" someone else's) he cannot use this Aspect again.

## Singleminded

**Power +4**

Some beasts come back from the grave just half-witted, but the dangerous ones literally have but one mind between them. The epitome of the undead tag-team, these pairs operate perfectly together, each knowing exactly what the other is going to do. Both act like merely an extension of the same body, flawlessly executing precision moves that require perfect teamwork. The pair gains a bonus of +5 on any rolls that require both of them to directly work together, such as a double-pin or setting up a victim just right for a partner's smackdown, but there is a drawback. Should one of the pair ever be killed a second time, the survivor is left with merely half a mind—all Skills and Mental Attributes are halved.

## Skill Recall

**Power: Variable**

Must have Long-Term Memory and Problem Solving to select this Aspect. A zombie with Skill Recall retains his intelligence and personality from life. This means all the person's skills and abilities remain intact. The cost for this Aspect equals the cost of the skills retained. Zombies with Skill Recall often don't realize they're dead until their dietary needs start to manifest. When their intelligence returns, the zombies sometimes feel guilty about what they've done. Sometimes they don't.

## Other Aspects

In addition to the Aspects presented here, a number of the abilities presented in *Enter the Zombie* are both useful for zombies making their unliving through professional combat, and also appropriate for the genre. Zombie Masters who do not want a high-flying, Kung Fu movie feel to their story should be careful about what Aspects they allow, but some deserve special mention.

Who needs a folding chair when you have My Body is a Deadly Weapon (or even just Detachable Body Parts from *All Flesh Must Be Eaten*)? Just rip off an arm and sneak up on your opponent while he's talking with the ref. It's faster and you can't be penalized for bringing a "foreign object" into the ring even if you are caught. Similarly, Flesh Holsters makes it childish simple to sneak in whatever nefarious tools or weapons a cheating fighter might need in the ring—assuming they are small enough to fit inside the human body. Undead Flexibility and Shifting Bones (or even Horns, Tusks, and Spikes) may be common, as zombies no longer need to care about keeping all their organs in the proper place. You don't come back from the dead a fragile husk, either, and zombies are renowned for their stubborn refusal to just stay down. Iron Shirt Body is for those undead monsters who make most zombies look like weak pansies in comparison.

The undead with a bit more control over their unnatural form can gain significant advantage with Aspects like Flesh Fist or Trapping Flesh, easily grappling their opponent and twisting him into submission. The most horrific and outrageous zombie wrestlers might even have Ribs of Doom or use their opponent's body against them (or their allies) with Melding.



## Announcer

Norm

**Str** 2 **Dex** 2 **Con** 2  
**Int** 2 **Per** 3 **Wil** 3  
**Lps** 26  
**Eps** 26  
**Spd** 8  
**Essence** 14

### Qualities/Drawbacks

Artistic Talent (Singing) (3)  
Attractiveness 2 (2)  
Charisma 2 (2)  
Obsession (Become Lead Announcer) (-2)

### Skills:

Acting 1  
Beautician 2  
Brawling 2  
Dodge 2  
Driving (Car) 2  
Guns  
(Handgun) 2  
Language  
(Spanish) 4  
Seduction 3  
Singing 5  
Smooth Talking 2  
Stealth 2  
Storytelling 2  
Streetwise 1

### GEAR

Wireless Microphone,  
Makeup Kit, and numerous  
outfits.

### Personality

When I applied for this job, I was a lounge singer in the Catskills. It was a lousy gig, but at least I was singing in front of an audience. Of course, they were all about a thousand years old, and wanted me to sing nothing but Jimmy Dorsey tunes. I wanted to kill myself.

When I saw the ad in Variety saying someone was looking to fill an announcer's job, I figured "what the hell?" It was for World Extreme Wrestling, but it had to be better than singing for thousand-year-old hags in the Catskills.

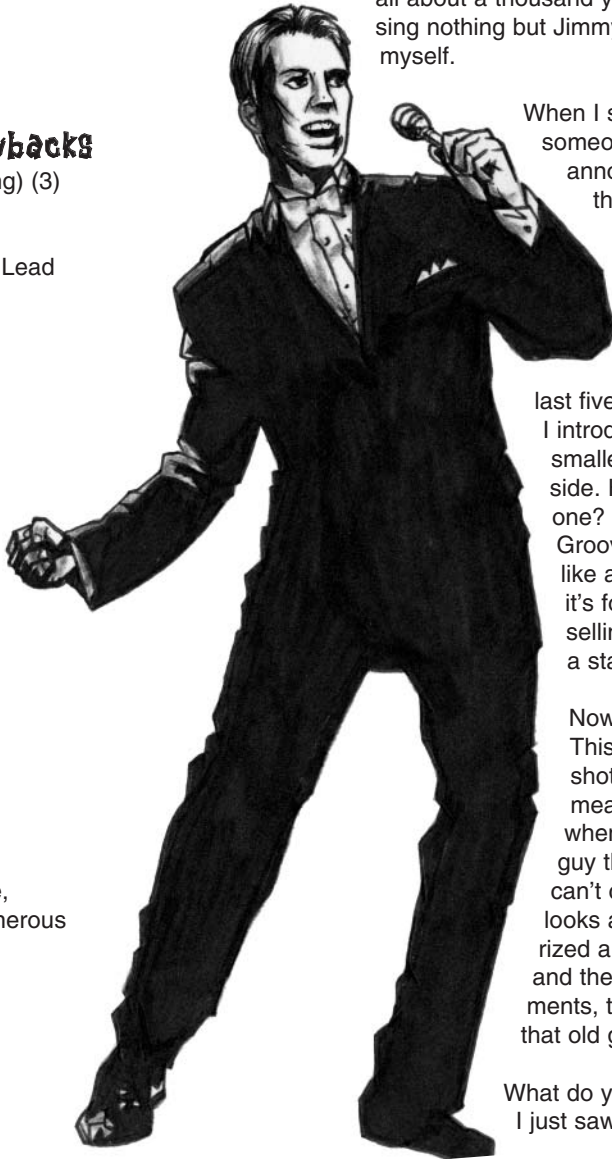
I got the job and spent the last five years as back up announcer. I introduce the wrestlers for the smaller bouts. I also cut CDs on the side. Have you heard my recent one? It's called "Moonlight Grooves." I've been told it sounds like a young Jimmy Dorsey. Sure, it's for a small label, and they're selling it on late night cable, but it's a start.

Now, this is my year. I can feel it. This is the year they give me my shot as the lead announcer. I mean, what were they thinking when they gave that fat, old, bald guy the top announcer's spot? He can't compete against my good looks and golden voice. I've memorized all the stats for all the wrestlers, and their bios and physical measurements, too. All I can hope for is for that old guy to kick the bucket.

What do you mean, "he died last week?"  
I just saw him in the green room...

### Quote

"...For the land of the fre-EEE and the home of the braaaa-ve."



## Garbage Wrestler

### Professional Wrestler

#### Personality

When I was a kid, my doctors told my folks I had a problem. Socially maladjusted, they said, whatever that means. Just because I liked to smack people with 2x4s and stuff. I remember this one time, me and my cousin were in the backyard one Thanksgiving, and I dared him to jump off the roof onto this card table my folks had in the garage. Like it was my fault that he went to the hospital with a broken leg.

In high school, I discovered wrestling. It wasn't like the stuff I saw on TV, but it was fun. I liked to pin guys to the mat, but sometimes I got into trouble for stuff—like the time I popped a kid's shoulder out. Or the time I got mad at this kid when I couldn't get a hold on him, and I poked him in the eye. Or the time I choked a guy with a headlock until he passed out...

But it's not like you can find a job wrestling anywhere. I was pushing a broom at a factory when I heard about a wrestling school where they teach you the stuff you see on TV. So I signed up. A lot of guys got mad at me when I hit them below the belt. But this guy in the stands, he worked for this wrestling promotion, he liked what he saw. Said he had a gimmick already picked out for me, and I got a contract.

There's nothing better in life than the sound of a folding chair smacking into someone's head. I'll do what it takes to win. I don't give a damn how the job gets done as long as it gets done. Eye gouges and low blows get me wins.

Weapons get the job done quickly, just don't get caught. Garbage cans, stop signs, and fire extinguishers are all good, but folding chairs are the best!

#### Quote

"Rules are made to be broken, and so are bones."

**Str** 4 **Dex** 3 **Con** 6

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

**LPS** 53

**EPS** 59

**Spd** 18

**Essence** 20

#### Qualities/Drawbacks

Face (or heel) (2)

Cheap Shot Artist (2)

Cruel (-3)

Hard to Kill (1)

Instinctual Fortitude (5)

Obsession (Winning)

(-2)

Showoff (2)

#### Skills

Acrobatics 2 (Frog Splash

2\*, Drop Kick 2, Plancha 2)

Acting 1

Brawling 4 (Low Blow 4\*, Piledriver

4\*, Powerbomb 4\*, Thumb to the

Eye 4, Snap Suplex 4, Vertical

Suplex 4)

Demolitions 2

Driving (Car) 1

Hand Weapon (steel chair) 3

Intimidation 5

Martial Arts 2 (Baseball Slide 2\*,

Guillotine Leg Drop 2\*, Punch 2,

Spear 2, Super Kick 2)

Notice 3

Promo 4

Stealth 2

Streetwise 3

Throwing 3

Weightlifting 3

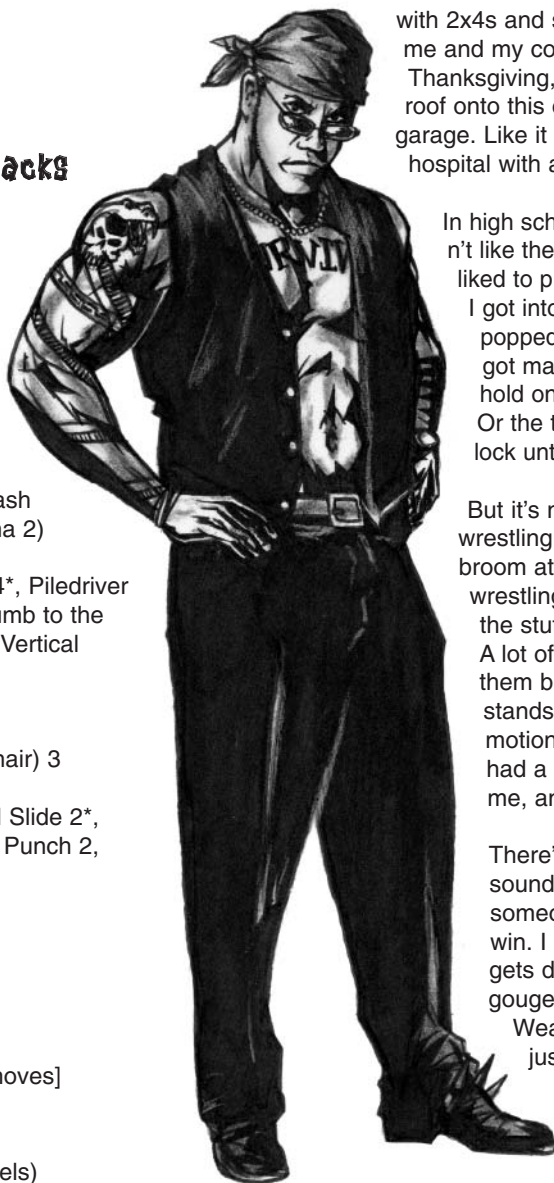
[\*signifies signature moves]

#### Metaphysics

Heat Channeling (6 levels)

#### Gear

Ring attire, Black Powder, Cherry Bombs





## Manager

Norm

**Str** 1 **Dex** 2 **Con** 2  
**Int** 3 **Per** 2 **Wil** 4  
**Lps** 22  
**Eps** 26  
**Spd** 8  
**Essence** 14

### Qualities/Drawbacks

Charisma 3 (3)  
Contacts  
(Wrestlers he manages) 3 (3)  
Covetous  
(Ambitious) 2 (-2)  
Cowardly 1 (-1)  
Resources (Well-off) (2)

### Skills

Acting 2  
Brawling 1  
Cheating 3  
Computers 2  
Dodge 2  
Driving (Car) 2  
Haggling 5  
Intimidation 2  
Smooth Talking 5  
Sport (Professional Wrestling) 2  
Streetwise 4

### Gear

Cell phone, Briefcase, Expensive Suits,  
Expensive Car

### Personality

Crusher? Yeah, it's me. How ya' doin'? Listen, I had some stuff I had to talk to you about. I got a call yesterday from a company that wanted to use you as a spokesman. It was for a commercial for athlete's foot cream, but I passed on it. Not good for your image.

You don't want to be associated with itchy feet.

What? Movie offers? No, I haven't had any bites, yet. There's a role in a barbarian movie that sounds like it could be good for you, but the casting director hasn't come around yet. Don't worry, though.

You're a shoo-in. What? No, I don't think doing the commercial will convince them you're bankable.

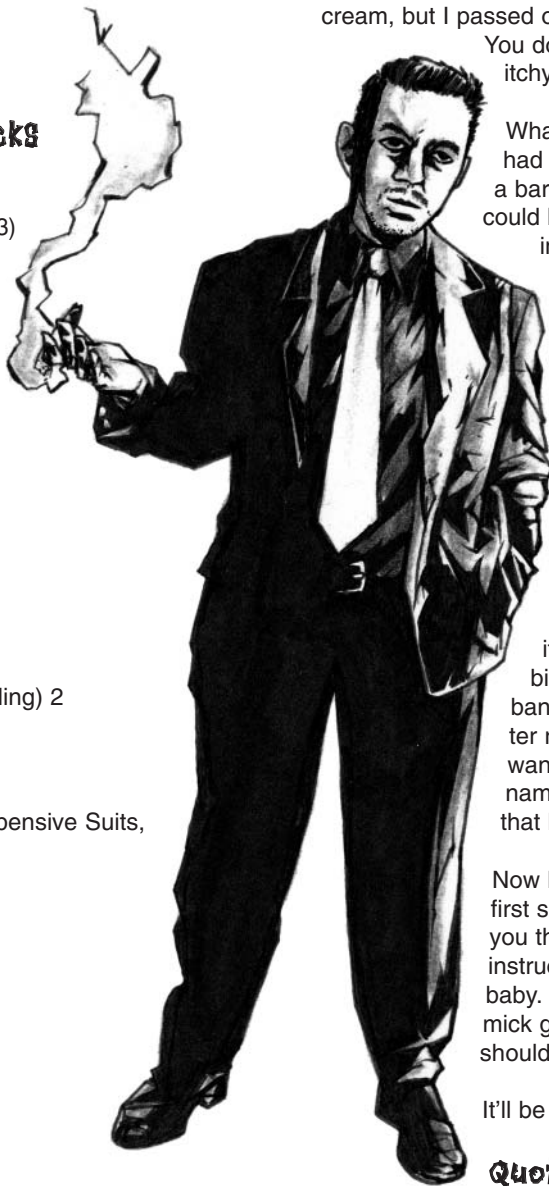
I got a call from the fed president. They want you to star in their next big pay-per-view. Now, they say you're under contract, so they aren't offering us any more money. Usually, I'd tell them to go stick it, but a spotlight position in a big event like this could mean bank later on. Might get you a better roll in a movie. Huh? Oh, they want you to wrestle some guy named Grave Rot. His gimmick is that he's undead...

Now listen to me. Who got you your first shot in wrestling? Me. Who got you this far? Me. If you listen to my instructions, we can go all the way, baby. We can take this zombie gimmick guy with no problem. You should take the deal.

It'll be good for your career. Trust me.

### Quote:

"He'll do it, but he wants a percentage of the gate and ten percent on the back end."



# Technical Wrestler

## Professional Wrestler

### Personality

What do you know about wrestling? Sure, all you see are guys throwing each other around the ring. You hear in the news that wrestling is all fake. But do you know how to take a fall? Do you know how to climb up on the top rope, execute a turn, and land on someone without killing them? I didn't think so.

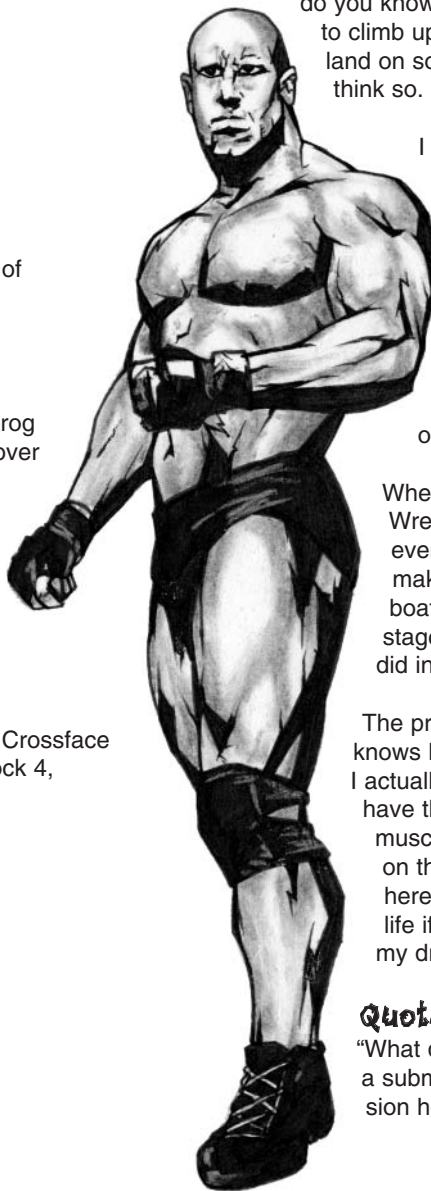
I trained long and hard to become a wrestler. It started when I was a kid. Man, I loved watching wrestling. Then, I joined the wrestling team in my high school. That's where I learned real wrestling. My coach taught me how to lift a guy off his feet, plant them on the mat, and get their shoulders on the mat. I practiced all the time, until I made captain of the team and state champ.

When I got a job with the World Extreme Wrestling, they sent me to school to learn even more. How to take a bump and make it look convincing. How to showboat. How to cut a promo. Sure, it was stage fighting, but I took it as seriously as I did in high school.

The problem with the business is that no one knows how to wrestle. They're all brawlers. If I actually took any of these guys to the mat I'd have them beat in three seconds. All that muscle doesn't do jack for you when you're on the mat. Sometimes, I doubt I should be here, but I know I'd regret it the rest of my life if I didn't give a 110% effort in making my dream come true.

### Quote

"What do you mean I can't use an arm bar as a submission hold? An arm bar is a submission hold. Let me show you."



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

**Int** 3 **Per** 3 **Wil** 3

**LPS** 42

**EPS** 50

**Spd** 14

**Essence** 20

### Qualities/Drawbacks

Face (or Heel) (2)

Hooker (2)

Intelligent Feet (2)

Intestinal Fortitude (4)

Emotional Problem (-1) [Fear of Rejection]

Humorless (-1)

### Skills

Acrobatics 3 (Moonsault 3\*, Frog Splash 3, Headscissors Takeover 3, Splash 3)

Acting 4

Brawling 2 (Death Valley Driver 2\*, Michinoku Driver 2\*, Snapmare 2\*, German Suplex 2, Northern Lights Suplex 2, Snap Suplex 2)

Driving (Car) 2

Electronics 3

Martial Arts 4 (Ankle Lock 4\*, Crossface 4\*, Chop 4, Figure Four Leglock 4, Standing Side Kick 4)

Mechanic 2

Promo 4

Sleight of Hand 3

Weightlifting 3

[\*signifies signature moves]

### Metaphysics

Heat Channeling (5 levels)

### Gear

Ring attire



# CHAPTER THREE





# BABES AND BARBED WIRE



# All Flesh Must Be Eaten™

Kid Crash really didn't get any entrance music, and his walk to the ring didn't have any fireworks or anyone chanting his name. He was the new guy, and no one in the stands knew who he was. But that was going to change soon.

The match with Lictor, one of the heels, had been scripted. Kid Crash and Lictor would meet in the ring and exchange blows for a while. Then, the Kid would get the better of Lictor and look like he was going to win. That's when Lictor's buddy, The Howler, would appear from under the ring and beat on Kid with a garbage can. Together, the two wrestlers were supposed to stomp him. Mr. Vincent believed this would gain Kid Crash sympathy with the fans, and next week the baby face of the promotion would publicly take Kid Crash under his wing. If the crowd didn't like him, the Kid would never appear again in the squared circle.

He hoped they liked him, though he wasn't too crazy about his gimmick. Kid Crash was supposed to be a high flier, someone who specialized in acrobatic action, which was fine. But he wanted to be more intimidating. With "kid" in his name, he didn't sound too menacing.

But at least he was in wrestling, and he hoped the opportunity Mr. Vincent was giving him paid off. Wrestlers who cut their teeth in Hardcore Extreme Wrestling could go on to the big time. He stood in the corner and waited for the bell.

The match started off without a hitch. After a few minutes, Kid Crash got Lictor into the corner, and started whaling on him, driving his head repeatedly into the post. Lictor let out a howl of rage and elbowed Kid Crash, hard. He stumbled back, and Lictor backhanded him. It wasn't supposed to go that way; Lictor was supposed to get out of the corner by stomping on the Kid's instep.

The Kid was confused and in pain. While he stood there, nursing his jaw and trying to recover, Lictor charged out of the corner and tackled him. They both went down, hard. That wasn't supposed to happen either. Now, it didn't look like he was winning, and he wasn't set up for his next move. Lictor quickly scrambled and grabbed the Kid's head and did a little slamming of his own. One, two, three, four... Blood gushed from the Kid's nose. Confused, the Kid wasn't sure how to get out of it.

Suddenly, he felt Lictor let go of his hair, and no longer felt his weight pressing him down. He rolled over on to his side, to see Howler grappling with Lictor now. Lictor's face was contorted into some kind of grimacing deathmask. His breathing was shallow and fast. Howler was angry and pleading with Lictor "George! What the f&\*k is going on? You could have killed the guy."

Lictor didn't answer. He pointed at Howler and screamed something unintelligible. The fans in the front row, believing Lictor was going off script, went wild; everyone loved a shoot match. Lictor ran at Howler and choke-slammed him. Then he sat on him, pulled up his leg, and took a bite out of his calf. Howler screamed. Blood gushed from his leg. Something was terribly wrong, and now everyone knew it.

The ref jumped on Lictor's back. Several security guys scurried under the bottom rope. Corner guys vaulted over. Kid Crash joined them. It was chaos. The fans kept screaming for more.

Lictor tossed everyone around like rag dolls. He punched, and bit, and clawed like a madman. It was Kid Crash who took him down with a leg sweep, and Howler jumped on his prone body. The referee pinned an arm. Other guys lay across his legs. Incredibly, Lictor still had some fight left in him. He started to rise despite the weight of six men on top of him.

Then, suddenly, he collapsed. He wasn't moving, and after what seemed like a few minutes, the paramedics pulled everyone off to get to him. They pronounced him dead at the scene. One of them guessed his heart gave out under the strain.

The rest was a blur. Police were ushering fans out of the stands. Paramedics were carrying away the body and bandaging up Howler's leg. Kid Crash wiped some of Lictor's blood—how'd that get there?—from his knuckles. Mostly, he wondered at what had happened. What made Lictor flip out? What made him so strong? And what could have put that glazed, wild-eyed look on his face? It was almost like he was on drugs, or some kind of zombie.



## Wrestling, American Style

Punches, stomps, and chair shots. Off-color language and obscene gestures. Chemically enhanced men and surgically enhanced women. These are the images that come to mind when someone thinks about American wrestling.

The current American style of wrestling is specifically designed for television, with the needs of the live audience looked upon as a secondary consideration. Other traditions focus on the live show, then adapt for TV. This difference may seem trivial, but the end result is a vastly different product.

The focus on television changes what goes on inside the ring. The art of grappling involves the application of holds and joint locks. A fight starts in a flurry of activity too fast for the eye to follow. Once a wrestler applies a lock, all motion stops unless the victim is able to escape or counter. The American television audience has a low attention

span, and a desire to think as little as possible. Low attention spans mean things have to be fast and loud. Each move has to flow as quickly as possible into the next move. Matches have to keep moving so the viewer doesn't get bored.

The viewer might get bored if something noisy doesn't happen every so often. This translates into a lot of punching, stomping, and chopping. These basic brawling maneuvers fill in the seconds in-between either power moves, high-flying impacts, or garbage shots. Power moves like suplexes, clotheslines, and body slams grind opponents into the mat, hard. High-flyers get the same effect by jumping off the top rope and connecting with their opponent, driving them to the mat. Using "garbage" in a match—trash cans, stop signs, fire extinguishers, steel chairs—is another way to generate noise. These three types of wrestling moves generate the kind of satisfying, loud smack the audience loves so much.



# All Flesh Must Be Eaten™

An interesting side effect in modern wrestling is the incompetence of American referees. American referees are nearly blind, almost deaf, and almost completely unaware of their surroundings. This allows garbage-style wrestlers to sneak in as many foreign objects as they want. In order to make this believable, referees always have to appear incompetent. So American wrestling ends up being poorly officiated, with very little rule enforcement. This plays into the fans' desire for simplicity as well—there aren't any cumbersome rules to think about.

Many matches are given overall themes to help make them interesting. These themes are implemented through the use of stipulations. Stipulations are alternate rules that only apply to an individual match. A match might be submission only, two out of three falls, or first blood (whoever bleeds first loses). Matches can have time limits, or be fought inside a steel cage. Some stipulations become so popular that they become a standard match type, such as tag team matches and "hardcore" matches. The variations are endless. The idea is to make a match that people will remember and talk about for years to come.

There are good guys and bad guys, Faces and Heels. Wrestling is about the basic struggle between good and evil. This might take several forms of "the good" versus "the bad"—patriotism against anti-Americanism, for example, or blue-collar versus The Rich. No matter what form it takes, the conflicts are kept relatively simple, and the fans know who is good and who is bad pretty easily. Cartoon caricatures are what we're talking about. The ultimate conflict is for the soul of the franchise. Typically, the bad guys want to take the promotion in the "wrong direction" and it's up to the good guys to save wrestling for the mom, apple pie, and the fans.

Periodically showing the nearly naked bodies of beautiful women prevents the mostly male audience from changing the channel. In order to work them into the storyline, women are often made into valets, managers, ring announcers, paramedics, or interviewers. Any excuse to get females on camera is a good one. Although there have been several notable women wrestlers, they are known mostly for their pulchritude, not necessarily their wrestling ability. Oddly, American wrestling promotions can't seem to maintain women's divisions. Women have largely

been relegated to the apron, where they cheer on their champion, occasionally hand him a folding chair, and serve basically as eye candy for male fans. They are possessions to be fought over, and a common angle is the Face's girlfriend seduced, manipulated, or conned into betraying him by the Heel.

## The Gimmick

The gimmick is the core concept around which the entire character revolves. It is the wrestler's identity. Wrestlers are either Faces or Heels, good or evil, cheered or booed. Every wrestler has a gimmick, some good, some awful. A wrestler who gets an ambiguous response from fans does not stay on television for long.

The gimmick defines the kinds of moves he makes, and the kinds of things he does. While a jobber might employ a clothesline move, the Rancher might have his signature Texas Lariat. The move is the same, but the jobber never beats opponents with his clothesline, and the Rancher wins every match with his. These signature moves are one way the fans can identify the players. The gimmick also suggests a standard ring entrance and the catchphrases they repeat in every interview. For example, badass characters get heavy metal entrances, popular characters usually use rap or hip-hop music, and arrogant heels might use a classical theme.

Gimmicks tie into the angle, the story lines presented over the course of several matches. For example, a Heel might mess with the motorcycle of a Face with a biker gimmick, or he might steal the Face's favorite helmet, which leads to a grudge in the ring. A gimmick where the Face symbolizes America often leads to angles involving fights with "foreign" wrestlers.

American wrestlers have to do more than just wrestle. They have to give good interviews to make the viewers care about them in the first place. If a wrestler is no good in front of a microphone, he'll never excel no matter how good he is in the ring. When a wrestler is given time on the microphone, it is called "cutting a promo." The promo is the wrestler's big chance to "get over" with the crowd. In American wrestling, even newcomers begin by cutting promos. These first few promos are usually pre-recorded. This way, the young and inexperienced wrestler can repeat the promo as many times as it takes to get it right. The

fans never get to see any of the mistakes and miscues. These initial promos give the wrestler a chance to establish his gimmick and his catchphrase.

With no middle ground between good and evil, wrestlers can change from good to evil almost instantly. The rapidity with which a wrestler can go from hero to villain and back again is a hallmark of the American wrestling style. An American wrestler can change sides in one performance. There is no build up necessary, a good guy can just start acting evil or vice versa. Any explanations that are needed can be given after the fact, through promos and interviews.

## The Angle

In American wrestling, it's all about the angle. The angle is the story line. While other types of wrestling use angles, the world of American wrestling has raised this to a new level. The action outside of the ring is as important, if not moreso, to advancing the action inside the ring. For example, for the Face and the Heel to square off, the rivalry has to be established backstage; the Heel steals the Face's girlfriend, or messes with his car, or calls his mother's virtue into question, and the fight is on.

Most of this occurs backstage, during interviews, filmed set pieces, and while cutting promos. The participants in these stories are usually not wrestlers at all. Owners, managers, and commissioners are the main characters. As the characters negotiate with each other, strange secrets about their personal lives are revealed. These secrets generally revolve around the romantic histories of the characters, but often involve past crimes and wrongdoings being suddenly and dramatically revealed. Problems and conflicts are resolved through physical violence in the squared circle. In essence, American wrestling is a soap opera for men.

Traditional wrestling involves Faces battling Heels for the honor of holding and defending championship titles. This formula still exists in American wrestling, but the battle for the titles is just part of a larger story. The main battle in American wrestling is to control the promotion. The Heels, often led by a corrupt manager or owner, battle with the Faces over the heart and soul of the promotion. The Heels want to take wrestling down the "wrong road" and the Faces mean to stop them, and save wrestling for the fans.

## Introduction

Characters are larger-than-life heroes and villains. They fight with each other for honor, revenge, love, and ratings—and the occasional title belt. They are the stars of the show.

Other characters take a back seat to the wrestlers, but can be just as interesting to play. The world of wrestling is filled with managers, promoters, announcers, handlers, and valets who join in the fun in front of the camera as part of the angle. Then there are the camera men and technical engineers who make a promotion run behind the scenes—they may not participate in the action around the ring, but make excellent Cast Members when the zombies come calling.

## Making Characters

### Find a Gimmick

The first step in creating an American wrestling Cast Member is to find a good gimmick (or even an awful one). This is much like a superhero's concept—it is who you are in the ring. Almost any concept can be the basis for a gimmick, but some gimmicks are common to virtually every American promotion. Here are a few examples:

**The Big Man:** The biggest guy on the roster of a promotion usually gets stuck with this gimmick. The Big Man's size is his gimmick. He shakes off bumps that would knock smaller wrestlers out. He carries an air of invincibility, and normally only gets beaten by underhanded means.

**The All-American:** Most every American promotion has a guy that symbolizes the USA. The wrestler usually wears a red, white and blue outfit. Fans chant "USA! USA!" when the wrestler is trying to overcome adversity in the ring.

**The Anti-American:** If a promotion has an All-American, then they'll have an Anti-American too. The nationality of the Anti-American is determined by the current political situation. Whatever country is at odds with the USA is the home nation of the Anti-American. The wrestler wears his county's colors, and publicly sings their national anthem (badly).



**The Lunatic:** You'd have to be crazy to want to fight the Lunatic. A specialist in the use of garbage, the lunatic seems to fear nothing, and feel no pain. It is unclear whether the Lunatic realizes there are rules to be followed in wrestling, but if he does, he doesn't make any attempt to follow them. Matches with a Lunatic usually end by disqualification.

**The Pretty Boy:** The Pretty Boy is a narcissist, and just loves the way he looks. He'll go so far as to bring a mirror and grooming equipment to the ring with him so that he might better appreciate his stunning looks. The Pretty Boy is constantly concerned with his appearance, and might even take a hair-combing break right in the middle of a match.

## Recommended Qualities and Drawbacks

A wrestler hoping to survive in the ring had better have Intestinal or Testicular Fortitude to take bumps in the ring.

Those wrestlers who hope to climb to the top of their promotion should give themselves a solid role—Face, Heel, Baby Face, and so on. This is really important if you want to use Heat Channeling (and you do).

A successful wrestler might have a few levels of Resources and Status to go along with that title belt.

Finally, not everyone is a paragon of virtue, and wrestlers are real people, with real problems. Good Drawbacks include Delusions (Delusions of Grandeur), Emotional Problems (Fear of Rejection), Clown, Showoff, and Covetous (any, really).

Behind-the-scenes Cast Members, the managers, valets, and advisors, need the appropriate skills, Qualities and Drawbacks for their role. Managers should at least have Resources (unless they're just playing managers on TV). A valet or personal assistant should have a grab bag of Qualities and Drawbacks useful for a hanger-on, such as Attractiveness for a pretty valet/girlfriend and Emotional Problems (Emotional Dependency) for posse members. But because this is sports entertainment, you'll also need the Promo skill (for those times when you have to do something in front of the mic), as well as some fighting skills when you need to beat on an opponent backstage (and in front of the camera, of course).

The world of sports entertainment is fake (it's been testified to in court). While the wrestlers are incredible athletes, they're also actors playing a role. When you're creating your Cast Member, keep this in mind—you are playing a character who is himself playing a character. When you select Qualities and Drawbacks for your Cast Member, think about what is a part of you (er, him) and what aspects of his sports entertainment persona. Using this optional rule, Character Points only apply to those Qualities and Drawbacks that belong to the Cast Member. For example, Melvin Fineberg (a Cast Member) has Hard to Kill, Intestinal Fortitude, and Face, and his player pays the points for these. But Melvin is Ronnie Rocket in the ring, an All-American Face billed as a millionaire (Resources) and Honorable, and the point costs don't count. Or imagine The Vivisector, a lunatic Heel in the ring who is supposed to be Cruel (for no points), but is actually Honorable (for the points). In this way, you create your Cast Member's on-stage, wrestling persona with some hooks for the ZM's angles.

## Hardcore Extreme Wrestling

Hardcore Extreme Wrestling is a fledgling wrestling promotion in the American southwest. HEW is what is commonly referred to as an Indie (as in independent) promotion. It doesn't have a sweet, big-time television deal, but it's shown on regional TV late at night. HEW serves as the minor leagues for the big promotions, and wrestlers and characters who do well there eventually get tapped to move up to a larger, more lucrative company.

HEW moves from city-to-city throughout the region, places like Chandler, AZ and Bernalillo, NM. The promotions staff books venues for performances, schedules air time on local TV channels, and sells tickets once a show is set up. They are simply salesmen working a territory. Before the promotion shows up, the technical crew arrives to set up the ring,

pyrotechnics, and audio-visual equipment. They're like roadies who couldn't find a decent rock band to work for. Most of the venues HEW wrestles in are small arenas that have enough space for the ring and a few thousand seats for fans. This is strictly low rent wrestling.

The promotion has no permanent location; the entire operation is mobile. The company owns two 18-wheelers and a mobile home. The 18-wheelers carry the ring and special effects equipment around, as well as the costumes, cameras, sound equipment, and props. The mobile home serves as the promoter's mobile office. Employees have to provide their own transportation and lodging. The company doesn't pick up the tab for these expenses.

Everyone involved in the organization believes the company has a bright future. Wrestlers actually lose money for every show in which they perform. They see it as "paying their dues." Every show gets them in front of an audience. Every good performance creates word of mouth. Enough good word of mouth could land them a spot at a wealthier promotion. For this reason, everyone involved puts their all into every performance. This "corporate culture" is an intangible but essential part of the organization. Without dedicated workers, a fledgling promotion has no chance of surviving for long.

Kyle Vincent owns Hardcore Extreme Wrestling, and has for eight years. Vincent writes all the angles for HEW, a job he refuses to give up. He believes he is the genius behind the promotion's current success, and doesn't think anyone else can do it as well, even though he isn't the most creative writer available. Wrestlers must improvise the bulk of the match; only the endings are scripted. When storylines fail, Vincent blames the wrestlers. He cannot accept failure.

For Vincent, the appearance of his performers is far more important than what they do in the ring. He wants his wrestlers to be huge, larger-than-life men rippling with muscles. The promotion is top-heavy with muscular power wrestlers, and any performers who don't have the "body-builder" look are immediately relegated to jobber status. The women in the promotion aren't spared, either. They have to be larger-than-life as well, and "enhancement" surgery is mandatory. These are the only wrestler expenses HEW actually picks up, though wrestlers who accept must sign a three-year contract so Vincent makes his money back. Vincent is convinced that HEW's success is tied to the beefy appearance of his wrestlers. So





far, he's been proven right, as at least two of his performers have signed on with major, national promotions (with Vincent getting a cut of the action).

## Bigger Bumps

Kyle Vincent's obsession with size and bulk (no jokes, please) has led him to increasingly illegal means to augment his performers. First, it was anabolic-androgenic steroids and ephedrine to give his wrestlers the comic book physique the fans love so much. Then, it was amphetamines to give them the energy to perform more difficult stunts in longer matches. Having a hopped up, 300-pound muscle machine screaming out his promos gave the fans what they wanted. But still, it wasn't enough.

That's when he turned to Dr. Otto Klemperer, an expert in neuropharmacology and the son of a Nazi scientist who had escaped to Argentina. Klemperer's father had been involved in Hitler's plan to engineer a "master race," and the son continued his father's research into the human body, with an aim towards creating the perfect physical specimen. While Klemperer came to Vincent's attention through the latter man's work on designer steroids, it was his research into the way the brain perceives pain that brought the two men together. Klemperer now works as staff physician to the wrestlers at HEW.

## The Source of the Zombies

Dr. Klemperer believes that by turning off the way the brain experiences and reacts to pain he can increase physical strength.

Pain is the body's way of protecting itself from harm. When a person lifts something that exceeds their muscle capacity, nerve endings in the muscles send impulses along the spinal cord to the brain telling it they experience pain. The brain relays a signal to the muscles instructing them to react to the pain—"stop lifting." This process occurs through chemical neurotransmission. If Dr. Klemperer can block the neurotransmitters associated with pain, he believes he can increase strength without increasing muscle mass.

Dr. Klemperer has synthesized a drug he calls Aggrevastin, which interrupts the neurotransmission

## The Red Rage

*Those exposed to the chemical through a bite or contact with perspiration make a Difficult Constitution Test to fight off the drug's effects. Those injected with the serum are automatically affected. Failing this test, the victim succumbs to the drug and their body begins producing mutated testosterone. Make a test each time the victim is exposed.*

*The Red Rage has an incubation period of roughly one week. Symptoms include increased aggression, restlessness, insomnia, and impulsiveness. Headaches are a common complaint. As the week progresses, the victim alternates between bouts of exhaustion (from not sleeping) and sudden anger.*

*By the end of the week, the amount of the chemical in the body reaches critical mass. When facing a stressful situation, as defined by the Zombie Master, the character must pass a Difficult Willpower test. If the test fails, the character succumbs to the Red Rage, and becomes, for all intents and purposes, a zombie. Continue testing for each stressful situation until the character succumbs.*

of pain and makes its users both insanely strong and invulnerable. But he needs test subjects, and Vincent is more than happy to oblige. Dr. Klemperer, in his role as staff doctor, administers the drug to select wrestlers at HEW.

## The Drug

Unfortunately, Klemperer hides his activities by combining the drug with the wrestler's anabolic steroid injections, which has lethal consequences. On their own, steroids induce the body to produce more testosterone. Aggrevastin, on its own, retards neurons from communicating pain. Combined, the body begins producing the molecules found in Aggrevastin along with testosterone. This wouldn't be so bad if not for a condition known as 'roid rage—sudden, uncontrollable frenzies triggered by even mildly

stressful situations. In a condition that will become known as Red Rage, those subjected to Dr. Klemperer's serum become homicidal maniacs imbued with superhuman strength and incapable of feeling pain. Moreover, the drug remains in the subject's blood stream, and is transmitted through contact with bodily fluids—blood, sweat, and mucus. Only a small amount is needed to trigger the production of it in another person.

Thus, Dr. Klemperer has accidentally created a serum that makes a person insanely strong, psychotically aggressive, and invulnerable to pain, and can be transmitted through a scratch or bite. Sound familiar?

## The Zombies

Although those who are affected by Red Rage act like zombies, they are not dead, though they soon will be. Influenced by the Red Rage steroid, they share a lot in common with zombies—they're mindless, ultra-violent, murderous, and have a penchant for feasting on flesh.

Red Rage "zombies" have a limited lifespan. The human body wasn't designed to withstand the amounts of adrenaline produced by the steroids for very long. Because they are essentially still human, Red Rage zombies keep track of Endurance Points. Red Rage zombies who lose all their Endurance Points have burned out their bodies and they collapse, dead. Their brains are fried, their nerves are shot, and their hearts give out.

Once the rage takes over, they feel no pain, which is what keeps the average human from bench pressing an engine block or walking on carpet tacks. Pain is a good thing, life-prevention wise, and without it Red Rage zombies end up in all kinds of life-threatening situations. Once the Red Rage manifests, characters do not fall unconscious upon reaching 0 Dead Points. They keep on going, because their brains haven't told their bodies that they've exceeded their limits. Once a Red Rage zombie reaches -30 Life Points, however, time's up.

Because they don't feel pain, there is really only one way to kill them—attacking the brain or spine. Anything else—shooting them, chopping off an arm, hitting them with a car—has no effect. They just keep on coming.



## Red Rage Zombies

<b>Strength</b> 7	<b>Constitution</b> 2
<b>Dexterity</b> 2	<b>Intelligence</b> 1
<b>Perception</b> 2	<b>Willpower</b> 2
<b>Dead Points:</b> 15	<b>Speed:</b> 4
<b>Endurance Points:</b> 38	<b>Essence Pool:</b> 16
<b>Skills:</b> Brawling 2	
<b>Attack:</b> Bite damage D4 x 2 (4) slashing	
<b>Weak Spot:</b> Brain [+6], Spine [-1]	
<b>Getting Around:</b> Life-Like [+3]	
<b>Strength:</b> Monstrous Strength [+10]	
<b>Senses:</b> Like the Living [+1]	
<b>Sustenance:</b> Daily [+0], All Flesh Must Be Eaten [+0]	
<b>Intelligence:</b> Language [+1], Tool Use [+3]	
<b>Spreading the Love:</b> Special	
<b>Power:</b> 28	





When people become gripped by the Red Rage, they have little more than basic intelligence. They can speak, generally an incoherent, obscenity-laden rant, and can use basic tools such as clubs and doorknobs, but little more. Their minds are consumed with violence, and in their altered mental state all they want to do is kill.

Not all people exposed to the lethal substance carried in stray bodily fluids become Red Rage zombies. A certain percentage of the population, for unexplained reasons, remains immune. The substance remains in their bodies, however, making them carriers for the plague. Just because someone hasn't become a Red Rage zombie does not mean they can't infect others. Characters who successfully make their Difficult Constitution Tests continue to infect others.

*Don't be afraid to affect the Cast with Red Rage. After all, throughout the campaign they come into contact with affected people all the time. When a Cast Member comes into close physical contact with a zombie, have them roll to see if they become infected (or roll for them in secret). If they have, call for tests during stressful situations to determine whether or not they themselves succumb.*

## Starting the Campaign

The story opens with the heroes in Bakersfield, CA, for a night of wrestling. The Zombie Master should work out with the players some possible angles for the night's events, and set up some rivalries between Faces and Heels. Give the Cast time to get into character by cutting a few promos backstage for the live audience and local TV audience.

Each match should be between a Supporting Cast character and a Cast Member. The ZM, in the role of Kyle Vincent, should determine who the winner of each match is supposed to be, and then come up with a reason for the fight. Perhaps a Heel flirts with a Face's girlfriend or a Face reveals a Heel's dark secret (real or made up). Basically, the ZM should try to capture a feeling last minute backstage chaos.

The night's main event is a match between The Duster and a Cast Member (chosen by the ZM). The Duster is an up-and-coming wrestler, on his way to the big time, and his gimmick is a cattle rancher turned wrestler to earn money for the family ranch. Dr. Klemperer, in his role as team doctor, has been administering his anabolic steroid and Aggrevastin cocktail to The Duster everyday for the past week. The evening's bout won't proceed normally, however.

Set up the wrestling match as you normally would—the posing, the introduction, the pyrotechnics, the bell. Before his match, The Duster seems agitated, but no more than usual for a wrestler on steroids. Little does anyone know, he's on his way to hulking out as a Red Rage zombie. At first, The Duster wrestles normally (use the abilities listed in his attribute box). But half way through the match he succumbs to the Red Rage, and fights using the statistics for a Red Rage zombie. Although he doesn't look like a zombie (no dead flesh, no shambling), he acts like one—attacking everything in his path, biting, clawing, and taking incredible amounts of damage. Once it becomes apparent that something is wrong, referees, corner men, and security rush in to restrain him. Luckily, if the Cast Members don't take him out, the effects of the Red Rage on his body will.

The next day, the doctors rule his death a heart attack, and figure, by the levels of testosterone in his blood, that he suffered an attack of 'roid rage in the



**The Duster**

**Strength** 3

**Constitution** 4

**Dexterity** 4

**Intelligence** 2

**Perception** 3

**Willpower** 3

**Life Points:** 38

**Speed:** 16

**Endurance Points:** 35 **Essence Pool:** 19

**Qualities and Drawbacks:** Face (or heel) (2), Hooker (2), Intelligent Feet (2), Intestinal Fortitude (4), Emotional Problem [Fear of Rejection] (-1), Humorless (-1)

**Skills:** Acrobatics 2 (Moonsault 2\*, Frog Splash 2, Headscissors Takeover 2, Splash 2), Acting 4, Brawling 2 (Death Valley Driver 2\*, Michinoku Driver 2\*, Snapmare 2\*, German Suplex 2, Northern Lights Suplex 2, Snap Suplex 2), Martial Arts 5 (Ankle Lock 5\*, Crossface 5\*, Chop 5, Figure Four Leglock 5, Standing Side Kick 5), Promo 5, Weightlifting 5

[\*signifies signature moves]

**Metaphysics:** Heat Channeling (9 levels)

**Gear:** Cowboy hat, leather duster coat, ring gear, lasso



ring. This information gets around the promotion pretty quickly over the next few days, and everyone views it as a terrible tragedy. Despite the misfortune, Vincent packs up the entire promotion and moves on to the next town.

## Moral Quandary

*One of the fun things about a game of AFMBE is dispatching zombies with gleeful abandon. That's easy when they're dead, but produces a certain amount of anxiety when it comes to people who act like zombies.*

*Red Rage zombies aren't undead, and could present a moral quandary for Cast Members (and players).*

*One way to rationalize treating Red Rage zombies like all brain-eaters is to self-preservation. Red Rage zombies want to kill you as much as any undead zombie, and when 200-pounds of rampaging, homicidal, insane wrestler comes at you its hard to keep from shooting him. Just keep telling yourself it's a matter of self-defense.*

*On the other hand, once the Cast figures out the zombies aren't really dead after all, this may lead to a more complex game of AFMBE. Rather than killing the zombies, the Cast can try to find some way to avoid conflict (and thus avoid killing them) and save them.*

## Flagstaff, AZ

A new week, a new show, a new town. This time, Hardcore Extreme Wrestling sets up shop in the city of Flagstaff. String things out a bit by playing through all the “down time” stuff—getting motel rooms, training, dealing with personal matters. While everyone is upset about The Duster, everyone avoids talking about it or tries to pass it off as an occupational hazard. No one wants to deal with it.

As this is going on, Vincent and Dr. Klemperer prepare for the next event. Like a true scientist, one occurrence isn't enough to prove anything to Dr.

Klemperer. He doesn't understand what happened in the ring, and hasn't connected it to his new drug (much less figured out the interaction between steroids and Aggrevastin). This time, Vincent wants him to administer the drug to Big Joe Briggs, the promotion's “big guy” with a hayseed southerner gimmick. Throughout the week, Klemperer gives Big Joe his steroid shots, and Big Joe becomes increasingly short tempered. A Simple Intelligence Test from the Cast Members reveals the connection between the shots, ‘roid rage, and The Duster. If they go to Vincent with their concerns, he tells them to keep their noses out of his business, and threatens to fire them. If they talk to Dr. Klemperer, he dismisses their concerns with medical double-talk.

The show must go on. As before, the night of the performance Vincent shows up backstage with the script for the night's matches. The Zombie Master should work out more angles for the bouts and set up the evening's wrestling card between Supporting Cast and Cast Members. The character who gets paired with Big Joe Briggs might be a little suspicious.

Too bad they never get inside the ring. The action starts backstage. The Cast Member and Big Joe Briggs stand in the access way under the stadium to cut their promos in front of the camera. A cameraman, a sound technician, various corner men, and one of the HEW announcers joins them; various onlookers and staff go about their business out of camera range. When the cameras go on, and the smack talking begins, Big Joe Briggs, in his agitated state, can't take it and he rages out. The fight should be short and bloody. He attacks the Cast Member and anyone else who gets in his way. This time, everyone can dog-pile on Big Joe, while others run and hide. The cameraman shuts off the camera, and the local TV affiliate cuts to a commercial. The only way to stop Big Joe Briggs is to either kill him or wait for his body to burn out; hitting him anywhere but the brain or spine does little and restraining him won't work.

After the fight, Vincent cancels the rest of the show and sends everyone home. The police show up to take reports, and an ambulance carries Big Joe to his autopsy. The cops want to know if Big Joe was taking anything, and they're none too surprised if any of the Cast mentions steroids. This may be an opportunity



## Big Joe Briggs

**Strength** 4                      **Constitution** 4  
**Dexterity** 3                    **Intelligence** 2  
**Perception** 2                  **Willpower** 2  
**Life Points:** 42                **Speed:** 14  
**Endurance Points:** 35   **Essence Pool:** 17  
**Qualities and Drawbacks:** Face (or Heel) (2),  
Hoss (2), Human Suplex Machine (2), Intestinal  
Fortitude (4), Showoff (-2)

**Skills:** Acrobatics 2 (Axe Handle 2\*, Drop  
Kick 2, Missile Drop Kick 2), Acting 1,  
Brawling 5 (Back Breaker 5\*, Body Slam 5\*,  
Chokeslam 5\*, DDT 5, Snap Suplex 5,  
Spinebuster 5), Hand Weapon (Axe Handle) 5,  
Intimidation 5, Martial Arts 2 (Bear Hug 2\*,  
Headlock 2\*, Boot 2, Clothesline 2), Notice 5,  
Promo 5, Weightlifting 5

[\* signifies signature moves]

**Metaphysics:** Heat Channeling (9 levels)

**Gear:** Cut-off denim jacket with Confederate  
flag sewn on back, hickory axe handle, ring  
gear

for the Cast to put the blame on Dr. Klemperer as the source of the drugs, but doing so ends their careers for sure; it gets Dr. Klemperer's medicine cabinet searched and him a night of interrogation, and he's arrested for administering steroids illegally. It doesn't do much to stop the spread of the Red Rage problem, however. After a long night of answering questions, the Cast Members are free to return to their motel.

A few days later, folks around the promotion gossip about the autopsy report for Big Joe; he died of a broken neck, likely suffered during the melee to restrain him. Although the toxicology report showed elevated levels of testosterone in his blood stream, others around the promotion believe he was on PCP (typically associated with diminished pain, increased strength, and sudden rages).

Meanwhile, it has been a week since The Duster died in the ring. Several spectators sitting in the front row came into contact with Dr. Klemperer's serum, either through his blood, saliva, or sweat. Perhaps one of them was attacked by The Duster when he freaked out, or he fell into the stands during the match and contaminated them through his sweat. They, in turn, infected others. While the Cast fights Big Joe Briggs in Flagstaff, in Bakersfield the folks begin to rage.

## Richfield, UT

Vincent isn't willing to put a halt to his promotion's operations. The promotions people have booked HEW into a stadium in Richfield. The police investigation in Flagstaff has shaken both Vincent and Klemperer, however, and they stop administering Aggrevastin in the wrestler's steroid injections. In fact, they stop injecting anyone with anything, just in case.

During the week leading up to the next HEW event, while the Cast Members go about their daily business, they happen to catch a TV news report. Maybe one of the Cast watches TV after a day of training, or everyone eats at a greasy spoon diner. The anchorman reports on a series of deaths in Bakersfield. He describes people as flying into sudden rages, exhibiting superhuman strength, and dying suddenly and inexplicably—the same condition experienced by The Duster and Big Joe Briggs. The police, he says, believe its some new kind of street drug "...with lethal consequences; back to you, Jane."



# All Flesh Must Be Eaten™

After this, the Cast may suspect Dr. Klemperer of administering this new street drug to the wrestlers, and try to search his medical supplies. All they find are a bunch of vials labeled with normal medicine names. Even if they have the Medicine skill and access to a chemical lab, all they find are normal drugs; Klemperer keeps the steroids and Aggrevastin locked up in Vincent's safe.

By the end of the week, it's time for the next event. The matches in Richfield go off without a hitch. Vincent sets up the endings of the bouts, and everyone follows the script. Nothing unusual happens during the promos. There are no sudden attacks, no one rages out, and the matches are fought clean (as clean as they get in hardcore wrestling). Things should be oddly mundane for a wrestling promotion. This encounter should emphasize the differences between fighting a Red Rage zombie and a normal wrestler, and demonstrates that something was definitely wrong in the earlier towns. The Cast should be waiting for the other shoe to drop, and it doesn't. At least not in the ring.

## The Beginning of the End

The Zombie Master should trigger the next event the day after the wrestling match. During their last day in Richfield, the promotion prepares to leave for the next venue. After a day of packing the trucks, everyone goes back to their motel rooms to rest up before leaving the next morning. Those who were present at Big Joe's rampage the previous week—the cameraman, sound technician, a ring babe, and a few roadies—are ready to rage out. They all became infected during the fight—all it takes is contact with his blood, sweat, or saliva—and infected others over the course of the week.

They attack during the evening. It doesn't matter what sets them off, all across the motel, its parking lot, and the neighboring diner, the infected begin attacking innocent bystanders and each other. The Red Rage zombies at the motel seek out anyone to fight, including barging into other people's rooms. If the commotion outside doesn't attract the Cast's attention, then zombies crash through the doors and windows. And this is a scene being repeated all across the city.

How things progress is largely up to the Zombie Master. Eventually the police show up to quell the riot, but in the end the Red Rage zombies burn themselves out as a result of their frantic activity. In the end, all that's left is to tend to the wounded and clean up the bodies.

## Stranded

Afterwards, Vincent can't really move the promotion to the next town, what with many of the support staff either dead or in the hospital. For the time being, the Cast Members are stranded in Richfield. This gives them time to investigate what's going on. By now they know about the existence of Red Rage zombies, and likely suspect Hardcore Extreme Wrestling as the vector for their spread.

As the days go by, the press continues to track the story. Introduce the following information in order:

- The police at first continue to work off the theory that the outbreak of violence and extreme strength exhibited by victims are the result of some kind of drug, perhaps a new type of PCP (since many of the symptoms are the same). That's how the press reports the story. The new drug baffles police. They don't know what it is, where it's coming from, or how people are getting it.
- The situation in Bakersfield has become dire. Nightly attacks by drug-enraged people have become epidemic, and the police have announced a curfew. It hasn't worked. The news shows footage of five police officers trying to subdue an enraged man on a street corner; he shrugs off tasers and pepper spray, then rips a mailbox out of the ground and throws it at them. The governor has called in the National Guard to patrol the city and impose order.
- Whatever is going on spreads to Flagstaff. Footage shows hundreds of people at a demonstration turning violent and rampaging in the streets. The government cordons both Bakersfield and Flagstaff. The Centers for Disease Control has sent in doctors to try and isolate the cause. Pictures of roadblocks and people in biohazard suits fill the TV screen.

- The Red Rage epidemic, as the media calls it, has spread to towns and cities throughout the southwest. The CDC believes they face some kind of disease, and have quarantined many communities; they ask people to stay in their homes. At least one report on a cable news network has National Guardsmen hosing down corpses with flamethrowers, and a major network carries footage of police officers firing live rounds into a rampaging crowd.
- The authorities have cordoned off Richfield. Local TV shows footage from the fight the Cast Members participated in. (If the Cast Members haven't left town on their own by this time, they're going to have a difficult time getting out now.)

Meanwhile, intersperse these reports with attacks by Red Rage zombies. One or two might attack a gas station or convenience store; a husband might hulk out during a fight with his wife; larger groups could riot as the tension in the air becomes thicker. Wherever there is potential for stress, there is the possibility of an attack. As more and more people become infected by close, casual contact with carriers and zombies, the encounters should ratchet up the conflict.

## Resolution

There is no easy resolution to the Red Rage. From this point, the campaign can go in several different directions. If the Cast Members do nothing, the most likely result ends with the spread of the Red Rage across the southwest and beyond, as the government cannot contain it fast enough. It's easy for the ZM to direct the campaign towards a typical zombie survival scenario with a handful of people wandering through a world of empty streets, abandoned cars, and smashed windows, or barricaded in their homes.

In order to stop the spread, the government has to quarantine everyone who comes into contact with Red Rage zombies. The United States could become a police state in an effort to con-





tain the spread of the problem: random blood tests conducted at roadblocks; mass deportations to special camps in the desert of those possibly infected; summary execution of those exhibiting the symptoms. How effective this is depends on the Zombie Master.

Eventually, the plague is going to run its course, since those affected have only a short time before their bodies give out and they die, and there are fewer people left to infect. Those able to resist the effects of coming into contact with a Red Rage zombie will be the only ones to survive. Those who are infected, but do not succumb, become carriers capable of infecting the remaining survivors. If the ZM wants, it's possible that some people who succumb don't burn out their systems as the body adapts to the drug. This allows for a post-Apocalyptic setting where the Red Rage zombies remain an ever-present threat.

The best way to prevent all of this from occurring, and successfully resolve the campaign, is to become part of the solution. The Cast is at the center of the problem, and in the best position to find out exactly how Hardcore Extreme Wrestling became the vector for the spread of the problem. If they can lay their hands on Dr. Klemperer's Aggravastin, or his notes, they can hand these over to the CDC. Unfortunately, it's just as easy for him to make the connection between HEW's recent itinerary and the outbreak of Red Rage, and he covers his tracks. First, Klemperer burned all but one vial of Aggravastin in a small fire behind the motel (he carries the vial with him). Second, Klemperer also burned his notes in the same fire. Cast Members can find the remains of the fire by searching, a Research + Perception test. They can make an Investigation + Intelligence test to search through the ashes and find the empty, scorched vials; with three successes they identify bits of burned paper. Finally, he attempts to disappear, perhaps returning to Argentina on the first available flight. If the Cast can track him down, perhaps by beating the information out of Vincent or checking Klemperer's laptop computer, they may have a chance of finding him and getting the remaining Aggravastin to government scientists. They can analyze it and eventually find a way to reverse the process.

Given time, the CDC figures out how to treat those who suffer from Red Rage. If tranquilizers can be

administered in the time between the onset of the rage and death from exhaustion, doctors can then monitor the patient while the Aggravastin/steroid mix works its way out of the system. Apparently, as with anabolic steroids, without periodic boosters the effects eventually wear off and the body stops producing mutated testosterone. In a sense, manifesting Red Rage is like the cresting of a wave—after it breaks, the victim returns to normal.

## Complications

Once the existence of the Red Rage zombies is revealed, the Zombie Master can further complicate the campaign by introducing further obstacles.

**Detective Vecchi:** It doesn't take long for the police to investigate the two mysterious deaths at HEW events. Detective Ronald Vecchi, an inspector from the Flagstaff police department, shows up at the arena with uniformed police officers (see page 76). He's overweight, hot-headed, and doggedly determined. He interrogates the wrestlers personally that night, and quickly focuses on the issue of drugs in sports. He wants to know who's been shooting up the wrestlers with their steroids, and doesn't believe protests to the opposite. If it's not steroids, then he thinks it's got to be something else—amphetamines, PCP, something. Something had to have made the two wrestlers (yes, he's heard of the first case) freak out and then die. He doesn't know whether to suspect Dr. Klemperer, or someone dealing steroids on the side.

He doesn't let up, either. Vecchi travels to Richfield to clear up a few inconsistencies and get a better idea of what went on backstage the night of the attack. Throughout the week, he turns up at training, he turns up in the weight room, he turns up at the infirmary (especially there). And he asks lots of stupid questions in a pugnacious way—"at what time did you put on your little tights to play grab ass in the ring?" or "where exactly were you standing while you let your friend die?" Vecchi searches everything—gym bags, lockers, dresser drawers—even without a warrant ("Wha'? Nah, this locker was open, see?"). He's determined to find steroids or narcotics at HEW.

## Detective Vecchi

**Strength** 2                      **Constitution** 3  
**Dexterity** 2                   **Intelligence** 2  
**Perception** 2                **Willpower** 4  
**Life Points:** 30              **Speed:** 10  
**Endurance Points:** 35 **Essence Pool:** 16  
**Qualities and Drawbacks:** Cruel (level 1),  
Humorless, Nerves of Steel, Situational  
Awareness  
**Skills:** Brawling 3, Dodge 3, Driving 4, First  
Aid 2, Guns (Pistols) 4, Intimidation 5, Lock  
Picking 2, Notice 3, Questioning 4,  
Research/Investigation 4, Streetwise 5,  
Surveillance 2  
**Gear:** Police .38, badge, notebook, pocket  
knife, sedan

If the Cast Members mention Dr. Klemperer's anabolic steroid treatments, and only they are brave enough to report it, Vecchi obtains a warrant to search Klemperer's medicine cabinet and motel room. He finds illegal steroids, but not Aggrevastin (which is kept in Vincent's safe). Klemperer is arrested. But Vincent still has the Aggrevastin.

If the Zombie Master wants to, he can make Detective Vecchi the focus of a Red Rage zombie attack. Vecchi comes from the old school of detective work, and he's not afraid to smack a few heads to get honest answers. While interrogating one of the wrestlers during the week between shows, he presses just a little too hard, and causes the wrestler to hulk out.

**The CDC:** As the incidence of Red Rage grows, the CDC works to find a solution to the problem as quickly as possible. This could be spun into a persecution scenario with the Cast Members at the center of the action.

A simple search of medical records at hospitals throughout the region turns up the deaths of The Duster and Big Joe Briggs. Since they are the earliest cases of Red Rage deaths, Hardcore Extreme Wrestling becomes the focus of their investigation.

Unlike Detective Vecchi, the CDC has the power and authority to drop down on HEW like a Sumo dropping a flying elbow from the top rope. If this is going to happen, it should occur the day before the big show in Richfield. They roll in with the trucks and the Federal Marshals and the big sheets of plastic wrap and the yellow biohazard suits and shut everything down. They attempt to quarantine everyone associated with HEW and set up a mobile field hospital to monitor everyone. (This means the Red Rage zombie attack at the motel, page 78, should occur at the field hospital, under the noses of the CDC and Army).

Unless the Cast Members try to escape the net, they end up cooling their heels under observation. If they are infected (see page 74), they're a danger to others and the CDC keeps them under lock and key. If they're not, the CDC wants to know why and locks them up. Either way, they watch the end of the world from the sidelines, if they're still alive. Unless they escape. This makes them wanted, and hunted by Federal agents from Kalamazoo to Timbuktu. Their faces are plastered all over the TV and newspapers, and hospitals are encouraged to call police if they turn up in emergency rooms. This presents a dilemma for the Cast. They can't get help from authorities if they need it. It's even better if one or more Cast Members are somehow immune to the spread of Red Rage, and could provide the key to developing a cure.

As soon as the trucks roll up to the loading docks and the government stooges barrel through the doors, Vincent doesn't stick around long enough to find out why they're here. He disappears in the commotion, which, of course, makes him look guilty of something, and the police put out an all points bulletin on him. They find him a few days later, holed up in a motel. The Cast Members might try to find him on their own, if they're free. To keep the CDC from finding a solution, and robbing the Cast of the glory, Dr. Klemperer has to get away, too, after stopping by Vincent's safe for the Aggrevastin. It's unlikely the CDC can find Klemperer or a cure without help from the Cast.



# All Flesh Must Be Eaten™

## Daredevil Professional Wrestler Personality

**Str** 2 **Dex** 6 **Con** 4  
**Int** 2 **Per** 2 **Wil** 2  
**Lps** 37  
**Eps** 44  
**Spd** 20  
**Essence** 18

### Qualities/Drawbacks

Face (or Heel) (2)  
Highflier (2)  
Hard to Kill (1)  
Intestinal Fortitude (5)  
Reckless (-2)  
Showoff (-2)

### Skills

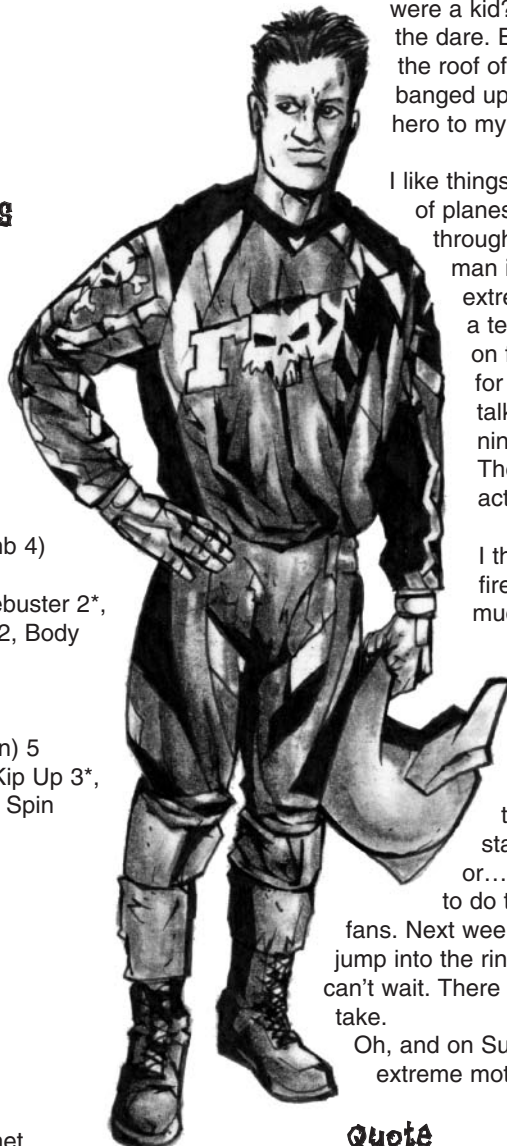
Acrobatics 4 (Shooting Star Press 4\*, Asai Moonsault 4, Hurricanrana 4, Senton Bomb 4)  
Acting 3  
Brawling 2 (Bulldog 2\*, Facebuster 2\*, Neckbreaker 2\*, Back Drop 2, Body Slam 2, Sidewalk Slam 2)  
Driving (Motorcycle) 3  
Escapism 2  
Hand Weapon (Garbage Can) 5  
Martial Arts 3 (Enzuigiri 3\*, Kip Up 3\*, Crossface 3, Scissor Kick 2, Spin Kick 2, Texas Cloverleaf 2)  
Promo 4  
Sport (Motocross) 2  
Weightlifting 4  
[\*signifies signature moves]

### Metaphysics

Heat Channeling (8 levels)

### Gear

Ring attire, motorcycle, helmet



Remember playing truth or dare when you were a kid? I was the guy who always took the dare. Eat a bug? No problem. Jump off the roof of my house? No problem. I got banged up some, but it was worth it to be a hero to my friends.

I like things to be extreme. I've jumped out of planes and ridden my motorcycle through fire. For awhile, I was a stuntman in the movies, but that wasn't extreme enough for me. Leaping off a ten story building while being set on fire just wasn't exciting enough for me. And there was all that talk talk—setting up the shot, planning the gag, setting up the gag.... There was more downtime than action, so I quit.

I thought about street luge racing, fireman, alligator wrestling, pretty much anything that would give me that adrenaline rush and push me to the limits. Then, this friend turned me on to wrestling. Now, I jump off the top turnbuckle, wrap my legs around some guy's head, and twist or drop on some guy from a standing backflip off the top rope, or... well, you get the idea. And I get to do this in front of 50,000 screaming fans. Next week, the boss wants me to bungee jump into the ring from the roof of the stadium. I can't wait. There is no bump too big for me to take.

Oh, and on Sundays, I like to compete in extreme motocross, just to relax.

### Quote

"I got something to say. It's better to burn out than fade away!"

# All Flesh Must Be Eaten™

## Power Wrestler

### Professional Wrestler

**Str** 6 **Dex** 2 **Con** 4  
**Int** 2 **Per** 2 **Will** 2  
**LPS** 50  
**EPS** 53  
**Spd** 12  
**Essence** 18

### Qualities/Drawbacks

Cruel (-1)  
 Face (or Heel) (2)  
 Hoss (2)  
 Humorless (-1)  
 Human Suplex Machine (2)  
 Intestinal Fortitude (4)  
 Showoff (-2)

### Skills

Acrobatics 2 (Axe Handle 2\*, Drop Kick 2, Missile Drop Kick 2)  
 Acting 1  
 Brawling 4 (Back Breaker 4\*, Body Slam 4\*, Chokeslam 4\*, DDT 4, Low Blow 2, Snap Suplex 3, Spinebuster 3)  
 Driving (Pickup Truck) 2  
 First Aid 1  
 Hand Weapon (Ring Bell) 4  
 Intimidation 3  
 Martial Arts 2 (Bear Hug 2\*, Headlock 2\*, Boot 2, Clothesline 2)  
 Mechanic 3  
 Notice 3  
 Promo 4  
 Streetwise 2  
 Weightlifting 4  
 [\*signifies signature moves]

### Metaphysics

Heat Channeling (6 levels)  
 The Gift

### Gear

Ring attire, Free weights, Pickup truck, Tool box

### Personality

I am a mean, mean man. I like to beat people up. I used to get into fights all the time—at bars, at clubs, in the grocery store... I'm grateful to the World Extreme Wrestling federation for giving me the chance to beat people up. Without them, I'd be in jail. I was getting sick and tired of being thrown in jail. And now, even if I get thrown in jail, someone comes down and bails me out.

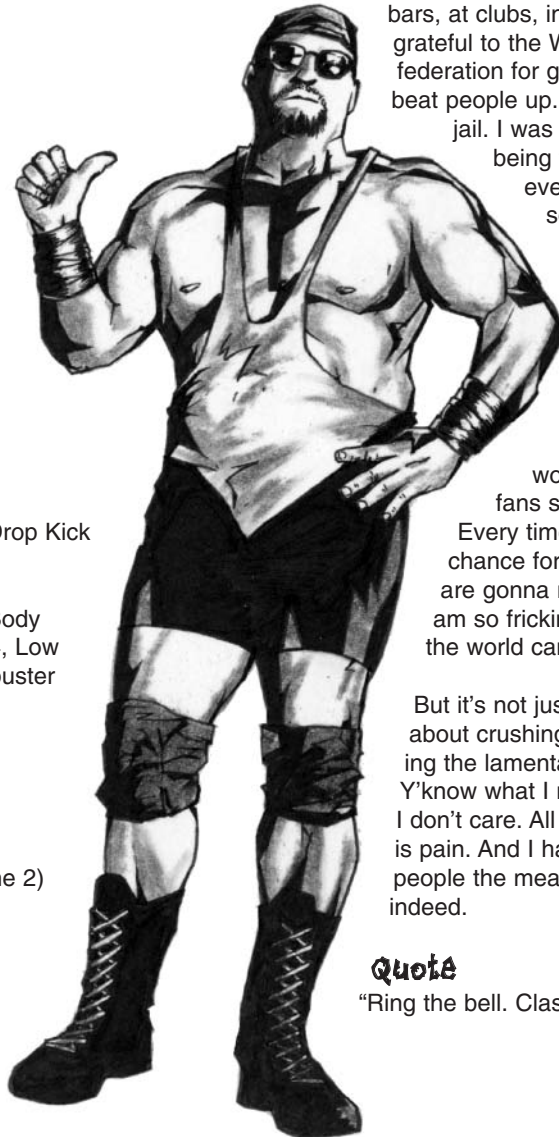
I love to be in the ring. All the fans are watching me. There's nothing like coming out with your music blasting, and the fireworks going off, and the fans screaming your name.

Every time I'm in the ring, it's my chance for immortality. Man, people are gonna remember me for years. I am so frickin' huge that nobody in the world can take me!

But it's not just about the winning. It's about crushing your enemies and hearing the lamentation of their women. Y'know what I mean? No, you don't. But I don't care. All you need to understand is pain. And I have the talent to teach people the meaning of that word, yes indeed.

### Quote

"Ring the bell. Class is in session!"





# CHAPTER FOUR





# LEGENDARY MASKED MEN



“What are we doing here?” Ramon asked.

The SUV they were riding in had stopped in the middle of nowhere, near a bonfire burning in the desert night. Without explanation, Muerte, who had been driving, had pulled over and stopped the car. “I gotta take a piss,” he explained, and got out.

The other luchadores riding in the back also got out of the SUV and followed Muerte. They walked towards the fire, and waved to men stepping out from beyond the circle of light the fire cast. Ramon, known as El Hijo de Toro, stayed in the front seat, and took a swig out of a bottle of mescal they’d given him.

Muerte and the other luchadores had told him they were going to a brothel in Tijuana for a night on the town, since they were so close. It had been hot in the van, and Ramon wanted to take off his mask. But the other luchadors kept theirs on, even though there were no fans to see their real identities, and so he kept his on, too.

The world began to spin, and Ramon tried to focus on the fire. This is good booze, he thought.

Muerte had said he knew of a shortcut down what was little more than a dirt track, and Ramon didn’t pay much attention at the time. They’d traveled for more than an hour past boarded up farmhouses and cactus, and it didn’t seem like much of a shortcut.

Now they were talking to the men around the fire. Ramon became impatient. They were never going to get to Tijuana at this rate.

Angry, he opened the door and stepped out. He stumbled. ‘Boy, I’m drunker than I thought,’ he said to himself.

He took two steps, then fell, the bottle of mescal rolling away. The world became indistinct in Ramon’s wavering vision. It looked

like everyone was dancing around the fire. He closed his eyes and squeezed them. When he opened them again, Muerte and the other luchadores were walking towards him.

He tried to get up, but his legs wouldn’t work. Muerte and the others surrounded him. The men at the fire seemed to still be dancing. The mescal must have been stronger than he thought. Because this was really messed up.

Ramon looked up into Muerte’s eyes. His mask made him look inhuman, like those ancient masks the Aztec priests wore. There was no recognizably human face to lock onto. Except for his eyes. Fear crept into Ramon’s heart.

“Compadre, I think I’m really drunk,” he said, and managed a weak smile.

“No, little Ramon, you’re not drunk,” Muerte said, “you’re drugged. It makes it easier for us.” Then Ramon saw the crude obsidian knife in Muerte’s hand. His eyes went wide with fear.

“Soon you’ll be able to walk again. And fight. You’ll serve me and the great Huehuetotl. But first we must purify your body and dedicate your heart to our god.”

The other two luchadores grabbed him under his arms. Ramon glanced at both of them, confused. He tried to struggle, but his muscles refused to respond. They dragged him towards the fire...



## What is Lucha Libre?

Lucha Libre, literally “free fighting,” is the style of wrestling practiced in Mexico. Since most readers use American wrestling as the standard, citing how Luchadors differ from pro-wrestlers would be the best way to explain the style.

### The Wrestlers

The first and most obvious difference is the physical appearance of luchadores compared to their American counterparts. Luchadores are smaller and faster than pro-wrestlers; they look more like acrobats than bodybuilders. This allows them to perform much more acrobatic moves.

Luchador Cast Members should focus on Dexterity more than Strength when choosing Attributes; Lucha Libre is more about acrobatics than raw muscle power. When purchasing skills, be sure to select Acrobatics, because this gives the luchador one Signature Move from the Aerial class of moves (see page 32), though other Signature Moves remain important. The Highflier Quality (page 31) is also essential to a good luchador, as are Fast Reaction Time and Situational Awareness.

Luchadores have gimmicks in much the same way as American pro-wrestlers. The difference is that the luchadores become their gimmicks, even in-between shows. Most of a luchador's gimmick is based on whether he is a Rudo (bad) or Technico (good). Rudos usually have more interesting gimmicks to help differentiate them from each other. Technicos gimmicks rarely go beyond their cool, super-hero identities (and their goodness). Players should choose a good, simple gimmick for their luchador Cast Members.

The most notable characteristic is that many luchadores wear masks. This costuming difference is much more than cosmetic. In American pro-wrestling, wrestlers are free to talk about the realities of “sports entertainment” during their free time; the suspension of disbelief stops at the stadium door. The suspension of disbelief never stops in Lucha Libre. The wearing of the mask hides the luchador's identity, allowing him to become his character. A luchador will not allow himself to be seen in public without his mask until after he retires. Even when luchadores appear in

**The Masked Man:** Throughout history, people have worn masks to help them transcend the bounds of the normal. In Lucha Libre, this is the most prevalent gimmick for luchadores. The permutations of this gimmick are almost endless, which is one reason why it's so popular; any concept can be turned into a mask, but comic books and folklore are the most common. The most common angle is the rudo's desire to unmask the heroic technico.

**The Dishonest Policeman:** Nobody likes a bad cop. The main thrust of this gimmick is that the rudo pretends to be a technico. When the refs are looking, he fights clean; when no one's watching he breaks the rules worse than any other type of rudo. In interviews, he vows to clean up the federation of foul rulesbreakers, but only ends up feuding with the technicos. Angles are varied, but the bad cop vowing to unmask a technico to “bring him to justice” is common.

**The Gangs:** A popular gimmick for rudo tag teams, they play street tough punks who brawl more than wrestle. They cheat and cut corners and try to win with less skill and effort, so they earn the fans' hatred. The most common angle for this gimmick is for the gang leader to be isolated in a singles match against a technico, where he can be shown to be worthless without his gang.

**The Mobster:** The rudo is a “hired gun.” He's an excellent wrestler who can compete with the technicos on their own terms, but supplements this with a fair amount of cheating. The mobster usually hints that certain luchadores aren't paying proper respect to the family before feuding with them, which lets the fans know the technico refuses to give in a pay protection money. Angles almost always end with an unmasking attempt by the mobster (as this is symbolically “killing” the hero).



movies, they are in character, masks included! The greatest luchador of all time, El Santo, appeared in 44 feature films and he never removed his mask in any of his movies. He stayed in character (when he was in public) for over forty years!

The players should strive to maintain the secret identity of their characters. In the spirit of Lucha Libre, this secrecy should be maintained even in between game sessions. Only the Zombie Master and the player should know the real name, background, and history of the player's character. After the characters have worked together for a while, they can decide how much of their history they reveal to the co-workers and friends. The Multiple Identities Quality might make a good addition to a Luchador character, to represent the character's wrestling persona.

## The Matches

The stories told in Luche Libre only rarely stray from the tried and true formula of rudo (heel) against tecnico (face), good against evil. Because the stories are less complex than in American pro-wrestling, there is no great need for backstage segments. The majority of the story is told in the ring, within the confines of the match itself. Promos are still used, but are less important. The most important story lines end in mask versus mask matches, where the loser is publicly unmasked. Luchadores who don't use masks put their hair on the line instead. The point is that the loser of the match is dishonored, and generally is forced into retirement. Knowing the participants' careers are on the line makes these matches highly dramatic.

Lucha Libre matches have two referees—one neutral and one rudo (heel). The rudo referee closely resembles the referees from American wrestling. He is clearly on the rudo's side, overlooking their transgressions while being overly harsh on the technicos. He misses obvious infractions of the rules and is generally not all that competent. The neutral referee, on the other hand, has no real American counterpart. He enforces the rules competently and consistently. Piledrivers and low blows are not legal in Lucha Libre. Using either of these moves will get you disqualified. Unlike American wrestling, disqualification does not result in a no contest. If you are dis-

qualified, your opponent wins the fall! Therefore, there is less cheating in Lucha Libre than American wrestling, at least when the neutral ref is watching.

Lucha Libre matches emphasize constant movement. To facilitate this, matches normally use more than two wrestlers. Both the rudos and the technicos field a team. The teams consist of two, three, or four luchadores called parejas (2), trios (3) or atómicos (4), with latter two led by a captain. A Lucha Libre match looks like a frenetic, multi-colored rush of activity.

In trios and atomicos matches, special rules apply.

Team members do not have to tag each other to enter the ring. When the legal man leaves the ring by any means, any fellow team member can enter the ring to replace him. This rule has the largest effect on matches. Matches challenge the viewer with a constant barrage of movement. One luchador sliding out of the ring on one side of the ring allows his teammate to enter the fray over 20 feet away. To watch the match, a viewer must see the entire ring and ring area at the same time. (American tag team wrestlers, on the other hand, have to slowly crawl over to their corner to tag in their partner. All the action is crowded into the corners, with remarkably little going on anywhere else.)

Matches involve the best two out of three falls. In order for a team to win a fall, either the captain or two team members must be beaten. Pinfalls, submissions, and disqualifications are the three ways to defeat an opponent. When a team member is defeated, he must sit out the rest of the fall.

In a parejas match, the rules are the same as for trios and atomicos matches, with two exceptions. First, there are no captains. Parejas are partners, equal members of the team. Second, to win a fall, both team members must be defeated.

There are also singles matches. These matches still require two out three falls, and still normally have two referees. Otherwise, these matches closely resemble American singles matches at least in terms of structure. While most American matches are singles, the standard Lucha Libre match is the trios.

## The Secrets of the Aztecs

Today, the ancient culture of Mexico is referred to as Aztec, an imprecise term for the mixture of different cultures that coalesced in the valley of Mexico from 1100-1519, before Cortez put an abrupt halt to things. An important feature of the civilization (particularly for Zombie Masters) is the fascinating practice of human sacrifice.

The Mexican peoples didn't have any appreciation of zombies in their religion proper, but their sacrificial practices came straight out of a horror movie. All sacrifices were performed the same way. Four priests held down their victim on an altar atop a pyramid or raised temple, while the head priest made an incision below the rib cage and pulled out the living heart. The heart was then burned and the corpse pushed down the steep steps; brave or noble victims were carried down the steps. The most famous incident of human sacrifice according to Aztec historians was that of Ahuitzotl (1468-1502), who sacrificed 20,000 people after a campaign in Oaxaca ("O-a-sha-ka").

A notable variation to these methods involved the brutal human sacrifices dedicated to the god Huehuateotl, a minor deity in the Aztec pantheon known as The Burning One. Victims were drugged and then thrown into a fire at the top of the ceremonial platform. Before the fire killed them, they were dragged out with hooks and their living hearts were pulled out and thrown back into the fire.

### Lucha Libre Glossary

The following are some of the more common wrestling terms used in Mexican style wrestling action. This is only a partial list. For an in-depth dictionary, check out: [www.highspots.com/arena/dictionary.htm](http://www.highspots.com/arena/dictionary.htm)

**Caída:** The fall (as in a 2 out of 3 falls match). First fall is the *primera caída*. The second fall is the *segunda caída*. The third fall is the *tercera caída*.  
**Campeón:** A champion.  
**Campeonato:** A championship.  
**Cuadrilátero:** The ring.  
**Esquina:** The ring corner.  
**Ganador:** The winner.  
**Jaula:** A cage.  
**Lucha Libre:** Professional wrestling in Mexico.  
**Luchador:** A Mexican wrestler.  
**Mesa:** A table.  
**Pareja:** A tag team.  
**Perdedor:** The loser.  
**Réferi:** The referee.  
**Retador:** The challenger.  
**Rudo:** A heel.  
**Silla:** A chair.  
**Técnico:** A face.





# All Flesh Must Be Eaten™

For the purposes of the Lucha Libre setting, history plays out a little differently. The final sacrifice by Ahuizotl, with his 20,000 victims, was intended to create an unstoppable army, one populated by the vanquished (and therefore dead) enemies of the Aztecs. Ahuizotl could think of no better way to strike fear in the hearts of his enemies and demonstrate the might of his kingdom than to field a zombie army. The zombies turned out to be the Aztec's undoing, however. Ahuizotl used his army to battle regional opponents and maintain order among the populace. But their large numbers made them difficult to control, and they rampaged across the Aztec kingdom. A few years later, the shattered remnants of the once proud kingdom were easy prey for Cortez and his Conquistadores.

## The Cult of Huehuateotl

With the Spanish in full control, a small group of Aztec priests went into hiding and continued to practice their religion in secret, forming the Cult of Huehuateotl. They wore masks to conceal their true identities even from each other. This way, even if one of them were captured, they could not identify their fellows. They honed their magical skills, including the rituals to make zombies, convinced that Ahuizotl had been essentially correct; he simply didn't have enough control over the dead soldiers. With the ability to control the zombie horde would come control of the world. Over the decades, small groups of zombies fought in the war for Mexican independence and against the gringos to the north, and the priests' control over them improved.

The Cult of Huehuateotl had a problem, however—money. They spent so much of their time practicing magic rituals they had no time for regular jobs. They no longer had the apparatus of the Aztec kingdom to support them. And “old money” families slowly withdrew their support after WWI; an Aztec revolution just wouldn't do for those who profited in the new Mexican state. It was more profitable for them to leave things as they were, after all. With finances dried up, the Aztec priests needed a way to make money.

In the late 1930's, the answer came in the form of professional wrestling. The rituals the priests practiced were physically complex and demanding, so they were in great shape; their skills were at the level

## Cultists of Huehuateotl

**Strength** 3      **Constitution** 4  
**Dexterity** 4      **Intelligence** 3  
**Perception** 3      **Willpower** 3  
**Life Points:** 42      **Speed:** 16  
**Endurance Points:** 38      **Essence Pool:** 30  
**Qualities:** Contact (Muerte) (5), Fast Reaction Time (2), Heel (or, more rarely, Face) (2), Intestinal Fortitude (1)

**Drawbacks:** Obsession (-2), Zealot (-3)

**Skills:** Acrobatics 5 (Shooting Star Press 5\*, Asai Moonsault 5, Hurricanrana 5, Senton Bomb 5), Acting 2, Brawling 2 (Bulldog 2\*, Facebuster 2\*, Neckbreaker 2\*, Back Drop 2, Body Slam 2, Sidewalk Slam 2), Language (Spanish) 5, Martial Arts 2 (Enzuigiri 2\*, Kip Up 2\*, Scissor Kick 2, Spin Kick 2, Texas Cloverleaf 2), Occult Lore 4, Promo 5

[\* signifies signature moves]

**Metaphysics:** Gift (5), Heat Channeling (6), Increased Essence Pool (2)

**Gear:** Ring attire, Luchador mask

**Personality:** Muerte leads us to a new golden age. The unbelievers won't understand. Soon, with our army of undead warriors, we will conquer the world. For now I must remain silent. Good things come to those who wait. After all, I have waited my entire life for this, what are a few more years? Huehuateotl will reward my patience with limitless power.

**Quote:** “Huehuateotl has gone hungry for too long. I will feed him the burning hearts of my enemies.”

of professional acrobats. The competitors were allowed to wear masks, and few questions about the wrestlers' personal lives were asked. The money wasn't great, but it was enough to live on (and thus support the cultists' ritual practices). The remaining Aztec priests, having analyzed their situation, reluctantly decided to infiltrate Lucha Libre and become



## Edward "Muerte" Gonzales

**Strength** 4

**Constitution** 4

**Dexterity** 4

**Intelligence** 4

**Perception** 4

**Willpower** 4

**Life Points:** 57

**Speed:** 16

**Endurance Points:** 41 **Essence Pool:** 49

**Qualities:** Charisma (+3), Fast Reaction Time (2), Hard to Kill (5), Nerves of Steel (3), Situational Awareness (2)

**Drawbacks:** Covetous (Ambition) (3), Humorless (1), Zealot (3)

**Metaphysics:** Gift (5), Heat Channeling (8), Increased Essence Pool (5)

**Skills:** Acrobatics 4 (Moonsault 4\*, Plancha 4, 450° Splash 4, Frog Splash 2, Hurricanrana 2), Acting 4, Brawling 4 (DDT 4\*, Death Valley Driver 4\*, Stunner 4\*, Diamond Cutter 4, Michinoku Driver 4, Irish Whip 4), Dancing (ritual) 3, Dodge 3, Hand Weapon (dagger) 3, Intimidation 3, Myth and Legend (Aztec) 5, Notice 3, Occult Knowledge 3, Research/Investigation 3, Rituals (Aztec) 6, Smooth Talking 3, Wrestling 5

[\*signifies signature move]

**Gear:** Sacrificial dagger, luchador mask

**Personality:** I have dedicated my life to the achievement of one goal: The rebirth of the Aztec nation with me as its king. Now that success is within my grasp, I wish to enjoy it. I want to conduct the temple ceremonies. I want to be the one to make the sacrifices to the ancient gods. I want to feel the rest of the world tremble before me, and send tribute unto me. Is this so much to ask?

**Quote:** "Kneel before your king! I am Muerte, Lord of the Dead!"

masked wrestlers. Spectators assumed it was merely dishonorable to remove a luchador's mask. But the real reason for the tradition was to protect the identities of the cultists.

Over time, the wrestling became more important than the religion to most priests. Many cultists forgot the origins of their mask wearing and the purpose for their acrobatic moves. Fewer and fewer cultists maintained their belief in the old ways, and the secret of zombie creation was lost.

## Muerte

The cult is led by a luchador named Muerte, the most well-known and popular wrestler in the Mexican Wrestling Association. This isn't, of course, his real name. Edward Gonzales is the son of Jose

Gonzales, himself a famous luchador. And like his father, Muerte is one of a long line of Aztec priests, and a member of the Cult of Huehuateotl. After many years of magical research, he eventually rediscovered the necessary rituals of zombie creation. Muerte plans to raise a zombie horde and retake Mexico for the Aztec people. Although he has not tested the ritual, he plans to raise a zombie horde nonetheless.

## The Zombies

The zombies created by the Aztec ritual are few in number, but high in power. The ritual involves a series of complex, acrobatic moves performed precisely by attending priests. The lead priest and his assistants, meanwhile, toss the still living victim into a ceremonial fire, then drag the burning body from





the flames and carve out his heart. The heart is dedicated to Huehueteotl, which is then burned. Within a few hours, the corpse rises as a zombie.

The zombies created by this ritual are “seed” zombies. The “seed” zombies created by Muerte are all former cultists, and thus were luchadores while alive. They retain much of the knowledge and skills the cultists had in life. And with their ability to move like the living, they make excellent wrestlers. The seed zombies fill the ranks of the Aztec zombie army by spreading the love in the traditional way—by killing their victims and waiting for them to rise again. Thus, the “seed” zombies create “soldier” zombies (and only seed zombies can spread the love).

The standard “soldier” zombie follows the commands of the priests of Huehueteotl or the zombie that created them (if no priests are around). These zombies are normally ordered to wait in hiding for long periods of time. They can stand still for decades because these zombies do not require sustenance (they feed off magical energies). In this way, the cult of Huehueteotl can hide the existence of zombies from the authorities, and when they order the zombie army to rise up they can do so from pockets across Mexico. If anyone who is not blessed by Huehueteotl wanders too close to them, within ten yards (meters), they attack. Finally, soldier zombies can spew magical flames once every six hours, as is appropriate for a zombie dedicated to The Burning God (seed zombies lack this ability), and one in ten has the Explosive Personality Aspect (modify Power by +5).

Neither seed nor soldier zombies need to feed. The magical bond with Huehueteotl created by the ritual feeds the seed zombies, who in turn grant a portion of this magic to the soldier zombies. Should the Cast Members find a way to cut the zombies off from Muerte (their link to Huehueteotl’s magic), they might have a way to stop the zombie hordes

Muerte has introduced a few of his undead luchadores to Fernando Perez, who asks no questions (as is common in the world of Lucha Libre) and has added them to the card. They wrestle under various masked guises for the Mexican Wrestling Association. Muerte plans to hide the existence of the zombies for as long as possible. He and his fellow cultists continue working as luchadores, traveling

## Masked Men "Seed" Zombie

**Strength** 7                      **Constitution** 2  
**Dexterity** 2                    **Intelligence** 2  
**Perception** 1                  **Willpower** 2  
**Life Points:** 46                **Speed:** 4  
**Endurance Points:** n/a   **Essence Pool:** 16  
**Skills:** As in life (see Skill Recall power description; use skills for cultists)  
**Attack:** As in life (see Skill Recall power description)  
**Weak Spot:** All [0]  
**Getting Around:** The Quick Dead [+10]  
**Strength:** Monstrous Strength [+10]  
**Senses:** Like the Living [+1]  
**Sustenance:** Who Needs Food? [+8]  
**Intelligence:** Long-Term Memory [+5], Problem Solving [+15], Skill Recall [+32]  
**Spreading the Love:** Only the Dead [-2]  
**Power:** 79

**Note:** These are the base statistics for Masked Men Zombies. Each individual zombie should have extra powers, skills, and even Qualities/Drawbacks to set them apart from the other zombies. The Zombie Master should also create a history for the zombie to better understand what skills it should have, and a wrestling gimmick that it can use to intimidate the players with.

## "Soldier" Zombie

**Strength** 2                      **Constitution** 2  
**Dexterity** 1                    **Intelligence** 2  
**Perception** 1                  **Willpower** 2  
**Life Points:** 26                **Speed:** 4  
**Endurance Points:** n/a   **Essence Pool:** 6  
**Skills:** Brawling 2, Language (Spanish) 5  
**Attack:** Bite damage D4 x 2 (4) slashing  
**Weak Spot:** All [+0]  
**Getting Around:** Slow and Steady [+0]  
**Strength:** Dead Joe Average [+0]  
**Senses:** Like the Living [+1]  
**Sustenance:** Who Needs Food? [+8]  
**Intelligence:** Language [+1], Long Term Memory [+5]  
**Spreading the Love:** n/a (Only the seed zombies can spread the love)  
**Special:** Enslaved [-8], Spew Flame [+5]  
**Power:** 17

around Mexico, slowly increasing the size of the zombie army from among the fans they encounter on the road. As the seed zombies create new, soldier zombies, the cult hides them at abandoned, out of the way places. When the time is right, they intend to gather their forces and muster an unbeatable undead army.





## The Mexican Wrestling Association

The Mexican Wrestling Association (MWA) serves as the backdrop for the contest between the Cult of Huehuetotl and the Cast Members. The MWA is owned by Fernando Perez, an upper middle-class entrepreneur of the sort despised by Muerte for his embracing of gringo culture; Perez is fat and decadent, precisely the kind of man who would resist a return to ancient Aztec ways. He has no idea who or what Muerte is, and doesn't much care so long as he puts fans in the seats.

The MWA is different from other wrestling promotions in that it protects the identities of the masked luchadores. Even co-workers have no idea who the masked men really are. Fernando Perez insists that masked employees have their names legally changed to the name of their character. This way, Internet smarks have a hard time finding out anything about the wrestlers' personal lives. A few

bribes to the right record-keeping officials have made it all but impossible for anyone to discover the luchadores' true identities. For this reason, members of the cult of Huehuetotl are drawn to the MWA like moths to a flame.

The MWA travels all around Mexico, staging the majority of their shows in auditoriums in smaller towns. While these are not televised, every few months the promotion heads to Mexico City for a big show that is. Despite this lack of exposure, for decades the fans have followed the exploits of Muerte, the promotion's most popular (and profitable) luchador. Mexican wrestling magazines send journalists to follow the promotion, which forms the majority of the MWA's exposure.

Ironically, Muerte and the partners on his atomicos team (cultists all) are the technicos (the good guys). Most stories involve battles between his team and various rudos. Occasionally, Muerte fights in American style shoot matches, usually during the televised shows. So far, no one on Muerte's team has lost their mask in a match, and so their secret remains safe.

## The Campaign

By following the guidelines presented earlier in this chapter, the Zombie Master can create authentic Lucha Libre matches. The storylines behind these matches, however, are usually very basic. That technicos fight rudos is often all the story required for a Lucha Libre match. Emphasis is placed on the artistry of the actual match rather than the story being told. Roleplaying games are exercises in interactive storytelling, however, and most gaming groups likely want to tell a story more complex than is commonly represented in the Lucha format. To solve this problem, focus adventures on events happening outside of the ring.

### Starting the Campaign

Legendary Masked Men takes place in the modern day. The story begins soon after Muerte begins to create his initial “seed” zombies. As this requires a bloody, and obvious, ritual (dancing priests, burning people alive, oh, the screaming!) Muerte and his fellow cultists create seed zombies in remote areas. Traveling to sleepy towns in the Mexican countryside helps them, since they can usually find some hidden place outside of town where they won’t be seen (or heard). So far, Muerte has been able to create three seed zombies, each of whom wrestles as part of his atomicos team.

The Cast Member luchadores should not know about zombies wrestling in the MWA at first. Set the stage by first playing through a traditional Lucha Libre match, so the Cast Members can get up to speed on the finer points of style. Whether the match is parejas, trios, or atomicos is up to the Zombie Master; be sure to emphasize the role of the rudo referee, too. He should make calls against the Cast Members for every illegal move they make, while letting the rudos get away with murder (flip this if the Cast Members are playing rudos themselves). There should be nothing involving zombies or the Cult of Huehueteotl at this point.

### Complications

The MWA matches and storyline are left to the Zombie Master to develop. The zombie part of the plot really has little to do with the actual wrestling matches. The MWA is simply a convenient cover for the Cult of Huehueteotl to travel around Mexico,

slowly collecting zombies for their army. Whatever hook you use, the players are eventually drawn into the mystery. From there, the campaign becomes more about investigating and fighting the cult than the action inside the ring.

This does not mean the wrestling action stops, however. The cultists are all highly trained luchadores in their own right. Fights with them should simply be shoot matches fought without the benefit of any referees. Remember, the “seed” zombies are also luchadores. The players can have a blast fighting “matches” against the zombies set in locations all over Mexico. The matches can become quite personal, as “Masked Men” zombies all have the language power or better. The zombies remember their former lives and skills. Most are still using the wrestling gimmicks they used in life. The zombies are not shy about speaking up and cutting promos against their opponents.

The following complications should help the Cast Members figure out that something is amiss.

### The Missing Fan

The next week, it’s another town and another match for the Cast Members. This time, before the show, the MWA holds an autograph signing session for the fans. Everyone in the promotion, including Muerte, sits at tables in the auditorium’s lobby to meet the fans. Curiously missing, however, are three of Muerte’s atomicos team—the three zombie luchadores. If asked about this, Muerte simply says his teammates want to psyche themselves up before the match and didn’t want to waste time with the fans. During the signing session, a noticeably tall man wearing a horrible tourist outfit (a loud shirt, baggy shorts, sandals, a fanny pack, digital camera) approaches the tables. This is Danny Bruce, “Dan the Fan,” an American fan of Lucha Libre on vacation in Mexico to follow Muerte. He’s obnoxious and overly enthusiastic, and utterly unforgettable.

After the match, the Cast Members notice Dan the Fan getting into a truck with Muerte and several other wrestlers. They are all cultists, and have lured Dan into coming with them with promises of a night of drinking and carousing with real luchadores. Of course, they take him out into the desert, and the zombie luchadores feed, turning Dan into a soldier zombie. They stash him in an abandoned shed on a remote farm.



Eventually, the authorities come looking for the missing gringo. His family is very worried about him, and the Federales are eager to find him. They have traced his movements to the MWA, and pass around photographs of him among the wrestlers. Of course, Dan the Fan was hard to forget. It's up to the Cast Members to decide what they do at this point. They can tell the authorities what they know (see Inspector Ortega), or investigate on their own.

Investigating on their own could lead the Cast Members into a confrontation with the Cult of Huehuateotl. The Cast might ask the suspect luchadores about that night, then retrace their steps, asking questions of any bystanders along the way. This could lead to the truck used that night, and an idea of the direction it traveled. These clues might lead them to the storage shed in the desert where Dan and other soldier zombies have been stored. Since the soldier zombies awaken when non-cult members get too close, they could find themselves in the middle of nowhere facing a horde of the undead.

## Inspector Ortega

As the MWA travels across Mexico, increasing numbers of fans go missing. After the MWA leaves a town, they might see reports of mysterious disappearances in the newspapers or on TV. In addition, should the MWA visit the same town twice, they hear whispered rumors of unexplained disappearances, and even superstitions that somehow tie the MWA to the disappearances ("el chupa cabre wrestles for the MWA, and eats fans after the matches."). It should be easy for the Cast to figure out that the trail of missing people follows the tour schedule for the MWA.

But what to do about it?

In comes Inspector Ortega, of the Mexican Federal Police. Ortega has been sent to investigate the disappearances, and it hasn't taken him long to link them to the MWA. He believes there may be a serial killer among the luchadores, or the support staff, or perhaps a fan following the promotion. Ortega interrogates the luchadores, including the Cast Members. Think "Lieutenant Columbo" asking off-hand questions rather than a full-blown interrogation in a room like on certain TV cop shows. Ortega can be found skulking about the promotion wherever it goes. He has police

follow luchadores, including the Cast Members, to keep tabs on their whereabouts. Police visibly patrol the crowds before, during, and after the matches. This can be as intrusive as the Zombie Master desires.

All this police attention does little to stop the Cult of Huehuateotl. Muerte continues to turn luchadores into seed zombies, who in turn spread the love among the fans. Any Federales who get too close to the cult disappear, turned into soldier zombies and hidden in various stash locations. At a certain point, however, Muerte decides to cut off the head of the snake, as it were, and go after Inspector Ortega.

Ortega can make a fine ally for the Cast Members, if they can get him to believe in the existence of zombies and Aztec priests. He might accompany them should they discover a zombie warehouse, and he can provide forensic support if they find any clues.

## Uncovering the Cult

The only way to truly defeat Muerte and stop his insane plan to raise a zombie army is to defeat the cult itself. This means not only killing the source of the zombies, Muerte, but also eliminating all the other cultists (who may know the ritual, as well).

The Cast Members may become alerted to the existence of the Cult of Huehuateotl through various means. The cult members use the Mexican Wrestling Association as a front, and many of the promotion's wrestlers are cultists. The Cast Members might overhear conversations about mysterious meetings after the match is over, meetings to which the Cast Members aren't invited; if they ask to tag along, the cultists come up with lame excuses that should do more to arouse suspicions than allay them. Similarly, one or more Cast Members might stumble upon secret meetings being held in a dressing room. If the Cast Members succeed at a Dexterity and Stealth Task, they remain unnoticed by the cultists (who don't bother making Perception checks to detect whether or not they're being spied upon; they're just that bold) and might overhear some horrific stuff. Alternatively, a Cast Member could search a dressing room belonging to a cultist and discover some incriminating evidence (obsidian dagger for heart ripping, ceremonial rattle, a map of zombie storage locations). In either case, this might lead the Cast

Members to the location of an Aztec zombie ritual as it is being performed.

Many of the cultists believe whole-heartedly in their goal, and are willing to sacrifice their lives to become seed zombies. Over time, more and more luchadores in the MWA become zombies. The immediate effect noticeable to the Cast is that the zombie luchadores become stronger and slower in the ring. In addition, while the cultists were willing to fraternize after hours and backstage, after becoming zombies they pretty much keep to themselves. If any of the Cast Members strike up friendships with luchador cultists, they can forget them once they become luchador zombies. Finally, the Masked Men zombies can't resist the temptation to take an attack of opportunity against an unsuspecting victim; one or more Cast Members could discover pretty quickly what's going on when a fellow luchador tries to spread the love a bit.

For their part, once it becomes clear that the Cast Members suspect something, Muerte targets the characters. The cultists lack the resources to uncover the characters' secret identities except by the old fashioned way. That is, following the character home and spying on them. This method allows the character to make Notice rolls to see if he detects the spying attempts. Muerte and his goons aren't tech-savvy enough to try more modern techniques like phone tapping or computer hacking. Once they know where the Cast Members live, and their secret identities, the cult can target them for attacks and their friends and families for zombification.

## **Mask Versus Mask**

Eventually, as the tensions between El Muerte and the Cast Members increases, Fernando Perez decides to pit the two teams in the ring. Since the stories in the lucha world take place in the ring, rather than with elaborate promos backstage, this is a logical place for them to settle their differences. The final battle royale is a match (either parejas, trios, or atomicos, depending on the size of the Cast) pitting Muerte's team against the Cast Members. This means the Cast Members find themselves wrestling zombies.





As per the standard rules, two referees oversee the match. The rudos judge, however, is not just bad, he's a member of the Cult of Huehuateotl. He knows the Muerte team includes zombies, and is extra lenient on them, while being overly harsh towards the Cast Members.

If the Cast Members lose the match, they are unmasked, publicly shamed, and must retire from the ring. Their wrestling days are over. This doesn't mean they are necessarily out of the game, however, as they can continue to battle the Cult of Huehuateotl outside the ring.

Should the Cast Members win, Muerte isn't about to give up. Were they to unmask, of course, everyone would see the zombie luchadores for what they are, and this can't happen. He and his team refuse to unmask, and flee the ring. While this puts a serious crimp in Muerte's plans, this doesn't mean the end. Muerte goes into seclusion, but continues to direct the secret plan to restore the Aztec empire. And zombie luchadores continue to spread the love across Mexico.

## The Ritual

Eventually, the Cast Members are going to ask the wrong questions of the right people, and make the Cult of Huehuateotl suspicious. At the Zombie Master's discretion, Muerte decides to eliminate the problem by converting the Cast Members into seed zombies. Since the ritual involves a bonfire, a lot of dancing, some heart-ripping, and a lot of screaming, the cult has to find a way to lure the Cast Members out into the wilderness, or simply kidnap them. (Alternatively, the Cast Members could turn up at the next ritual as a result of their investigations.)

Various options result:

Should the Cast Members either stumble upon or purposely infiltrate the performance of the zombie-making ritual, they'll find the area patrolled by soldier zombies (see page 93). The Zombie Master should include as many soldier zombies as needed to make life difficult. Judicious use of Stealth Tasks would be in order to successfully penetrate to the actual ritual. In the middle of the wilderness, outside of the nearest population center, a bonfire burns. Around this dance the cultists of Huehuateotl, per-

forming complex acrobatic stunts as part of the ritual. The sacrificial victim stands tied up in the traditional Aztec way, even if they're willing sacrifices (it's one thing to agree to a sacrificial ritual, another to agree to be thrown into a bonfire). At the appropriate time, Muerte shoves the victim into the fire for a few minutes of blood-curdling screams and burning, then cultists drag the body from the fire with long hooks. Next comes the chest ripping with obsidian knives, with the still-beating heart thrown into the fire and consecrated to Huehuateotl. The Cast Members should feel free to jump in at any time.

On the other hand, the Cast Members might find themselves on the receiving end of the ritual. In this case, they likely end up waking up from being drugged or knocked unconscious, and finding themselves bound and lying on the ground. If they manage to escape their bonds, an Escapism and Dexterity Task, they still have to fight cultists (some zombie luchadors, some human luchadors) and soldier zombies. If they're not careful, the Cast Members could end up as masked men seed zombies.

Masked men seed zombies retain their skills and knowledge from life, and indeed may not even realize they're zombies until they start biting people. The Zombie Master could have some fun with this, along the lines of "you wake up, you're missing your heart, you have a taste for human flesh... what do you do?" This doesn't necessarily mean the end of the campaign—the Cast could end up signing on to the cult's plans and creating their own soldier zombies, or they could continue to oppose the cult from beyond the grave.

Finally, the Cast Members could end up making matters much worse, for themselves and the world. If they manage to disrupt the Aztec zombie-making ritual, the Zombie Master could choose to roll 1d6 (3) with a 1-in-6 chance of something Really Bad happening. As a result of their meddling in one of its sacred rituals, Huehuateotl decides to make a personal appearance and put an end to the Cast Members' meddling.

## Huehuateotl

Strength 10      Constitution 15  
Dexterity 5      Intelligence 11  
Perception 9      Willpower 10  
Life Points: 110      Speed: 40  
Endurance Points: 110      Essence Pool: 60  
Attacks:

**Burning Armor:** Huehuateotl appears as a seven-foot tall burning man. Any physical attacks successfully made against him inflict 1D6 x 2 (6) points of damage on the attacking character. This also causes nearby flammable objects to ignite. This costs Huehuateotl 1 Essence per hour, and he cannot turn it off.

**Command Zombie:** As the source of the Aztec zombies' power, Huehuateotl can control them as though they were extensions of itself. It may command both seed and soldier zombies within earshot. Simple commands ("attack" or "flee") to less than five zombies cost 1 Essence Point. Complex commands or controlling more than five zombies costs 2 Essence Points. This may mean Huehuateotl ends up secretly controlling the Mexican Wrestling Association through his command of the seed zombies (luchadores all).

**Fear Test:** Huehuateotl inspires fear in those who see him, as is proper for the Burning God. Because he is a hideous, evil thing, Fear Tests have a -4 penalty.

**Flame Strike:** Huehuateotl loves fire, and can use it to strike down his foes. The flames manifest as jets of fire shooting from his hands. It costs 1 Essence to create a jet of fire, inflicting 1D6 x 2 (6) points of damage within a range of 10 yards (meters) per point of Willpower. Additional Essence may be spent to increase the damage multiplier by +1 or to increase the range by 10 yards per point spent. He needs a successful Simple Dexterity Test.

**Hearts, Well Done:** The Burning God needs hearts to survive, exclusively those ripped from the still-living chest of a burning victim and thrown into a fire. Each heart sacrificed restores half of the victim's Essence to Huehuateotl. For example, sacrificing a character with Essence 14 nets Huehuateotl 7 Essence. This is the only way Huehuateotl regains lost Essence, and should he ever be reduced to zero Essence Huehuateotl returns to wherever he came from. Note, hearts sacrificed specifically to feed Huehuateotl do not result in the creation of a seed zombie.

The actual appearance of Huehuateotl is lost to antiquity. He is one of hundreds of minor gods in the Aztec pantheon, but sacrifices to him were the most savage and brutal of any Aztec ritual. Although sacrifices were usually intended to placate him, by performing a ritual dance, purifying the flesh of the victim in fire, and consecrating the victim's heart in flame Huehuateotl would grant a measure of his power to the body, thus creating a zombie. No one knows what Huehuateotl wants besides sacrifices. That the priests of his cult use the zombies in their plan to resurrect the Aztec empire is purely their own idea.



# All Flesh Must Be Eaten™

## Luchador: Rudo

### Professional Wrestler

**Str** 2 **Dex** 4 **Con** 6  
**Int** 2 **Per** 2 **Wil** 2  
**Lps** 45  
**Eps** 50  
**Spd** 20  
**Essence** 18

### Qualities/Drawbacks

Adversary (Gang of thugs) (-2)  
 Cheap Shot Artist (2)  
 Covetous (Fame) (-2)  
 Heel (2)  
 The Gift (5)  
 Hard to Kill (1)  
 Inspiration (5)  
 Intestinal Fortitude (5)  
 Obsession (Fight evil) (-2)  
 Reckless (-2)  
 Resources (Hurting) (-2)

### Skills

Acrobatics 3 (Frog Splash 3\*,  
 450 Splash 3, Drop Kick 3,  
 Plancha 3)  
 Acting 2  
 Brawling 4 (Low Blow 4\*, Piledriver  
 4\*, Powerbomb 4\*, Choke 4, Snap  
 Suplex 4, Vertical Suplex 4)  
 Hand Weapon (steel chair) 3  
 Language (Spanish) 5  
 Martial Arts 2 (Baseball Slide 2\*,  
 Guillotine Leg Drop 2\*, Punch 2,  
 Spear 2, Super Kick 2)  
 Myth and Legend 2  
 Notice 3  
 Promo 4  
 Weightlifting 3

[\*signifies signature moves]

### Metaphysics

Heat Channeling (5 levels)  
 The Binding

### Gear

Luchador mask, Wrestling Gear, Rosary, Holy Bible

### Personality

When I was a little boy growing up in the slums outside of Mexico City, I always wanted to be a luchador. I made a mask out of an old paper bag and called myself 'the Punisher.' All the kids used to make fun of me, tell me I'd never make it as a wrestler. This one kid,

Enrique, tried to take my mask off one day and I kicked his ass. The old folks in the neighborhood started calling me "little punisher" after that. But it was a bad idea. Enrique belonged to this gang, and after that they kept picking on me. To this day, Enrique's gang has it in for me.

I would have ended up in a gang, too, if it weren't for Sister Ynez. She kept me on the straight and narrow.

She let me know when I did something wrong, and made me confess my sins. When I did something really bad, she

made me work in the church, cleaning stuff. If it weren't for her and God's grace, I'd be living in a shack or dead. I still give all my money to the church.

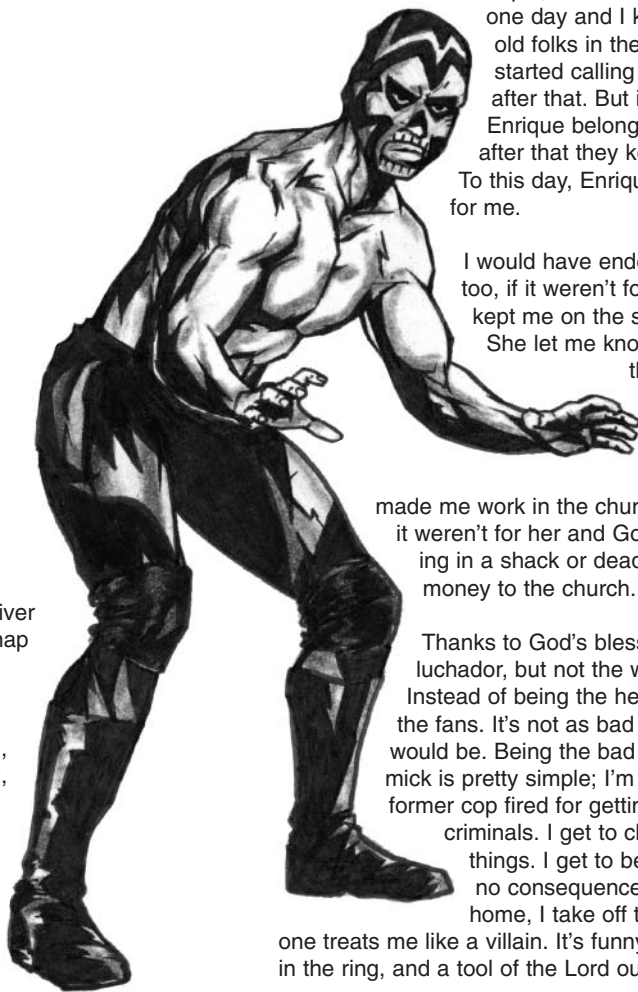
Thanks to God's blessings, now I am luchador, but not the way I figured. Instead of being the hero, I am hated by the fans. It's not as bad as I thought it would be. Being the bad guy is fun! My gimmick is pretty simple; I'm "the Punisher," a former cop fired for getting too tough with criminals. I get to cheat and do rotten things. I get to be the bad guy, with no consequences. Then, when I go home, I take off the mask and no

one treats me like a villain. It's funny, no? I'm a bad guy in the ring, and a tool of the Lord outside the ring.

But I love being a Rudo.

### Quote

"Boo if you want, but I'm gonna win... by the grace of God and whatever means necessary."



## Luchador: Technico

Professional Wrestler

**Str** 2 **Dex** 6 **Con** 4  
**Int** 2 **Per** 2 **Will** 2  
**Lps** 37  
**Eps** 44  
**Spd** 20  
**Essence** 18

### Qualities/Drawbacks

Attractiveness (-2)  
Clown (-1)  
Face (2)  
Fast Reaction Time (2)  
Hard to Kill (1)  
Highflier (2)  
Intestinal Fortitude (1)  
Resources (Well-off) (2)  
Showoff (-2)  
Situational Awareness (2)  
Status (3)

### Skills

Acrobatics 4 (Missile Drop Kick 4\*, Asai Moonsault 4, Hurricanrana 4, Senton Bomb 4)  
Acting 3  
Brawling 3 (Bulldog 3\*, Facebuster 3\*, Neckbreaker 3\*, Back Drop 3, Body Slam 3, Sidewalk Slam 3)  
Driving (Car) 1  
Intimidation 2  
Language (Spanish) 5  
Martial Arts 2 (Enzuigiri 2\*, Kip Up 2\*, Scissor Kick 2, Spin Kick 2, Texas Cloverleaf 2)  
Notice 2  
Promo 3  
Weightlifting 3  
[\*signifies signature moves]

### Metaphysics

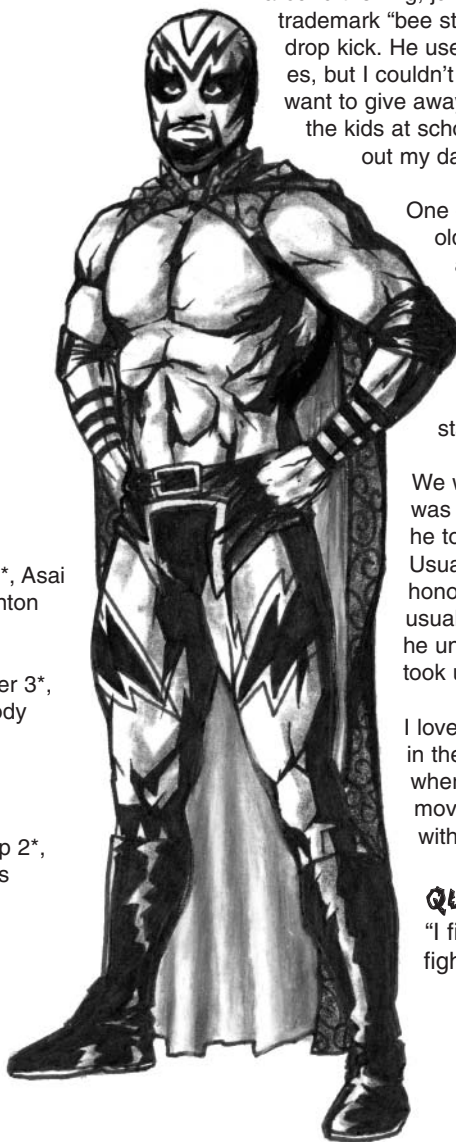
Heat Channeling (5 levels)

### Gear

Ring attire, Luchador mask

### Personality

My father was a luchador. He used to wear this mask that made him look like a bumblebee. He would fly around the ring, jumping from the top ropes, using his trademark "bee sting," which was really just a missile drop kick. He used to take me with him to the matches, but I couldn't be seen with him because he didn't want to give away his identity. He was afraid some of the kids at school would see me on TV, and figure out my dad was "El Abejorro."



One day, when I was about five years old, someone got the idea to give me a bumblebee mask, too. That way, my dad could take me out into the ring with him. The fans loved it, and they started calling me "little bumblebee." That's how I got my name. Soon afterwards, my dad started teaching me how to wrestle.

We wrestled together for years. First, it was as parejas. Then, as he got older, he took a step back and let me take over. Usually, I would wrestle to defend his honor. He would fight from time to time, usually just to keep his hand in it. When he unmasked himself after his final bout, I took up the mantle as El Hijo de Abejorro.

I love being a technico. I get to fight evil in the ring. The fans cheer my name wherever I go. I've already made two movies. And I've started taking my son with me to matches.

### Quote

"I fight for my own honor, but I also fight for the people."



# CHAPTER FIVE





# LAND OF THE UNDEAD RISING SUN



**Kano** couldn't believe his luck. He had followed with the rest of the men from his office when they left work for their nightly drinking bout with the boss. This was a Japanese male tradition, a way to bond with the rest of the group and suck up to the boss, and it was something Kano looked forward to.

He'd expected an uneventful night, before Necrohammer came in surrounded by a bunch of cronies. Kano guessed even wrestlers had to suck up to the boss. Kano recognized them from their costumes. No one else in Kano's group much cared about wrestling, and weren't really impressed that the greatest wrestler in Universal Combat Group was in their tiny bar. UCG was a small garbage wrestling promotion, but its wrestlers had heart. And it was authentic, not like that crap from America. The wrestlers really took the hit, with florescent light bulbs and boards full of nails. They weren't on TV, but Kano followed UCG in the magazines, and had gone to a few of their matches.

And now Necrohammer, the UCG's rising star, was in his bar. His bar. Kano wanted to go over to him, maybe get an autograph, but he was too intimidated. Necrohammer was a young lion, famous, and Kano's co-workers would likely make fun of him for fawning over a wrestler.

Throughout the night, Kano kept up with his co-workers, drink for drink. Hara was up at the karaoke machine, belting out a terrible rendition of some J-pop girl's new hit. Kano thought it was funny that a fat, middle-aged man idolized a teenaged girl, but kept it to himself. Periodically, he looked over at Necrohammer and his friends sitting in a booth near the front of the bar. Odd, he thought. They weren't drinking.

More drinks. More karaoke from Hara. The bar was emptying out. It was 2:30 in the morning. Necrohammer was still in his booth. By now, a few other bar patrons were sitting with them. Shouts of "kampai" came from the table, the fans with Necrohammer downing their drinks in one gulp. It wasn't fair, Kano thought.

He was here with his stupid boss and stupid Hara, when he could be drinking with a future wrestling legend.

He got up, stumbled, and knocked over someone's drink. He made his way to Necrohammer's table and ordered a round for everyone. He sat down hard, then complimented Necrohammer on a match he'd fought over a month ago. Kano was sure he was yelling, but he didn't care. He didn't even pay attention to see if Necrohammer and his buddies were politely accepting his drinks or not.

Someone next to him said something, and he turned to look in his direction. That's when he saw one of the wrestlers lean over and bite a fan's shoulder. Blood gushed down the man's shirt. Kano looked to his left. Another wrestler put a fan in a hold, and bit him in the neck. Kano wasn't sure what to do. Somewhere someone screamed. It sounded like Hara.

Someone grabbed him by the neck and lifted him. Dull pain shot through the back of his head as it connected to the wall. It was Necrohammer. He held Kano against the wall a full foot above the floor.

"So, you like my work," Necrohammer chided. "Would you like a demonstration?"

Kano watched as a beer bottle connected with his head. Blood oozed from the wound, into his eyes. The pain cut through all the brandy he'd drunk. Then, everything went dark.

Later that night, what used to be Kano shambled through the back streets of Shibuya with the other patrons of the bar. Their master had given them specific orders, to find the head of NHK TV and kill him.



## Introduction

Japanese professional wrestling is a dangerous world at the best of times, particularly the subculture of hardcore wrestling. Even an ordinary Japanese wrestler takes risks that would shock American audiences, whether it's the risky neck-damaging drivers of the heavyweights or the spinning high-flying moves of the cruiserweights. Most Japanese wrestlers finish their careers before they turn 40. Those who don't often wind up crippled for life.

Hardcore wrestling is even more dangerous. The American experiments with barbed wire and two-by-fours pale in comparison to the risks taken by Japanese hardcore wrestling. Explosives, panes of glass, and the like are not uncommon in the hardcore wrestling ring.

Perhaps this explains why one hardcore wrestler was willing to casually accept the offer made by a demon from Japan's past. A man who wasn't used to risking his life on a weekly basis might have thought twice. Or, perhaps, it was merely the man's ego conquering his common sense. Whatever the reason, however, he listened to the sickly sweet persuasion of a demon and loosed a plague of zombies upon Japan.

## Japanese Wrestling

What's so special about Japanese wrestling? You've gotten a taste of it already, but here's the simple answer: Japanese wrestlers don't hold back. Where American wrestling federations outlaw the piledriver, Japanese heavyweights are famous for moves that combine the piledriver with spinning jumps from the top rope. Where American cruiserweights launch themselves from the top rope as a finishing move, Japanese cruiserweights seem to almost live in the air. And, of course, where American wrestlers use the occasional barbed wire-wrapped 2x4, there are entire Japanese wrestling promotions dedicated to the brutal art of hardcore wrestling.

More than in any other style of wrestling, hardcore wrestlers risk their lives for the sake of a good show. A typical match takes place in a ring with barbed wire for ring ropes, and by the fifth minute of the match the wrestlers have already brought fluorescent light bulbs and carpet tacks into the ring. Plate glass isn't

at all uncommon. For a grand climax, a wrestler might climb to a fifteen-foot high balcony, set his shirt on fire, and launch into a senton bomb onto an opponent sprawled out on a table below.

Rising Sun focuses on a hardcore wrestling promotion named the Unlimited Combat Group. Don't assume that hardcore promotions like the UCG are the totality of Japanese wrestling, though. They're merely one facet of an incredibly diverse wrestling culture.

## History

Pro wrestling arrived in Japan after World War II, borne on the shoulders of a giant. The great Rikidozan was a former sumo wrestler who founded Japan's first professional wrestling organization, the Japan Pro Wrestling Alliance. He also developed the formula that guaranteed pro wrestling's popularity in Japan: he'd bring over an American star, who would run roughshod over Japanese wrestlers until he encountered Rikidozan and lost.

Rikidozan's victories were a badly needed source of national pride for the recently defeated Japanese nation. As a result, Japanese wrestling fans needed to believe that what they were seeing was real. This need for reality explains why Japanese wrestlers can't hold back. If Japanese fans don't believe in what they see, at some level, they'll go elsewhere for their wrestling.

After Rikidozan died in 1963, champions like Giant Baba and Antonio Inoki beat up American invaders into the early 80s. It wasn't until then that Japanese federations began to experiment with new, equally dramatic styles. Cruiserweight wrestling was the first of these; the Japanese took what they learned from Mexican Lucha Libre wrestlers and turned it into an even more thrilling, risk-defying style. In an era when Randy Savage's flying elbow was an impressive aerial move, Japanese wrestlers were showing off *tope con hilos*, backflips from the top rope to the ring apron, and so forth. They were a jolt of electricity to the traditional wrestling world.

Soon thereafter, the Universal Wrestling Federation introduced shoot style wrestling, which emulates legitimate mixed martial arts competition. The success of the UWF reminded Japanese promoters exact-



ly how important realism was; today, most of the major Japanese promotions incorporate the style into their matches. Some go so far as to run real shoots as part of their major shows.

In 1989, Atsushi Onita founded Frontier Martial-Arts Wrestling, which specialized in hardcore “garbage” wrestling. In the United States, you could see a pale shadow of Japanese hardcore wrestling in ECW and performers like Mick Foley. However, very few American matches have ever come close to the spectacles of FMW and the Japanese promotions that emulate it.

## Japanese Wrestling Today

Today, most Japanese wrestling promotions—including everything from the Lucha Libre flavored cruiserweight federations to the martial arts oriented shoot fighting promotions—have a few things in common. First and most important is the sense of realism. Japanese fans tend to dislike run-ins or outside interference; it’s a major event when a Heel mixes into someone else’s match. One run-in can be the seed for months’, if not years’, worth of angles.

Second, there’s the concept of fighting spirit. The Japanese like their wrestlers to have this quality, which is difficult to translate. Perhaps it hearkens back to the banzai spirit of the Japanese Imperial Army during World War II, when surrender wasn’t an option (even in the face of overwhelming opposition), which itself hearkens back to Japan’s samurai warrior culture. Fighting spirit encompasses both the will to fight on no matter how much ones hurt with the physical capacity to keep on going. Both are needed before a wrestler is said to have fighting spirit.

Third, Japanese wrestlers don’t rely as much on the gimmick. This is less true for Lucha Libre-oriented promotions, where around half the wrestlers may be masked, but for the most part gimmicks just aren’t needed. Again, Japanese wrestling is about the athletic aspect of the art rather than the sports entertainment. Japanese wrestlers have huge, excessive personalities, and they’re portrayed as larger-than-life figures, but the focus is on the wrestler rather than the gimmick. Think Ric Flair and Brock Lesnar instead of Mankind.

Finally, Japanese promotions aren’t as exclusive as American promotions. It’s common for two promotions to work together; even the biggest three Japanese promotions (All Japan, New Japan, and NOAH) run joint angles from time to time. Many wrestlers work in multiple promotions as a matter of course. This makes for a lot of arguments about who’s going to job, but it also makes for more excitement for the fans. The typical multi-promotion angle involves one promotion invading another, with the invading wrestlers acting as faces for fans of their home promotion and heels for fans of the invaded promotion. In fact, the classic nWo/WCW angle was conceived as a copy of a Japanese angle of the early 1990s.

## Glossary

**Joshi puroresu:** women’s wrestling. In Japan, women have earned as much respect as men have in the ring. While joshi is not as big a business as male wrestling, there are several thriving female wrestling groups of varying styles, and females are not treated as mere eye candy. There’s certainly an element of that in the marketing, but women wrestlers who can’t make it in the ring don’t stick around long.

**Lucharesu:** Mexican-influenced Japanese cruiserweight wrestling. American fans use this term more often than Japanese wrestlers.

**Puroresu:** The Japanese word for professional wrestling. It’s a coinage from the English: fuse “pro” and “wrestling” together, and slur them a bit.

**Strong style:** The main style used by major Japanese wrestling promotions. It involves stiff strikes and painful head drops. It is very rough on the body, but the knowledge that the wrestlers are performing in such a difficult style heightens the interest of the fans.

**Young lion:** A young wrestler who is being groomed for a main event position. This role is both very prestigious and very demanding. Japanese promoters and stars would rather a young lion fail in his youth than fail once he reaches the top.

## Making Characters

### Recommended Qualities and Drawbacks

Despite stereotypes, the average Japanese hardcore wrestler is not a martial artist. While the world of martial arts intersects with the world of Japanese wrestling in the more mainstream promotions, most wrestlers with martial arts skill don't need to risk their lives wrestling on roofing nails. Hardcore wrestlers come from the ranks of the unusually tough, not the unusually graceful.

It's hard to imagine a hardcore wrestler without the Intestinal Fortitude Quality (page 31). It takes Willpower to keep fighting once you've been bodyslammed through a table wrapped in barbed wire; Intestinal Fortitude helps wrestlers keep going despite the pain.

Ruthless Aggression (page 32) is also a good choice, for similar reasons. Wrestlers who hold back don't get far in the Japanese ring. This is true across the board, but Japanese hardcore wrestling fans are particularly interested in watching their wrestlers give their all.

Appropriate Drawbacks include Cruel (even at the 3-point level) and Showoff. A Cruel character may find hardcore wrestling an appropriate outlet for his anti-social tendencies, while a Showoff won't be able to resist the applause he gets for performing ever-riskier moves.

### Recommended Moves

Hardcore wrestling relies heavily on Slams and Drivers; these hard-hitting moves, in effect, amplify the damage caused by the weapons and foreign objects that litter a hardcore wrestling ring. Suplexes are also an excellent choice, for the same reasons, and the well-rounded hardcore wrestler will have one or two Aerial Moves in his arsenal. Aerial Moves are performed on an opponent who's flat on his back on top of a tangle of barbed wire, so as to drive it further into his flesh.

Conversely, Holds are rare. There are few mat technicians in the world of Japanese hardcore, because it's difficult to work a foreign object into a hold. Smart hardcore wrestlers stick with the active moves.

Any hardcore wrestler, whether Face or Heel, can regain Essence (Heat) by performing a wrestling move in a particularly dangerous fashion, at the Zombie Master's discretion. The most common variant of this is a slam onto or through a board covered with something sharp—light bulbs, thumb tacks, and so on. Setting oneself on fire before performing a move would also qualify. Dangerous moves regain Heat as if they were Signature Moves for the wrestler who performs them.

Alternatively, after performing a dangerous move, a hardcore wrestler may request a Willpower Test from his opponent. The difficulty of the test is equal to 10 plus the damage the opponent just took. If the opponent fails the Test, the wrestler may immediately attempt a pin.

The most common Heat maneuvers for hardcore wrestlers are Dramatic Comeback, Shrug It Off, and Stubborn S.O.B. Hardcore wrestlers may perform the Shrug It Off maneuver for 2 Essence rather than the usual 3.

### New Weapons

Japanese hardcore wrestlers make heavy use of weapons. Some weapons from the weapon list in *Chapter Two* are particularly appropriate: barbed wire, baseball bats, branding irons, chains, cheese graters, fireballs, Singapore canes, staple guns, and thumbtacks are all unnervingly common.

When a wrestler sets himself on fire, he takes damage as if he was hit by a Fireball. If he successfully performs a move on his opponent, the opponent takes D8 (4) damage. The fire is extinguished after one move in any case.

The following weapons are also available to the hardcore wrestler.

**Light Bulbs:** Fluorescent tubes are the most common light bulb in hardcore wrestling. They can be used as makeshift clubs, although they won't be good for more than a few hits. Incandescent bulbs are used to make punches nastier.

**Light Bulb Board:** A light bulb board is a long piece of plywood with several fluorescent tubes attached to it. It's used as a club or as a surface to slam an opponent into.



**Nails:** Like thumbtacks, but pointier; they inflict slightly more damage than the simple thumbtack. As with thumbtacks, a bag of nails is generally emptied on a surface. When the opponent is slammed on the surface, 1D20 of the nails stick to him.

**Nail Board:** A nail board is a long piece of plywood with nails hammered into it. Like the light bulb board, it can be used as a club or as a place to throw an opponent.

Weapon Type	Damage	Armor Value
Light Bulbs		20
Fluorescent	D8(4)	
Incandescent	D6(3)	
Light Bulb Board	D10(5)	40
Nails	D6(3)	40
Nail Board	D10(5)	60

All weapons have a Common availability rating in hardcore promotions.

## Setting

Rising Sun takes place in the Universal Combat Group, a hardcore Japanese wrestling federation. An ancient demon, the oni known as the Suffering Priest, has escaped from his captivity and busily creates an army of zombie slaves with the help of his minion: the UCG star Necrohammer. The Suffering Priest feeds on the pain of Necrohammer's victims, and the victims of his zombies, relieving their agony at the price of their lives.

The story begins as Necrohammer captures the UCG's heavyweight title. His new belt is sufficiently prestigious to get him invited to wrestle in other promotions—giving him access to even more wrestlers. The Cast must stand between Necrohammer and a Japan full of arcane zombies.

## Setting History

In the time when demons and oni wandered Japan, and mortal rulers were helpless to protect their people, there was one oni who was feared more than all others. He was known as the Suffering Priest, for he

walked the battlefields of Japan, stopping wherever he found dying men. He brought them comfort in their final hours, by drinking the pain from their wounds, but with every sip of pain he drew in a fragment of their souls. Their bodies survived while their souls died in peace, leaving their undead corpses to serve the Suffering Priest.

By this means, the Suffering Priest built an army of undead. He used this army with a profligate flair, sending them up and down the land. His goal was not to conquer, but to cause suffering and pain in order that he might increase his army even further. Even the battles he lost were victories, for no battle is won without men dying on the battlefield.

When the daimyos of Japan proved unable to contain the monster, the monks who followed the way of the Buddha stepped up and declared their intent to bind the oni with ancient scriptures and rituals. Boldly, they delivered a calligraphic challenge to the Suffering Priest's lair. He ate the messenger, and arrived at the appointed place at the appointed time, where he ripped apart the monks and dined upon their pain as they writhed in agony.

One daimyo alone was clever enough to see the path by which the Suffering Priest could be defeated. The oni's power came from pain; if there were a way by which he could be denied his sustenance, he would be weakened. The daimyo went to the black markets and purchased a great quantity of opium and other, darker drugs, intending to numb his army's senses before sending them into battle.

The local Buddhist monks of the Serene Temple of Blossoms warned him against this desperate course, fearing that he was damning his soul by introducing his men to such a worldly sin. The daimyo agreed he was committing a crime and taking that risk, but argued there was no alternative. The monks offered to attempt another binding ritual, but the daimyo argued that the Suffering Priest had proved too powerful to be bound. After a fierce debate, the daimyo banished the monks from the lands under his control, unwilling to be distracted in this time of crisis.

The battle itself was as bloody as any ever fought in Japan. The Suffering Priest and his minions threw themselves into the fray with uncaring abandon. For

the first time, however, the men he fought showed the same lack of care; brave samurai, taking mortal wounds, fought on without stopping. Men grappled with zombies, heedless of the wounds in their bellies. Neither zombie nor man felt pain on the field of battle, and for the first time the Suffering Priest found no sustenance.

In the end, the daimyo prevailed and brought down the Suffering Priest. With no monks to ensure the Priest's binding, he laid the oni's body to rest in the Serene Temple of Blossoms. He hoped that the monastery's holy atmosphere would provide a suitable prison for the dark oni's soul.

Soon thereafter, the daimyo's neighbors conquered him. His army, addicted to opium, was unable to defend themselves effectively. His name was blotted from the history books for his crimes, and his story was told only in whispers. Still, his scheme for containing the Suffering Priest remained successful for many years—indeed, until recently.

A few months ago, the Universal Combat Group—always in search of more unusual places to hold their matches—arranged to hold a show in the Serene Temple of Blossoms. What better contrast to the violence of hardcore wrestling than a deserted Buddhist temple? Despite outrage from the local community, Taki Yano, the federation's owner, went forward with his plans and ran an exceedingly successful show.

But during the show, the Suffering Priest stirred. Awakened by the pain of the wrestlers, he reached out, feeling stirrings of hope. Would these new warriors feed him with their pain, restoring him to full strength and freeing him from his captivity? The hardcore wrestler Necrohammer answered his prayers; where the other wrestlers at least tried to save their opponents from too much pain, Necrohammer gloried in the suffering he caused. He laid a table of agony for the Suffering Priest, who was only too willing to eat until he gained the power to walk the land once more.





After the show, Necrohammer lingered in the Temple, curious about the sensations he'd experienced during his match. He'd always had a penchant for pain, but he'd never felt so rejuvenated by it before. The Suffering Priest came to him where he sat, and explained both what he could do for Necrohammer and what Necrohammer could do for him. Eager to experience success and power, Necrohammer agreed, and the Suffering Priest found his first modern agent.

Now, Necrohammer is quickly becoming the most popular wrestler in the Universal Combat Group. Indeed, his popularity—fuelled by the Suffering Priest's arcane power—continues to make the UCG one of the more popular promotions in Japan. The price is the souls of the wrestlers Necrohammer faces in the ring. He no longer holds back; rather, he tortures and kills his opponents, who quickly rise as slaves of the Suffering Priest. Nobody's the wiser, and the Priest's army grows.

## The Universal Combat Group

The Universal Combat Group is a seedy little Tokyo-based, hardcore garbage wrestling federation that's never had a particularly good reputation. It tends to attract wrestlers who don't have the skill to play in the big leagues, or once-famous wrestlers who just need a paycheck. There are a few exceptions, but on the whole it's definitely part of the minor leagues of Japanese wrestling.

Still, the few thousand or so serious UCG fans are enough to keep the promotion going; while they never appeared likely to break gate records, a promotion that can count on getting at least a thousand fans at each show can maintain itself almost forever. Occasionally, one of the UCG wrestlers catches the eye of the bigger promoters, and that's always good for a small boost in fan interest. The UCG owner, Taki Yano, never expected to get rich from his promotion, but he knew he could run it indefinitely if he was careful.

Taki Yano has a minimal storyline presence. UCG fans really aren't there for the soap opera, and Yano wouldn't have much to do even if he wanted to be in front of the camera. By keeping his distance from the stories, his occasional appearances and storyline proclamations have more weight than they would if he was involved with every match.

The Universal Combat Group is not storyline-oriented. However, Taki Yano does insist on injecting as much realism into the framework of the stories as possible, so every match is preceded by a tale of the tape and the announcers treat win/loss records as a serious matter. For example, Noburo Akita has never beaten Fujita Fukuyama of Suicide Dive, so one of his goals is to correct this flaw in his record; this particular angle has continued for over a year already.

In the past, the UCG has never had a pay-per-view. With Necrohammer's newfound popularity, that's about to change. Their first PPV, Rising Combat Star, will be broadcast live from Korakuen Hall in Tokyo in a month. It's even going to be on American television, albeit on tape delay—a huge opportunity for those involved. Necrohammer is slated to win the Belt of Pain at the PPV.

## Suffering Priest

The Suffering Priest is an ancient being who is not really so much malevolent as he is hungry. While his effects on the world are decidedly unpleasant, his motivations are not evil. He is starving, he has always been starving, and he wants to make sure he always has enough food to eat. Unfortunately, he feeds on the pain of human beings, and so while he may not be evil the distinction seems fairly unimportant to his victims.

The Suffering Priest creates zombies by consuming the pain of the dying. He seeks out the sick and the wounded and literally eats the pain they feel, leaving them in a blissfully anesthetized state. The only cost is their soul; when the Suffering Priest eats one's pain, he gets one's soul along with it. Those from whom the Priest has fed become his when they die, without exception.

The Suffering Priest's corporeal form is stuck inside the Serene Temple of Blossoms. He has not yet gathered enough power, in the form of Essence, to escape. He hopes that when Necrohammer captures the Belt of Pain and begins making appearances in larger federations, he'll be able to siphon off enough pain to free the Suffering Priest from his prison. The Suffering Priest requires a total Essence in the hundreds (the precise amount is left to the ZM's discretion) in order to manifest physically. Necrohammer

doesn't realize it yet, but that'll be the end of Necrohammer as a living wrestler.

The Cast shouldn't ever face the Suffering Priest directly; he's a force of nature, not a combat monster. He can be driven back, but only with the help of ancient Buddhist rituals.

## Necrohammer

Necrohammer is a solo Heel, who hadn't been able to make the transition to the top ranks before he met the Suffering Priest. In the months since, he's taken the spotlight by force and is the number one contender for the UCG Belt of Pain, which serves as the championship belt in the promotion. Hiroshi Sin, the current belt holder, is a popular Face who's resigned himself to his upcoming loss.

The Suffering Priest can infuse a person with his dark magic without killing them, creating a conduit between the spirit world and the real world. The oni requires Essence in order to manifest. When Necrohammer inflicts pain, he drains a like amount

from the victim's Essence, half of which flows to the Suffering Priest. This means the more damage he inflicts, the stronger Necrohammer becomes. It also means wrestlers squaring off against him have less Essence to use against him for their Heat maneuvers.

As the conduit for the oni's power, when Necrohammer kills someone they rise as a zombie. Characters who die as a result of Life Point or Essence Point loss rise as Necrohammer zombies within a few hours of their death. Killing someone outright does not produce a zombie, so, for example, his shooting someone in the head would be useless. The victim has to feel pain first, the more the better—a light bulb to the face, carpet tacks on the back, barbed wire raking the skin.

Fortunately, the Suffering Priest can perform this ritual with only one person at a time.

## The Zombies

Necrohammer zombies can retain up to ten points worth of skills, at the discretion of the Zombie Master. Generally, wrestler zombies should still have access to their wrestler skills, in order to make them competent opponents in the ring. With their long-term memory and ability to problem solve, Necrohammer zombies can act almost as they did when human.

These zombies spread the love by killing their victims. Like Necrohammer, the zombies he creates serve as a conduit to the Suffering Priest; for all intents and purposes, when a zombie kills its victim, the Suffering Priest consumes the pain of the dying. Those who die at their hands (and teeth) rise several hours later as a Necrohammer zombie dedicated to the Suffering Priest. Although they do not need to eat to survive, they consume the Heat of their victims, which they use to gain more Essence. Any Essence consumed in this way goes to the Suffering Priest.

Thankfully, Necrohammer zombies are vulnerable to Buddhist scriptures affixed to their foreheads with sticky rice. Of course, the standard penalties for attacking the head apply. The affected zombie reverts to a normal corpse until the scripture is removed (or the Suffering Priest's connection to the physical world is severed).

Generally, the Suffering Priest can only control those zombies in his presence. Necrohammer shares

### Necrohammer Zombie

<b>Strength</b> 4	<b>Constitution</b> 2
<b>Dexterity</b> 2	<b>Intelligence</b> 2
<b>Perception</b> 2	<b>Willpower</b> 2
<b>Life Points:</b> 34	<b>Speed:</b> 4
<b>Endurance Points:</b> n/a	<b>Essence Pool:</b> 14
<b>Skills:</b> Special	
<b>Attack:</b> Bite damage D4 x 2 (4) slashing	
<b>Getting Around:</b> Life-Like [+3]	
<b>Strength:</b> Strong Like Bull [+5], Iron Grip [+1]	
<b>Senses:</b> Like the Living [+1]	
<b>Sustenance:</b> Who Needs Food? [+8]	
<b>Intelligence:</b> Long-term Memory [+5], Problem Solving [+15], Skill Recall [+10]	
<b>Spreading the Love:</b> Only the Dead [-2]	
<b>Special:</b> Consuming the Fallen [+5], Enslaved [-8], Flesh Fist [+4], Weak Spot: Charm (Buddhist Scripture) [-1]	
<b>Power:</b> 51	



the Priest's ability to command zombies, however. Zombies near either of them act as if they were extensions of their will, without the need for verbal orders. Both the Priest and Necrohammer can give zombies simple orders that take them out of their immediate vicinity—"Find this title belt and kill the man holding it"—but once the zombies have carried out those orders, they remain inert until they receive further instructions. The Priest's favorite departing order is "kill every human you see."

## Additional NPCs

### Taki Yano

Taki Yano is the owner and promoter of the Universal Combat Group. He isn't a particularly good owner, but he's not a bad one either. He treats his wrestlers well and genuinely cares about them. He's never held back any of his boys who had a chance to make the big time, and he's provided a decent final stop for wrestlers on the way down. In other words, he's somewhat of an anomaly in the wrestling business. He's also fairly timid, which is one reason why the UCG has never hit the big time. He has a tendency to give into wrestlers who object strongly to angles or gimmicks, even when he knows it's the wrong thing to do.

### Xu Lide

Xu Lide is the leader of the exiled Buddhist monks formerly of the Serene Temple of Blossoms. As his Chinese name betrays, the exiles have all but been assimilated by Chinese culture over the long years. Still, he remembers the lore taught to him when he was a child many decades ago, and he is still vigilant. He knows the Suffering Priest might return at any time, and despite his age he is determined to be prepared. He knows a ritual that may, if performed properly, bind the Suffering Priest once again. At all times, he demands the respect he deserves for his age and his wisdom, and has little patience for the young.

## Opening Moves

There are several ways in which the Cast can be introduced to the world of Japanese wrestling. The players should play experienced Japanese wrestlers from another promotion; this works well because it keeps them unaware of what's going on at UCG, but eventually brings Cast Members into contact with Necrohammer at the Rising Star pay-per-view. Cast Members could also play American wrestlers on their first tour of Japan, which is a popular destination for Americans who can't catch on with the major US promotions. Finally, they could also portray shoot style fighters from the world of legitimate mixed martial arts. Remember those Buddhist priests who were exiled to China? Perhaps one of their descendants has returned with a mission; the martial arts rules from *Enter the Zombie* are appropriate for such a character.

Each of the encounters detailed on the next few pages suggest ways the ZM can introduce Necrohammer and his zombie minions. Each includes its own plot direction designed to lead to a rivalry between Necrohammer and the Cast Members, and the big pay-per-view where this conflict comes to a head. Alternatively, the Zombie Master can intertwine several of these story lines to provide multiple avenues towards the final conflict.

By the time the Cast Members become involved in the goings on, Necrohammer has had several months to create a few zombies from among the backstage crew (who suddenly and mysteriously stop showing up to work) and the wrestlers. For the time being, he controls their every move, preventing them from revealing themselves for what they really are. The Cast should not know the dead walk at first.

## Cross-Promotion

The Cast gets sent to the Universal Combat Group to wrestle for a few shows. This is particularly effective if one of the characters is an American. Americans are most often booked as Heels, and the promoter wants them to wrestle in the UCG for a few shows (even if they aren't hardcore wrestlers per se) to give them an angle.

This encounter plays up the sharp contrast between Necrohammer's style and the traditional UCG style. While dangerous, the UCG usually keeps wrestlers relatively safe; nobody takes bumps they aren't ready for. Start with the standard hardcore wrestling match between one of the Cast Members and a Supporting Cast wrestler.

In contrast, Necrohammer doesn't seem to care what happens to his opponents in the ring. Follow up the first match with a match against Necrohammer to demonstrate the difference; this time, use a different Cast Member. They'll be mad when it becomes obvious their match is more difficult (having sat on the sidelines and watched the first bout), and curious when they start losing Essence. In between matches, non-zombie UCG wrestlers complain about Necrohammer's lack of care, and the suddenly more dangerous matches they are forced to fight. The zombie members of the UCG are oddly non-communicative.

Alternatively, one of the UCG wrestlers may be on loan to the Cast Members' promotion as a special attraction in a pay-per-view. In this case, the UCG wrestler spends a fair amount of time in between matches expressing relief that he has some time off from the danger zone the UCG has become.

## Ring Rust

Necrohammer's growing popularity means other promotions are eager to get in on the profits, and look to book UCG wrestlers for their shows as guest stars. In this encounter, one or more of the Cast Members faces off against Jun Matsada, who was once a huge star in All Japan. These days, he's a washed up regular in the Universal Combat Group, but in his last few matches he's shown the muscle and fighting spirit that made him a star in the first place. Taki Yano, pressured by Necrohammer to make the arrangements, has persuaded the Cast Members' promoter to use Jun for a few shows.

Jun's booked to lose to the Cast Member, but midway through the match something goes horribly wrong and he starts fighting to cripple—he's going for joint holds, piledrivers, and other such dangerous moves. The crowd goes wild, because there's nothing more interesting than a worked match that's turned into a shoot. Jun's also wrestling significantly better than he has in years.

He is, of course, a zombie under Necrohammer's control. Savvy Cast Members may later remember that Necrohammer came to the ring with Jun, despite the fact that he wasn't booked to be present. Necrohammer wants to use his minions to size up other wrestlers before he faces them himself.

If the Cast Members complain to their promoter, he takes the problem to Taki Yano. Unfortunately, Yano simply shrugs and says Necrohammer's the star and thus must be indulged—he encouraged Jun to change the script, he demanded to attend the match in Jun's corner, and he has been training Jun recently. Yano is cowed by Necrohammer at this point, and willing to go along with almost anything. If the Cast Members go to Yano directly, they get the same story, but he drops some vague hints about Necrohammer trying to take over the federation and run it himself.

## All Business

After a big cross-promotional show, wrestlers usually go out and have a good time to wind down. Drinking heavily after a day's work is traditional in Japan, and wrestlers are no exception. It's peculiar, therefore, that Necrohammer and the rest of the Universal Combat Group wrestlers (excepting the Cast Members, if the Cast Members are UCG wrestlers) don't want to go out and have some fun.

Still, to each his own. Everyone else has plenty of time to enjoy the evening and the feeling of being stars. Fans ask for autographs, advice on breaking into wrestling, and the like. The party gets as wild as the wrestlers allow it to get—Japanese wrestlers are big stars and this is a good chance to play that up. Cast Members should remember that kayfabe still counts in Japan; breaking kayfabe surprises the fans and other wrestlers.

Then, sometime after midnight, the zombies attack. Necrohammer and his zombies went off to have their



own party, brutally slaughtering a group of partygoers not too far from where the Cast Members are drinking. Wrestlers are always his first choice of target, but sometimes the Suffering Priest needs a quick jolt of pain and anyone will do.

This same scenario can play out anywhere Necrohammer happens to be. It's most effective, in fact, if it's repeated a few times. Eventually the Cast Members will notice the common denominator.

## Complications

Once Necrohammer's identity as the source of the zombies is revealed, the Zombie Master can further expand on the story by throwing in one of these plot complications.

### Think of the Money

Ryobe Naito is the promoter for Japanese National Wrestling, one of the largest promotions in Japan. More importantly, he's a distant relative of the daimyo who successfully banished the Suffering Priest. It took a little figuring out, and some research into family history, but he believes he knows the source of Necrohammer's sudden success.

Naito doesn't want to stop Necrohammer. Rather, he wants to steal whatever Necrohammer's got and use it for his own wrestlers. He's pretty sure he can control the zombie problem if he chooses the right figurehead, and he's pretty sure that if Necrohammer could get this far then a really popular wrestler could become the most powerful person in Japan.

He aims to capture Necrohammer and interrogate him until he gets some answers. Almost any outcome of this would be unfortunate. If Naito succeeds, he creates a monster he can't control. If he fails, Necrohammer kills him and gains control of a key promotion, which is exactly what he needs to magnify his power even further.

### The Monks of the Once-Serene

Whether one of the Cast Members has a connection to the Buddhist monks or whether they've just been observing from afar, the monks of Serene Blossom Temple have every reason to send a small contingent of monks to assist the Cast Members. Unfortunately, while they are rich in knowledge, they are relatively poor combatants. Their order is slowly fading away and there are few young monks remaining.

They can provide help in two ways. First, they can train Cast Members in certain esoteric martial arts, if they believe the Cast Members are worthy. This is a chance for Cast Members to add the martial arts from *Enter the Zombie* to their character sheets.

Second, they can provide information about the Suffering Priest, if they believe the Cast Members are capable of facing him. If not, they won't talk about the oni, since they see no purpose in sending novices against such a dread demon. However, they have certain arcane rituals that, under the proper circumstances, can drain the Priest of all his stored power and ensure his captivity for another millennium.

Note that all the potential assistance depends on a judgment call by the monks. If they come to Japan, they observe the Cast Members in battle before making any decisions. They're not above staging scenes—a mock mugging, perhaps—in order to properly evaluate the young warriors. There is some potential for mistaken identities if any of the Cast Members see the elderly, shadowed figures spying on them.

## Major Heat

There are a number of paths the campaign could take from here. Most of the preceding scenarios result in a defeat for Necrohammer; this is all the inspiration he needs to start focusing on the Cast Members in particular. His ego is immense, and he takes losing poorly. If he has been defeated by the Cast Members in the past, he'll make sure to let them know he's revenging himself the next time he encounters them.

After the initial encounter with Necrohammer or one of his zombie wrestlers, the heroes should know that something is amiss. They might convince their promoter to let them wrestle in Universal Combat Group for a few matches, where they can watch Necrohammer more closely. Arguments about increased fan attention and ratings are particularly effective. This places them in greater danger, as it makes it easier for Necrohammer to kill a Cast Member. Killing Necrohammer is particularly difficult, if this is what they have in mind; in the ring, he has access to near unlimited Essence, and killing him outside the ring is murder.

## Rising Combat Star

The next big event in the world of Japanese wrestling is the upcoming Universal Combat Group PPV, Rising Combat Star. Necrohammer intends to use this occasion to kill and recruit as many wrestlers as he can get his hands on. Up until now, he's been building a small group of zombies and softening up other wrestlers, but he and the Suffering Priest are ready to make a big splash.

Rising Combat Star invites wrestlers from other promotions to fight to determine who is the best wrestler in Japan. Each promotion holds their own championship to determine who gets the honor of representing their federation in one of the biggest pay-per-views of the year. Necrohammer plans to kill as many wrestlers in the ring as possible, have them rise as zombies, then send them back to their own promotions.

Cast Members who are part of the UCG get special attention from Necrohammer before the pay-per-view. He might decide to try and kill them immediately, to save some trouble later, or he might decide that he wants to make an example of them on national television. In the latter case, he could browbeat Taki Yano into making one of the Cast Members a transitional champion. In other words, the Cast Member would win the Belt of Pain from Hiroshi Sin in the weeks before the pay-per-view, and be fed to Necrohammer as a sacrificial lamb at the PPV itself.

Non-UCG Cast Members may also get some special attention. Necrohammer might use his influence to get them booked on the PPV. This is a blessing, because it's sure to be a huge success. Certainly, if they suspect Necrohammer as the source of the zombies they've seen, they may well be wary of the honor.

If the Cast Members ever complained to Taki Yano about Necrohammer, he could come seek their aid at this point. If they visit him for the second time, he'd definitely be prepared to share his suspicions. He's noticed what Necrohammer is doing—targeting UCG wrestlers for no-holds-barred violence, promoting his own wrestlers, ignoring angles—and while he doesn't know about the Suffering Priest, he knows something's terribly wrong. Given a chance, he could seek

the aid of the Cast Members; this is highly likely if they're UCG wrestlers.

At the Rising Star PPV, Necrohammer announces his new stable of wrestlers, the Necros. They are, of course, his zombies. The announcement creates quite a stir, as he's never shown any signs of being anything other than a lone wolf before. Several of these Necros are on the card at Rising Star, and there may be many more in his stable by the end of the night.

It's possible to get through the PPV safely if one's sufficiently skilled. Both the zombie wrestlers and Necrohammer wrestle to cause as much pain as possible in the ring, and employ gimmicks far beyond the usual standard of brutality. The Belt of Pain title match takes place in a ring restrung with barbed wire ropes, and a ring of fire around the ring, so that anyone thrown out suffers fire damage.

The trick to surviving the PPV lies in winning the matches in the ring, and avoiding the roving bands of Necros back stage. Necrohammer likely be hunts the Cast Members by this time, but since he has to star in the PPV his freedom of action is more limited than he'd like.

## The Invasion

After Rising Combat Star, Necrohammer plans to declare war on the entire world of Japanese wrestling. He hopes to have made several powerful new zombies at the PPV, including several stars from other promotions. From the outside, it all looks like another invasion angle, with the newly undead stars acting as a fifth column. Necrohammer won't even have to enter another promotion's ring, as long as he can arrange to be at ringside during a Necro match.

Japanese promoters are always willing to chase the newest fad, and there's no arguing with Necrohammer's success. After Rising Combat Star, even the most traditional of promotions begin featuring blood and violence matches. This feeds Necrohammer's need for more zombies, and it also satisfies his feelings of self-importance. This new angle means bookers need some authentic hardcore wrestlers to avoid looking like they're just riding on the UCG's coattails, however. Necrohammer is more than happy to supply them with either Necros or



# All Flesh Must Be Eaten™

make an appearance himself, depending on how important the promotion is. At some point, he'll be unable to effectively coordinate the activities of his zombies due to sheer numbers, but that point is still some distance away.

The Cast Members aren't forced to act right away, but Necrohammer will definitely be hunting them, and the longer they wait the worse the situation becomes. If Necrohammer successfully carries out his program for another three months, the Suffering Priest will have gathered enough energy to escape from the ruins of the Serene Temple of Blossoms. At that point, Japan may well be doomed. The Shining Priest won't limit himself to wrestlers for his zombie army.

## The Final Bell

By this time, the Cast Members know what's going on and may know who's behind it. They may not know who the Suffering Priest is, unless they've done their research or gotten help from the monks, but Necrohammer's evil is too large to be hidden. He's animating zombies, and he must be stopped.

The easiest method is to kill Necrohammer. Since the Suffering Priest still isn't free, killing Necrohammer cuts off the oni's access to the mortal world. It's not a permanent solution, since someday the Priest may find another pawn, but it fixes the immediate problem.

The difficulty with this solution is stopping Necrohammer. He is the next best thing to an oni himself, at this point, crackling with the power siphoned

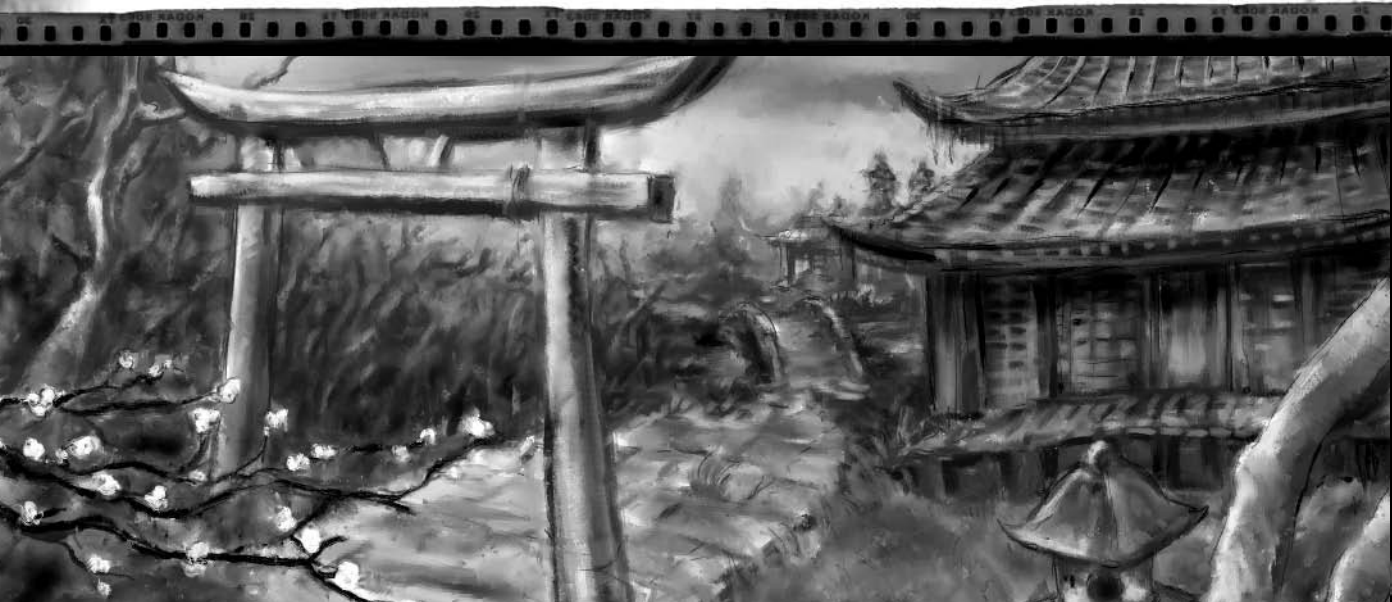
from dozens of dying wrestlers. It will take a concerted effort on the part of the Cast Members to take him down. The task is far easier if they use some creativity in the process. His ego has grown along with his powers; it would be relatively easy to invite him to a dinner or award ceremony in his honor, for example. The trick is to strip him of his zombie protectors; he doesn't go anywhere near the ring, at this point, without the Necros.

Once he's killed, though, much of the problem is solved. The Suffering Priest is unable to act without a conduit. On the other hand, the Priest has more power than he's had in thousands of years, and unless the Cast Members stand guard over the Serene Temple of Blossoms, he'll inevitably find another pawn. What's worse, he won't have as far to go before breaking out, since Necrohammer got him most of the way to freedom already. In other words, there's plenty of room for a sequel.

## The Ritual of 1000 Lotus Petals

While defeating Necrohammer solves the problem in the short term, it does nothing to stop the Suffering Priest. Extremely bold Cast Members who've won the trust of the Buddhist monks could attempt to rebind the Suffering Priest. This is riskier, but it's also a more permanent solution. In order to perform the ritual, they must follow a precise set of instructions under a specific set of circumstances.

First, the participants in the ritual, which means all the monks and probably all of the Cast Members,



## Special Chi Technique: The Bell of Sacrifice The Bell of Sacrifice

Essence Cost: varies

This Chi technique is a variant of the Chi technique Golden Bell. By linking his life force to another, the martial artist can use his Essence to absorb damage from another at the time of impact. This action counts as a defense action and need only be used after the opponent successfully strikes. The character then spends up to 5 Essence Points. For each point spent, the damage is reduced by D4 (2) x Willpower. Unfortunately, this power only works on blunt impact, like hands, kicks, and clubs. It will not work against many common hardcore wrestling weapons.

The monk who knows this technique has an Essence of 30 and Willpower 4.

must engage in a lengthy cleansing ceremony. It lasts for three days, and involves certain esoteric herbs and foodstuffs, all of which the monks brought with them. It also requires the participants to avoid touching dead bodies during the ceremony. Usually this isn't an onerous requirement, but for wrestlers fighting zombies, it may prove more difficult.

Second, they must find the hair of a man who was tempted by but rejected the Suffering Priest. With a successful Investigation and Intelligence Task, the Cast Members realize that Necrohammer's rise to power began at the match held at the Serene Temple of Blossoms, the very monastery from which the monks originate. With two successes, they remember that the wrestler squaring off against Necrohammer in that bout was Mitsuo Minamoto. All the Cast has to do is find Mitsuo and get a lock of his hair. Unfortunately, Mitsuo is now a Necro; they'll have to defeat him to get what they need.

Finally, the chosen champion must battle the Suffering Priest's minion in a fair, open battle to the death. The ritual (and fight) must take place at the old Serene Temple of Blossoms, since that is where Necrohammer and the Suffering Priest made their dark pact. The Serene Temple of Blossoms is located

in southern Japan, on a mountainside, next to a sacred spring. Beyond the traditional torii—the distinctive, giant, red gates familiar to Westerners—lies a stone courtyard surrounded by the ruins of the temple buildings. A winding footpath snakes west, further up the mountain to a cave. A large boulder completely blocks the cave's entrance, and a calligraphic inscription in the rock proclaims this as the last resting place of the Suffering Priest.

If the Cast already killed Necrohammer, then the oni's connection to the physical world has already been severed and this condition is no longer necessary. In this case, the Suffering Priest has control of any zombies in the area (and you just know a few are lingering in the woods). The oni directs his minions to kill the monks, since they are the source of the binding ritual.

Luring Necrohammer to the temple shouldn't be a problem. He knows of the location's significance, and becomes alarmed when he learns that the Cast and a bunch of monks are in the area. Since Necrohammer is linked to the Suffering Priest, the chosen champion can attach his own life force to another during the battle. One of the monks has a ritual to do precisely that—The Bell of Sacrifice.

There's nothing stopping Necrohammer from killing the monks necessary to perform the rebinding ritual. Cast Members who are not fighting Necrohammer have their hands full defending the monks from his zombies.

Necrohammer must be defeated before the binding ritual can be successful. This can be dangerous, because the Cast is cut off from any ready sources of Essence (in the form of Heat, which is generated by audiences, which aren't around). After the Cast Members kill Necrohammer, his zombies go into an uncontrolled, wild frenzy; the monks must still be defended as they chant their ancient rituals, but it's easier than fighting Necrohammer. After fifteen minutes of chanting, with a palpable rush of power, the Suffering Priest is rebound.

For now.



## Salaryman

Norm

### Personality

I worked hard in high school. I went to school six days a week, all year long. After school, I had a tutor so I could get into the best university. Other kids committed suicide when the pressure got to them. But not me. Then, when I got into Tokyo University, I spent four years drinking with my friends. Why study when I was assured a job by going to such a prestigious school?

When I graduated, I got a position as a junior manager at Nakamitsu Heavy Industries. Mostly, I pushed papers around on my desk and got paid. I married one of the women in the office, a girl whose job it was to bring everyone tea. She graduated from Tokyo University, too. After a few years keeping my head down and sucking up to the boss, I got a promotion. Now, I'm a manager at Nakamitsu Heavy Industries.

Every night, I go out with the guys from my office, and the boss. We have some sushi, then go to a bar to drink and watch wrestling. I love wrestling! More importantly, my boss loves wrestling. I bought him some tickets once, and he gave me a tie. My wife complains that I don't spend any time with her. What does she know? This is how you get ahead. Everyone I know goes out until 2 AM with the guys. Soon, I'll be a senior manager.

On Wednesdays and Sundays, I go to my Kendo club, just to get away from all the pressure at work. When I'm at home, I build model kits from my favorite anime. I really like the one on TV now, with the people fighting demons and zombies. Have you seen that one? I wish a zombie would attack me; I'd kill him with my sword, just like Inuyasha.

### Quote

"Wrestling is number one! Can you smell what the Rock is cooking?! I love that one!"

Str 2 Dex 2 Con 2

Int 4 Per 3 Wil 2

Lps 26

Eps 23

Spd 8

Essence 15

### Qualities/Drawbacks

Addiction (Heavy Drinking) (-2)

Covetous (Ambitious) (-2)

Emotional Problems (Fear of Rejection) (-1)

Good Luck (3)

Nerves of Steel (3)

Resistance (Fatigue) (2)

Resources (Middle Class) (1)

### Skills

Bureaucracy 5

Computers 4

Computer Hacking 4

Driving (Car) 4

Gambling 3

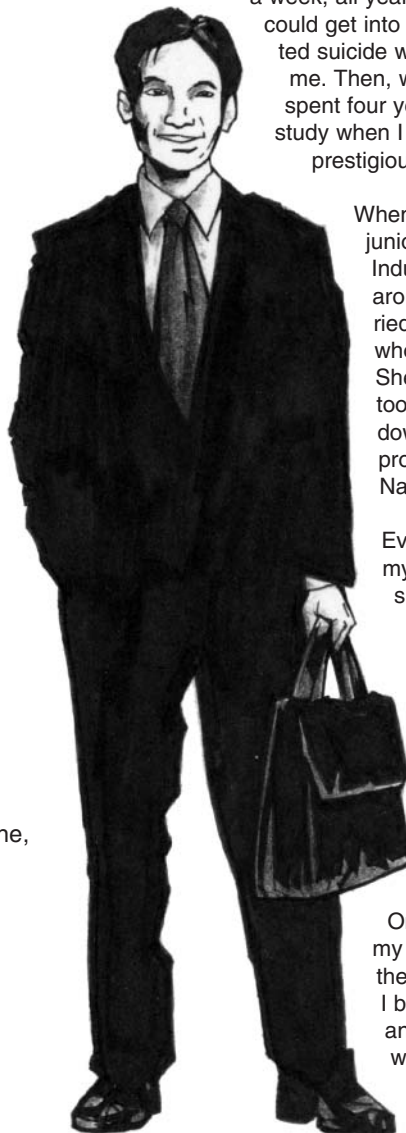
Hand Weapon (Sword) 4

Martial Arts 3

Research/Investigation 3

### Gear

Briefcase, Business Suit, Cell Phone, PDA, Gameboy Advanced, Kendo Sword, Various Mecha Model Kits, Various Manga.



## Buddhist Ghost Hunter

### Inspired

**Str** 3 **Dex** 4 **Con** 2  
**Int** 3 **Per** 4 **Wil** 4  
**Lps** 30  
**Eps** 32  
**Spd** 12  
**Essence** 30

### Qualities/Drawbacks

Gift (5)  
Honorable (-2)  
Increased Essence Pool (2)  
Inspiration (5)  
Nerves of Steel (3)  
Resources (Miserable) (-4)

### Skills

Acrobatics 2  
Climbing 1  
Craft (Calligraphy) 2  
Escapism 3  
First Aid 4  
Hand Weapon (Staff) 3  
Martial Arts 2  
Myth and Legend (Buddhist) 3  
Notice 1  
Questioning 3  
Rituals (Buddhist) 3  
Trance 4

### Metaphysics

The Binding (5)  
Divine Sight (5)

### Gear

Robes, Bag with Various Herbs, Staff,  
Paper, Ink, Calligraphic Brush, Buddhist  
Sutras

### Personality

When I was very young, my parents dropped me off at the Serene Lotus Temple to become a monk. For many years, I learned to meditate, studied Buddhist sutras, and practiced right action. When I was in my twenties, the abbot of the monastery came to me and told me the secret history of the temple. Ghosts, zombies, and demons walked the earth, to tempt the weak and corrupt the world. And for a thousand years, the monks of Serene Lotus have combated them. The abbot came to tell me I had been selected to fight these monsters.

For more years, I trained to spot the presence of negative ki in the world, to sense the taint of evil spirits, and to combat them. I studied the secret sutras written by the founder of the Serene Lotus Temple, and learned to bind and banish evil. Whenever the monastery receives reports of evil spirits in the land, they send me, or one of my brothers, to put things right. With my Seven Demons bag over my shoulder, and my Staff of Heavenly Action in my hand, I bring Buddha's light into the world again.

You say there are zombies in Shinjuku? Maybe there is a pool of negative energy corrupting the region. Or it could be that someone has not properly sacrificed to their ancestors. Or it could even be a shuten-doji or gaki haunting the land. We'll find out when we get there. Hand me that gourd over on that shelf. It contains my heavenly fire potion. Burns 'em real good.

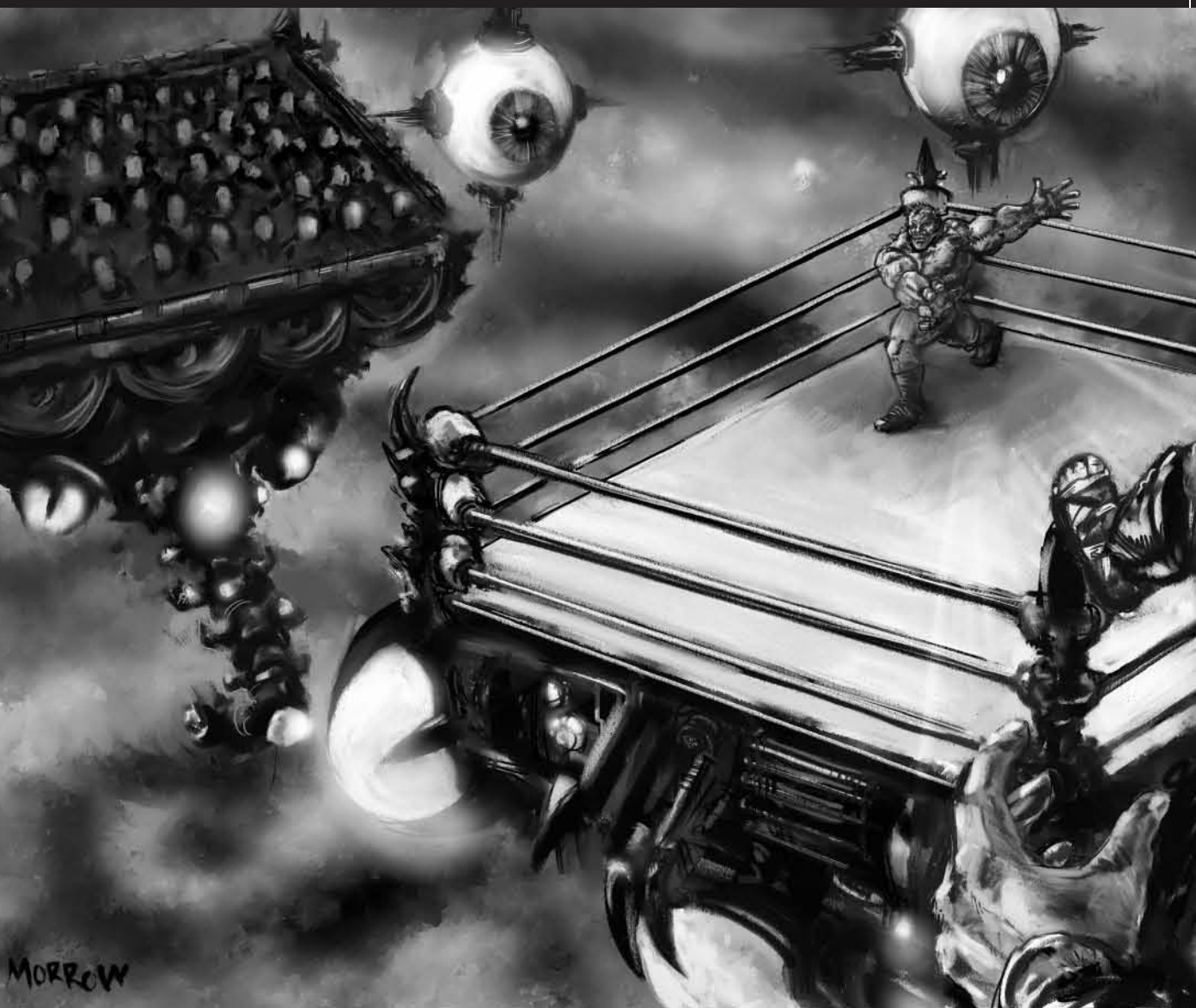
### Quote

"In the name of the Sakyamuni Buddha, I banish you to the ten thousand hells."





# CHAPTER SIX





AND IN THIS VERY RING



This final chapter consists of four additional dead-worlds to inspire the Zombie Master. They are all a bit on the strange side as an exercise to demonstrate just how far you can take the central idea of a game based around wrestling. The sport is, at its heart, ritualized combat for the express purpose of entertaining an audience. Boiled down to this simple statement and mixed not only with zombies but other elements of interest to the Zombie Master and his players, the image of two men facing off in a squared circle can yield a surprisingly varied number of settings and stories.

## Immortal Kombat

Mass Driver stood in his corner, while the announcer, some guy Mr. Lu got out of Australia, finished up his introduction. This was the craziest ring he'd ever wrestled in. Par for the course for a billionaire with his own island and a taste for wrestling. There were only three rows for spectators and each was made up like a luxury box, with plush seating and a waiting manservant. The place held only about two hundred people, he'd been told.

The crowd clapped politely when the announcer was done. Definitely not what he was used to. But what could you expect from the world's richest, most jaded zillionaires? They sat in their comfy leather stadium seats, sipped champagne and ate hors d'oeuvres, and waited for the bloodbath to begin. Next, the announcer began his introduction of his opponent, the Mortician.

Somewhere, a strobe light started flashing and smoke poured out of a dry ice machine hidden under the ring. The Mortician came out wearing a cowl over a death's head mask. The guy was a monster. He stood six feet, seven inches tall. Probably weighed 250. Who was this guy? Mass Driver hadn't seen him in the states, and hadn't heard of anything like him. The Mortician climbed the ropes, pointed at Driver, and said "you will die."

Nice.

Driver began to wonder if this was worth the one million dollars Lu Kang-wu was offering. He'd received a phone call from his agent only two months before, telling him about an exclusive match. It would be two weeks on a private island, all expenses paid.

All he had to do was wrestle... Driver shook his head from side-to-side. What was he thinking about? It was time to get it on.

The doors burst open. The bloated corpse of Imelda, his maid, stood in the doorway. She'd stopped coming to his room to make the beds three days before. Driver had assumed she'd called in sick or something. A few guys in groundskeeper uniforms and a few spectators flanked her—they looked dead, too. Then, they charged into the area, hissing...

## History

In the mid-1990s, billionaire financier and construction mogul Lu Kang-wu became bored with his entertainment options. He'd been everywhere and done just about everything. His favorite past-time was watching fights—thai kickboxing, Western boxing, ultimate fighting. If it involved one man hitting another, Lu Kang-wu enjoyed watching it. But by the end of the last decade, he'd become jaded to even the most illegal and extreme martial contests.

That's when he hit on an idea after watching his nephews playing a popular video game. He took a portion of his wealth and purchased an island in the South China Sea, and devoted some of his construction resources to building a villa, hotel, and sports complex on it. The villa was his, and included all the amenities a billionaire could afford. The sports complex included weight-training facilities, dormitories, state-of-the-art medical facilities, and an arena. And the hotel was built to house other wealthy people who wanted a little more from their bloodsports. The tournament would be strictly private, hidden from the authorities, the press, and the populace at large.

The first tournament invited the finest pugilists and wrestlers from around the world, and was a stunning success. Those who answered Lu Kang-wu's golden invitations were transported from wherever they were to the island in first class style. Those who could afford the million-dollar ticket price were treated to the finest in service and amenities. Over the course of a week, the various fighters met in no-holds barred combat. There were no rules, and the referees were there only to count a loser out. A Russian wrestler who called himself The Cossack won the million-dollar purse, and the right to call himself the World's Greatest Wrestler,

even though he couldn't tell anyone. Rumor has it he took the money and retired in Spain.

Since then, Lu Kang-wu has held one of his tournaments once a year. Those on his highly selective guest list look forward to taking a week off for a vacation filled with horseback riding, massages, and no-holds-barred fighting. And whispered rumors through the locker rooms of the world make every wrestler hope for one of these mysterious invitations.

### **Current Situation**

It is time for Lu Kang-wu's yearly tournament. The invitations to guests and wrestlers have already gone out, and the Cast Members are among the lucky recipients. The invitation, printed on golden paper, promises the finest facilities, luxury accommodations, and a purse equaling \$1,000,000 US dollars. The recipient has only to show up at the nearest airport at the appointed day and time, and an airplane ticket will be waiting.

Cast Members can create characters appropriate to any wrestling style, be it puroresu, lucha libre, Canadian, and so on. They can even include characters created using the rules in *Enter the Zombie*, as Lu Kang-Wu has also been known to invite kung-fu and tae kwon-do masters. Generally, the Cast Members don't know each other until they show up on the docks of Lu's island.

Among the other invited contestants is a little-known wrestler out of the southern U.S. wrestling leagues, a man known as The Mortician. The Mortician is a big fish in the small pond of his wrestling promotion, which is how Lu Kang-wu learned about him. Although he doesn't wrestle in the big leagues, he's known among aficionados of the sport as a real terror. And with good reason, because the Mortician is a zombie.

How this wrestler became one of the walking dead is unknown, and ultimately unimportant to the story. Maybe he died in the ring and rose again as a result of some voodoo ritual. Or perhaps there's a zombie plague sweeping the





world (like in *Rise of the Walking Dead* or *PHADE* to Black in *AFMBE*), and the Mortician is just another hapless victim. However he contracted his condition, he's about to bring it to Lu Kang-wu's island.

In this competition, there are no wrestling angles, other than those the wrestlers themselves create. Gimmicks don't matter. The matches are unscripted, so there are no calls for the refs to make. It's all real, no-holds-barred wrestling. Meaning if the Cast Members want to bring a two-by-four or golf club into the ring, they don't have to worry about breaking the rules. And any Heat they generate comes from the wealthy and appreciative fans sitting in the stands sipping Korbel and snacking on caviar.

## The Zombies

No matter the source of the zombie infestation in the world, the process somehow mutates in The Mortician. Basically, this Deadworld takes place against the backdrop of one of the other published Deadworlds in *AFMBE*. The Zombie Master should decide which of the common zombie causes applies to this setting, but the "typical" zombie from the setting does not matter. The Mortician isn't like them. The Grave Impact Zombies or Sacred Soil Zombies may use their respective templates, and the Mortician may have contracted his condition similarly, but for whatever reason it doesn't affect him in the same way. No matter the initial cause for the zombies, use the template for the Mortician, not the one provided with the Deadworld.

The Mortician is sort of like the Typhoid Mary of the undead world. As the zombie condition mutated in him, he spreads the new form of zombism wherever he goes. This has the happy effect of confusing any Cast Members who figure out the basic cause for the zombies. In short, the zombies attacking the Friday Night Beatdown pay-per-view can be a mixture of *PHADE* to Black Zombies or Sacred Soil Zombies and Mortician Zombies. For his part, the Mortician likes the way his new powers add to his wrestling ability; think of him as an over-the-top wrestler who has become his gimmick.



## The Mortician

<b>Strength</b> 4	<b>Constitution</b> 2
<b>Dexterity</b> 3	<b>Intelligence</b> 2
<b>Perception</b> 7	<b>Willpower</b> 2
<b>Life Points:</b> 34	<b>Speed:</b> 18

**Endurance Points:** n/a **Essence Pool:** 20

**Skills:** Brawling 5 (Atomic Drop 5\*, Back Breaker 3, Chokeslam 4, Death Valley Driver 5\*, Facebuster 3, Rake of the Face 5\*, Spinebuster 3, Tiger Suplex 2), Martial Arts 4 (Knee 3, Elbow 3, Chop 3, Claw 4\*, Scissor Kick 4\*, Sleeper Hold 3), Promo 4

**Attack:** Bite damage d4 (2) x 2 slashing

**Weak Spot:** None [+10]

**Getting Around:** The Quick Dead [+10]

**Strength:** Strong Like Bull [+5], Damage Resistant [+5]

**Senses:** Like Nothing You've Ever Seen [+10]

**Sustenance:** Daily [0], All Flesh Must Be Eaten [0]

**Intelligence:** Long-Term Memory [+5], Problem Solving [+15], Skill Recall [+13]

**Spreading the Love:** One Bite and You're Hooked [+2]

**Special:** Fear [+2]

**Power:** 82

## Story Ideas

**Ready! Set! Fight!:** The Cast Members begin the story arriving on the island. As anyone who's watched *Enter the Dragon* should know, start out the story by overwhelming the Cast with the opulence surrounding them. They've entered the playground of a billionaire, so they should be given time to enjoy their palatial suites, the ever-flowing champagne, and the state-of-the-art training facilities. This also gives them time to develop any rivalries that might occur. When it comes time to introduce the zombies, the Cast should be thoroughly enjoying themselves. Play through a few matches (increasingly bizarre stages are optional), then introduce the Mortician; whoever fights him should quickly realize he's fighting something right out of a particularly gory video game.

Of course, while the Mortician stays on the island, his unique dietary needs begin to take hold. At first, he snacks on waiters, bellhops, and janitors. Then, he and whomever he bites begin to feed on the more wealthy among them (serves them right, anyway). Tip off the Cast by mentioning how empty the arena becomes as the week passes by; have them notice that Juanita the housekeeper no longer stops by to leave them clean towels. By the time of the final wrestling match against the Mortician, all hell should break loose as dozens of zombies burst into the arena. Then, the story becomes one of survival, and getting off the island alive.

**Zombie Asian Flu:** As above, the Mortician serves as both a really tough opponent in the ring, and the vector for the zombie infestation. Whether or not the Cast Members actually fight him, or defeat him, is immaterial. In this story, one or more of the wrestlers (perhaps even one of the Cast) are infected, and go home to infect everyone else. This is a good way to spread the love to other wrestling promotions in this book (if you don't want to use the settings in the earlier chapters as written). Used in this way, it's better if all the participants come from the same wrestling federation, so Cast Members try to figure out who brought the love back with them from the island.

In this story, the ZM should delay the appearance of the zombies so as not to tip his hand too early. Play through the secret Asian fight club as straight as possible. Maybe some of the Mortician's zombies

attack on the day everyone's leaving the island, so there's more of a "whew! We dodged that bullet" mentality. Or the Cast defeats the Mortician, then returns home thinking everything is okay. It's not until the zombie wrestler has had a chance to make a few more buddies back at home that the ZM should spring the surprise.



## Mortician Zombies

<b>Strength</b> 4	<b>Constitution</b> 2
<b>Dexterity</b> 3	<b>Intelligence</b> 2
<b>Perception</b> 7	<b>Willpower</b> 2
<b>Dead Points:</b> 34	<b>Speed:</b> 18
<b>Endurance Points:</b> n/a	<b>Essence Pool:</b> 20
<b>Attack:</b> Bite damage d4 (2) x 2 slashing	
<b>Weak Spot:</b> None [+10]	
<b>Getting Around:</b> The Quick Dead [+10]	
<b>Strength:</b> Strong Like Bull [+5], Damage Resistant [+5]	
<b>Senses:</b> Like Nothing You've Ever Seen [+10]	
<b>Sustenance:</b> Daily [0], All Flesh Must Be Eaten [0]	
<b>Intelligence:</b> Long-Term Memory [+5], Problem Solving [+15]	
<b>Spreading the Love:</b> One Bite and You're Hooked [+2]	
<b>Special:</b> Fear [+2]	
<b>Power:</b> 69	



# All Flesh Must Be Eaten™

## Because we can't resist

If you think zombie wrestlers are fun, try zombie midget wrestlers.

Midget wrestling is something you don't see a lot of today. In its day, midget wrestling was offered as sort of a sideshow prelude to the main event. It was mostly a joke meant to make the fans laugh. In recent years, midgets have been used as sidekicks, who generally harass their buddy's opponents (often in amusing and humiliating ways) as part of the angle. Sometimes, midgets are used to mock an opponent, by coming out dressed up as the target and spouting his catchphrases.

To include a midget zombie wrestler in any of the wrestling Deadworlds presented in this book would be a simple matter. The wrestling promoter has hired a group of midgets—the Mighty Mites—to wrestle in the federation. The angle is for them to fulfill their traditional role, and mock either the Faces or the Heels or wrestle for the crowd's amusement. When the zombies start spreading the love, the Mighty Mites are infected and the Cast Members must face tiny, brain-eating horrors.

The other alternative is to make the midget wrestlers the source of the infestation. The Mighty Mites hail from Brazil, where they wrestle in a Brazilian league. They hire themselves out to wrestling organizations around the world looking for the best in midget wrestling. Unfortunately, before they could join the Cast Members' federation, they contracted a severe case of zombism. How really isn't important, as it's always much scarier when something's left unknown. The ZM can come up with darkly suggestive clues about rain forest diseases and monkey bites, if he really needs to. After the Mighty Mites arrive, one dies from a mysterious infection, wakes up the next morning without realizing he's dead, and starts sharing the love.

Wacky zombie midget fun ensues.

### Midget Wrestler Zombie

<b>Strength</b> 2	<b>Constitution</b> 2	<b>Dexterity</b> 1
<b>Intelligence</b> -2	<b>Perception</b> 2	<b>Willpower</b> 2
<b>Dead Points:</b> 26	<b>Speed:</b> 4	
<b>Endurance Points:</b> n/a <b>Essence Pool:</b> 7		
<b>Attack:</b> Bite damage 6 slashing, hug damage D4 (2) x 10 per Turn		
<b>Weak Spot:</b> Spine [+5]		
<b>Getting Around:</b> Slow and Steady [0], The Lunge [+3]		
<b>Strength:</b> Dead Joe Average [0], Teeth [+4], The Hug of Death [+8]		
<b>Senses:</b> Like the Living [+1]		
<b>Sustenance:</b> Daily [0], Sweet Breads (liver) [-3]		
<b>Intelligence:</b> Dumb as Dead Wood [0], Tool Use (level 1) [+3]		
<b>Spreading the Love:</b> One Bite and You're Hooked [+2]		
<b>Power:</b> 28		



This zombie isn't particularly fast or strong, but once he gets into range he locks on with arms and teeth in a biting, chewing death grip aimed at your liver. He's not especially bright, either, but he can still pick up a folded metal chair and hit you with it. Since the wrestler died the night before, necrosis hasn't set in yet, so he can still pass for living ("Paco, you don't look so good."). He moves slowly in the ring and does little more than try to latch on to an opponent ("Paco, that was supposed to be an elbow drop."). By the time people figure out he's a zombie, it should be too late ("Paco! Oh God, what are you doing?").

## Extreme Zombie Entertainment!

"Good evening and welcome to Extreme Zombie Entertainment's production of Graveyard Slam IV! I'm your announcer Jake Francis, joined, as always, by Jimmy "The Doctor" Santori."

"Hi Jake."

"Well, what do we have on tap for this evening?"

"The usual, Jake—pain. Tonight we have on the card a match up between Team Extreme and that new, zombie tag team—the Gravediggers. Also, we expect to see a grudge match between Nightshade and Billy Joe Duggan..."

"You know, the last time we saw those two wrestle, Nightshade got his neck broke, and he kept on coming!"

"That's right. Thank goodness those zombies take a licking and come back for more. I hear Nightshade saw a chiropractor or something and got his neck straightened out."

"Now that's not funny, Jimmy."

"Says you. But, of course, the big news tonight is the debut of Necropotence. Now, you all may remember him as CJ Slam, but that was before his motorcycle accident a few weeks ago. He's back, and I hear he's just burning to continue his rivalry with Jose Menendez..."

"Oh, yeah, Jimmy. And that's the great thing about Extreme Zombie Entertainment. Ever since the dead started rising from their graves, death isn't the end of anything. And we're here to bring it all to you, live, on pay-per-view, at Graveyard Slam! And now, on with the show!"

In this Deadworld, the zombies rise up and eventually become an accepted part of life (er, unlife?). Strange cosmic radiation, or perhaps all the chemicals, preservatives, and antibiotics in our food, prevents the dead from staying that way, and a social movement to recognize the rights of dead grandma and dead uncle Phil leads





to the social acceptance of the undead. Resistant to pain and never needing a sick day, they accept the jobs no living person wants to do. Wrestling promoter Bill McMurry capitalizes on the zombie's low class status and near indestructibility to produce Extreme Zombie Entertainment, with the Cast Members taking on the role of the Champions of Life.

## History

No one really knows exactly when it first started, let alone why. One day in the early 21st century, the dead just started waking up and clawing their way out of the earth. Some astronomers blamed the radiation from a passing rogue comet. Biologists claimed it was a new disease that only made its victims look dead. And fringe scientists blamed the genetically engineered, hormone fed, chemical laden food in the modern diet. The sudden disintegration of the natural order led to the usual chaos and disorder. Although animated by whatever strange means, the zombies liked to eat brains (braiiiiins!), which caused a certain amount of consternation, and led to world-wide riots. The government tried to find ways to kill the zombies permanently, but an unusual thing happened—the civil rights movement stepped in. It seems people couldn't stand to see their relatives killed all over again.

So long as the zombies got a steady diet of brains, they posed little threat to the living. It took years for zombies to achieve legal recognition as true individuals, and years atop that to fully re-establish their civil rights. In the eyes of the law, at least, a person's status and rights extended beyond death. Yet while most people eventually accepted the existence of zombies they certainly weren't ready to do so with open arms. For their part, the rapidly increasing population of walking dead wanted nothing more than to "live" as normal a "life" as possible. Life soon returned to a remarkable semblance of normality.

Of course, the reality outside of the courts was a different matter entirely. A steady supply of brains (cow brains, thank you very much) was neither cheap nor easy to secure. And the government wasn't about to hand out brains as part of some zombie welfare system. Many zombies tried to return to their former jobs and families, which usually ended in tragedy for

everyone involved. Holding down a normal job was out of the question for all but the luckiest of the undead. Quiet discrimination or outright hate clearly marked the reaction of the average person to the walking dead. So most, with their unfeeling and durable bodies, gravitated towards those jobs considered far too dangerous by the living, from handling hazardous materials to working in coal mines. Thus, a zombie workforce was born.

The dead usually fulfilled their lowly positions with fervor, but a few were unsatisfied with their lot in the living world and set out to use their durability to pull themselves up socially. As many minorities had before them, they went into the world of entertainment. Extreme sports had rapidly gained in popularity near the end of the last century, and when the participants need not worry about bothersome organs or weak flesh they can get even more extreme. The walking dead sought fame and fortune through everything from lion wrestling to eXtreme-sky-bungee-biking, but by far the most popular sports entertainment has become zombie wrestling.

## Current Situation

The dead began filtering into the wrestling industry a few short months ago, but already they have changed everything. Able to pull off and sell moves no living athlete could dream of, they have fundamentally altered the wrestling environment. It is nearly impossible to slake the thirst of already violence-hungry audiences for bone-crunching, back-breaking action, and living wrestlers are forced to resort to either increasingly extreme plotlines to keep the fans' attention, or to simply match the dead at their own game. A gamble that usually results in the athlete joining the zombie ranks.

It was originally Bill McMurray's idea to bring the dead into the squared circle. And despite almost universal criticism, rather than separate zombie wrestling into something on its own, he integrated them into one league, regardless of the glaringly obvious differences in ability between the living and undead. He caused quite a stir, both for the scandal of putting the walking dead on the same level as those still breathing, and for the disturbing number of terrible accidents that occurred during the first month.

Apparently the viewers agreed with McMurray, and Extreme Wrestling Entertainment's weekly show, Friday Night Beatdown!, has the highest ratings of any current television program.

## The Zombies

For some unknown reason, the dead of this Deadworld simply stand up and attempt to resume their normal lives. One day, there was zombie grandma sitting in her usual chair at Thursday night bingo, just as she had for the last ten years. The cops pulled over truck driver Ted Degli for speeding, a week after he died in a horrible accident. And friends found Robert Durand, claims adjuster, sitting at his desk the morning after his funeral, working on paperwork.

In many respects, they're just like you and me, only a whole lot deader. They retain the memories, skills, and abilities they had in life. They can still drive cars, operate machinery, and complain about the government, just like they did in life. They can even learn new skills, as many who have gone into zombie wrestling and zombie bomb disposal have had to do. They have Aspects like Long-Term Memory, Problem Solving, and Skill Recall, and are in most respects just like zombie player characters.

But necrosis has still set in, meaning they rot just like any other dead thing, which makes them a lot less attractive. In addition, they seem to have a disturbing taste for brains. They don't really spread their condition around; anyone killed by a zombie rises up after a few hours in the ground, but that's the case if someone dies in a car accident or by choking on a french fry, too.

## Story Ideas

More than any other Deadworld, Extreme Zombie Entertainment can just as easily portray a thinly veiled criticism of society's prejudices and the greed of the media industry as it can a survival horror story. A straight-faced look at the struggle the dead lead for equality with the living might be as enjoyable as playing through one of McMurray's far-fetched storylines.

**Now On Live Television:** McMurray's plans have just begun. He is ready to put in motion his next big gimmick—the turning of an entertainer into one of the undead on live television. He has constructed an

elaborate plotline revolving around the sinister Graverobber and his plans to take over the world by turning everyone into a zombie. But he needs to find a group of brave wrestlers to script as the opponents for this vile plan. Perhaps a group of fresh, new faces can quickly gain fame by fighting off the Graverobber's animated minions, and make appropriate victims. Eventually, however, the story line calls for them to face their ultimate defeat and become one of the undead at the climax of what McMurray hopes will be the best rated pay-per-view program ever. Not that he intends to tell these "lucky" entertainers, of course, as that would spoil the surprise and make it much less realistic.

## Reanimated Zombie

<b>Strength</b> 4	<b>Constitution</b> 2
<b>Dexterity</b> 2	<b>Intelligence</b> 2
<b>Perception</b> 2	<b>Willpower</b> 2
<b>Dead Points:</b> n/a	<b>Speed:</b> 4
<b>Endurance Points:</b> n/a	<b>Essence Pool:</b> 10
<b>Skills:</b> As in life [+ special]*	
<b>Attacks:</b> Bite damage D4 x 2(4) slashing	
<b>Weak Spot:</b> None [0]	
<b>Getting Around:</b> Life-Like [+3]	
<b>Strength:</b> Strong Like Bull [+5]	
<b>Senses:</b> Like the Living [+1]	
<b>Sustenance:</b> Occasionally [+2], Braiiiiiiins [-3]	
<b>Intelligence:</b> Long-Term Memory [+5], Problem Solving [+15], Skill Recall [+Variable]	
<b>Spreading the Love:</b> Nobody Loves Me [-5]	
<b>Special:</b> Dr. Doolittle (Cow Brains) [+5]	
<b>Power:</b> 33	

\* The Zombie Master should give the zombie skills appropriate to their profession. In the case of zombie wrestlers, this means Acrobatics, Brawling, and Martial Arts, along with any wrestling moves. Be sure to include the cost of skills in the final Power.



**Patience of the Dead:** Despite their seeming success and fame in the entertainment industry, many of the undead resent their status. While McMurray may put them in the same ring with the living, the undead are universally Heels or simply jobbers to build up the heat around the federation's living faces. This unspoken inequality can only last so long before some of the undead refuse to accept it any longer and the rage boils over. Irrationally furious but breathing wrestlers are one thing, but appeasing a zombie erupting with anger and resentment is quite another. Things get even worse when the scripted anti-living posturing of the New Zombie Order and the intricate schemes of the Graverobber go beyond the edges of the ring. No matter the side of death they find themselves on, Cast Members quickly become embroiled in increasing levels of real violence behind closed doors in the EWE. Can they defuse the situation before it spills out before the camera or—even worse—into the audience?

**It's the American Way:** When extreme violence becomes the accepted standard of entertainment, it is inevitable that others will seek to emulate it and end up as one of the walking dead themselves. Since her 12-year old son Richard Josnan died trying to pull off the Graverobber's patented Tombstone Crush by jumping off the family couch, broke his neck, and rose again, Mary Josnan has lead a campaign against McMurray and his "irresponsible and indecent opportunism." She gained little support until she filed a class-action suit against the EWE on behalf of all parents whose children had been injured or killed while trying to imitate undead wrestlers. The resentment, prejudice, and fear people have kept bottled up since the first corpse staggered back to its feet comes to a head, and the inflammatory antics of the Graverobber and other violent zombie entertainers does nothing to alleviate it. Through it all, McMurray just wants to make more money and is happy to exploit the situation. The Cast Members must see a way through the increasingly hostile fans and the uncontrolled zombie wrestlers, before the backlash costs lives.

## Battle Zombies Victory

Turbo Joe walked into the arena and the crowd went wild. He threw up his arms in a triumphant salute. The flash from thousands of cameras blinded him for a moment. If he was going to get beat by some freaky, big-headed alien, he thought, at least he'd go out in front of a big crowd.

He climbed through the ropes held open by a ring monkey. Turbo knew he was a soldier in disguise. The military wasn't about to let a match to decide the fate of the world go by without putting some of their own into the mix. Turbo walked once around the ring, and postured. The fans ate it up.

Weeks ago, the Laargons had appeared in the skies over Earth and issued their challenge. It seems they watched a little too much TV when they were monitoring the world, and came to the conclusion that real men settled their differences mano-a-mano, which was alright with Turbo Joe.

He looked over at the executive sky-box reserved for the Laargons. They were hideously ugly, but at least they didn't have tentacles or claws or something crazier. Turbo figured he could take whatever skinny, gray, big-eyed freak the Laargons sent into the ring. After all, he was the Middle-Weight Champion of the world.

Time for a promo. Turbo grabbed the mic from the announcer standing on the apron. "You know, for a long time people have been saying the aliens are gonna win this match, and that we're gonna end up working in some slave pits on Pluto. But I'm here to tell them that Turbo Joe bends his knee to no man. So all I have to say is: Where are you, little gray man? Why don't you come out?"

Suddenly, smoke poured down from the ceiling, from the dry ice machines. Turbo stepped back to his corner and watched as a smooth, metallic cylinder lowered from the shadows. 'Gotta hand it to aliens,' Turbo thought. 'They have a sense of style.'

But he wasn't prepared for what stepped out of the chrome canister. It wasn't human. It wasn't alien. And what it was made Turbo Joe, Middle-Weight Champion of the world, want to scream.



Battle Zombies Victory takes place in the modern time. The Cast Members are (what else?) wrestlers training to represent the Earth in a battle royale against alien invaders intent on destroying the world. The characters can come from any wrestling federation, allowing the players to bring their favorites from any wrestling setting (be they luchadores, pororessu, Canuks...). The head of Earth's Ultimate Warrior program is Doctor Simonson, a scientist well versed in the study of the Laargons.

## History

Mankind always knew he wasn't alone in the universe. Throughout history there have been sightings and stories and wild claims of abductions, visitations, and mutilations. But when contact finally came, it wasn't in front of television cameras in the skies above some well-known city. Instead, it was in some backwater corner of America's remote West, to a small family living in the Nevada desert. And that wasn't even the most surprising thing. After the government got involved, it took quite a bit of insistence on the part of the alien visitors before people realized they were serious when they challenged the Earth to a match in the squared circle to decide whether they would invade or not.

Suddenly all those wild UFO sightings and stories of "medical examinations" made disturbing sense. These alien visitors (quickly dubbed Laargons, as Laargon was the closest approximation the human mouth could make of the name they gave for their home star) had been observing the Earth for quite a while, and the result of their physical, social, and mental investigations all revealed one truth about humanity: the true way men settle disputes is with a face-to-face clash of muscle and will.

And so the Laargons called humanity out. Broadcasting their message around the globe, they demanded Earth's true heroes step forward to answer their challenge. Only one man, Daniel Gobi to his friends and the Red-Eyed Devil to his enemies, stepped forward to accept. He was able to hold the enemy champion, Sigvur Star-Eater, at a standstill, but even after 7 hours, neither side was able to triumph. Declaring the match a draw, the Laargon fleet withdrew from the skies of Earth, promising to return in 7 years for a rematch to decide the fate of the planet.

When he saw the alien ships pull back and blink into the otherspace from whence they'd come, the Red-Eyed Devil smiled once, and collapsed, dying



instantly. Its hero having sacrificed himself to buy it time, humanity desperately spent the next 7 years choosing the best, brightest, and (most importantly) strongest people from all nations.

## Current Situation

Within days of the death of Daniel Gobi (the Red-Eyed Devil), Doctor Simonson initiated his plan to find and train humanity's perfect warrior in time to defeat the Laargons upon their return. With the full backing of the United Nations and no shortage of volunteers, he held cattle calls across the globe to find the best wrestlers in the world. His tests were grueling, to weed out those fighters unsuitable for the next phase of his plan. They tested both the mind and body, and proved far too difficult for even the above-average human, which was precisely the point. Doctor Simonson, and the world, needed better than above average. The wrestlers who would defend the Earth needed to be perfect specimens. The trials gleaned a thousand candidates from the millions who answered the call.

Doctor Simonson divided these thousand potential Ultimate Warriors into small groups. Over the next four years, these teams trained together almost constantly, on virtually every continent. Sports, science, tactics, history, philosophy—Doctor Simonson's program was designed to produce the ultimate specimens of the human race. These groups often wrestled each other, to hone their skills, and weed out those unfit to fight for the Earth. Watching these Ultimate Warrior matches have become popular entertainment, and the media earnestly covers each wrestler and match.

## The Zombies

After decades studying the human body, through their numerous abductions and intrusive "probing," the Laargons found a way to apply their technology to reanimate the dead. They use a principle similar to Nikola Tesla's idea to broadcast electricity through the air to power their equipment. By causing the dead of a world targeted for invasion to stand up, they create an unstoppable army, and the Laargons don't have put themselves in danger.

As near as human scientists can tell, by rights any corpses in an area covered by this broadcast energy should stand up. But this is not the case. Doctor

Simonson believes the Laargons implant some kind of chip into a corpse's brain, which somehow fools the cortex into continuing to send electrical impulses through the nerves to animate dead flesh. This may even be the reason they implant chips in abductees before they return them to Earth. This chip is powered by whatever energy the Laargons broadcast over the airwaves, and gives them some measure of control over the zombies. While this system serves to create zombies, they still have a need for sustenance, however.

The government learned of this ability the last time the Laargons visited Earth, but kept it under wraps. Doctor Simonson attempts to reverse engineer the process, either to find a way to stop the Laargon's zombies or to create a zombie army for Earth. His initial tests don't go well; the zombies don't respond to his control and they are nothing more than reanimated flesh (use the basic zombie template from *AFMBE*). In phase two, the zombies are more advanced, and Simonson's control over them improves; use the seed zombies from Chapter Four (page 92), but drop the Spreading the Love Aspect.

Red-Eyed Devil zombie represents the pinnacle of the Laargon's zombie technology. As such, he's unique to the Deadworld. He can move like a human, think like a human, and fight like a human. But he has an incredible tolerance for pain.

## Story Ideas

The ultimate fate of the world is to be decided in a single match, but stories don't have to begin there. The characters may well start the game during the initial tests Doctor Simonson puts the prospective athletes through to glean the first thousand candidates, or anywhere else during this timeline.

One strange thing about this Deadworld that may have undoubtedly occurred to the reader is the distinct lack of zombies. This is, believe it or not, intentional. The animated dead make their appearance only at the climax of this strange story (see the last scenario below) and are thus a surprise best sprung upon unsuspecting players.

**The First Test:** The Cast Members are among the thousand or so specimens selected from the millions of martial artists, athletes, and others who applied.

They have been sent to a training facility in Texas to prepare for the next cut. They sleep in the on-site dormitories, eat in the commissary, and train in the hangar-sized training facilities. As the majority of the story, the Zombie Master can play up the rivalries that develop between muscle-bound mic hogs used to the story lines and promos of the world of professional wrestling. There are no audiences at this stage of the program, so the wrestlers may be starved for Heat. If the ZM wants to introduce zombies a bit earlier (after all, this is a game about zombies), the Cast Members might stumble on to a secret laboratory near the training facility where government scientists study Laargon technology. The scientists, under Doctor Simonson, have discovered that the Laargon's study of human anatomy went beyond mere curiosity; the aliens have found a way to reanimate human corpses (perhaps part of their invasion plan all along). Doctor Simonson and his team has produced a primitive machine that broadcasts the same kind of energy the Laargons use to reanimate dead tissue. Naturally, experiments with this machine go haywire and zombies attack the training complex late one night (use the basic zombie template in *AFMBE*). The government denies the existence of zombies and the lab.

**The Second Test:** After years of training together as a single unit, the characters face the second round of trials. The wrestlers begin to wrestle each other and members from other teams across the globe. This is a good way to include wrestler NPCs from other styles of wrestling, as the Cast Members face off against luchadores or Japanese wrestlers. This is ultimate wrestling in front of eager fans, so there's Heat aplenty and the stakes are high (wrestlers with a bad win/loss ratio are tossed). While the government doesn't encourage the kinds of story lines prevalent in sports entertainment, they can't help but creep in as rivalries develop and the fans begin to make up their own story lines out of the matches. The ZM should play this as a straight-up wrestling game with Heels and Faces. If the ZM wants, he can introduce zombies again, this time as wrestlers. Doctor Simonson's control over the zombies has improved, and an unfortunate accident in the ring (in which someone breaks their neck) gives him his first chance at creating a zombie wrestler prototype. The

## Red-Eyed Devil

<b>Strength</b> 7	<b>Constitution</b> 2
<b>Dexterity</b> 3	<b>Intelligence</b> -2#
<b>Perception</b> 3	<b>Willpower</b> 2
<b>Dead Points:</b> n/a	<b>Speed:</b> 18
<b>Endurance Points:</b> n/a <b>Essence Pool:</b> 15	
[# 2 for problem solving and language]	
<b>Skills:</b> Acrobatics 5 (Shooting Star Press 5*, Asai Moonsault 5, Hurricanrana 5, Senton Bomb 5), Brawling 2 (Bulldog 2*, Facebuster 2*, Neckbreaker 2*, Back Drop 2, Body Slam 2, Sidewalk Slam 2), Martial Arts 2 (Enzuigiri 2*, Kip Up 2*, Scissor Kick 2, Spin Kick 2, Texas Cloverleaf 2)	
[* signifies signature move]	
<b>Attacks:</b> Bite damage D4 x 2(4) slashing	
<b>Weak Spot:</b> Heart [+7]	
<b>Getting Around:</b> The Quick Dead [+10], Leaping [+3]	
<b>Strength:</b> Monstrous Strength [+10]	
<b>Senses:</b> Like a Hawk [+2]	
<b>Sustenance:</b> Daily [0], Soul Sucker [+5]	
<b>Intelligence:</b> Long-Term Memory [+5], Problem Solving [+15], Skill Recall [+16]	
<b>Spreading the Love:</b> Nobody Loves Me [-5]	
<b>Power:</b> 73	

Cast Members stumble on to this as they try to find out more about the disappearance of their friend's body, and the trail leads them to Doctor Simonson's lab. Or they may find other wrestlers having "accidents" once Doctor Simonson proves he can successfully reanimate the dead and the government wants more zombie wrestlers. Will they quit, and leave the Earth undefended, when they find out the truth?

**The Final Battle:** It is the day of judgment. The Laargons return and the Match of the Millennium is on! Held in a suitably impressive location (Shea Stadium, the Olympic Stadium in Sydney, etc.), the



# All Flesh Must Be Eaten™

Earth's wrestlers—the Cast Members—face off against the Laargon's champion in the squared circle. The story should begin with the Cast Members arriving at the sports complex, and all the hoopla surrounding this. Since the Cast Members are a group, the ZM should hold a series of elimination matches to determine the Ultimate Warrior; this means Cast Members will wrestle each other. When the time comes for the final battle, the Laargons reveal their champion—the reanimated corpse of the Red-Eyed Devil from years before. Will Doctor Simonson's attempts to control the Laargon's zombie using their own technology work? For added fun, if one of the Cast Members dies during the competition, they can return as a zombie wrestler fighting for Earth. Or the Cast could find themselves facing Doctor Simonson's wrestler zombies in the elimination round.

## The Fallen and Risen

Hahn cringed as the sky screamed and another of God's children fell to earth, leaving a trail of light like a scar across the night sky. The impact sent a tremor through the ground and the southern horizon glowed as if the sun had decided to take a vacation in the tropics this evening. Hahn closed his eyes to shut it all out: the false sunrise, the deadly flashes of battles in the distant sky, the war cries of the divine soldiers.

"Dammit! Vendor! Get the hell over here and gimme two of those!"

Hahn jumped, and ran down the stadium steps to a man waving his arms angrily. He snatched the strips of dried meat and fruit from Hahn and shoved a few

coins in it place, then turned back to the woman sitting next to him.

Hahn counted the change and slipped it into the side of the snack box hanging around his neck, while looking around for another possible customer. The crowd was large tonight, thirty-thousand of Sariel's subjects watched the games below. It was between matches, now. Time for folks to go to the bathroom and grab a bite to eat while the attendants below carried the broken bodies of the previous contestants out on stretchers.

Up in the royal box, the angel Sariel lounged, looking bored as scantily clad serving girls pushed grapes into his mouth. His wings still looked singed and one was bandaged, the result of his last battle in the Celestial War.

Suddenly, a hush fell over the throng as the doors to the arena opened and a blinding white light poured out. Every time he saw the creature, Hahn thought it only got more beautiful and more terrifying. Tears began to roll down his cheeks as he watched the demon Kabael walk from the doors of its tower. When it raised its hands high, the crowd roared—the latest tournament had begun.

The Fallen and Risen is set in a world after the Biblical apocalypse. The Cast Members live in the rubble of their shattered world, the result of a War in the heavens that will not end. Those angels and devils bored of the fighting have instead turned to ruling over what remains of human civilization. And to entertain themselves, they hold bloody gladiatorial

## Character Creation

*As in the After the Bomb Deadworld (AFMBE, p. 192), the characters are born into a shattered world, and their choices must be modified to fit the setting. The Resources and Multiple Identities Qualities are unavailable. The Computers, Computer Hacking, Computer Programming, and Electronic Surveillance skills are also unavailable, as is the Guns skill.*

*More than any other setting, this Deadworld lends itself well to Cast Member wrestlers as zombies. The Celestials often train characters to fight (including wrestling maneuvers), then turn them into zombies to make them stronger. Players should create their characters using the rules found in Enter the Zombie, combined with the wrestling skills, maneuvers, and Heat found in Chapter Two of this book.*

battles. The Cast Members, of course, end up in the ring, either as a Celestial's champion, or as the focus of some hideous spectacle.

## History

The end of the world came with all the fanfare and hoopla that it was supposed to. Skies rained blood, seven-headed dragon-serpents flew through the sky, and hosts of angels clashed with hordes of demons; it was all there, like some big-budget Christian action movie in the sky. The end itself went just as scripted; there was just never any curtain call—no real end to The End itself. The War just went on and on and on, with angels and demons slaying each other again and again. Soulless and immensely powerful, divine warriors on both sides couldn't really die. Eventually they healed and rose to return to the battlefield.

Just how long this has gone on for no one really remembers. Under the din of holy steel clashing upon infernal iron, parents tell their children tales of a paradise before, an Eden long lost to the sands of time. During that Golden Age, mankind was the master of its own destiny, more than mere pawns or incidental casualties in the War. Fairy tales tell of huge villages with houses built high into the sky, and ribbons of rock upon which horseless carriages sped at great speeds. These are hardly more than fairy tales and flights of fancy, however. No one alive today has ever witnessed the wonders themselves, or even spoken to a grandparent who saw them. Instead, humanity struggles for whatever life it can pull from the ground, huddled in their small villages in the shadow of an angel's keep, while the War rages in the sky above them.

Legends and myths of a time before the War are a luxury of hope and solace in a harsh world. Helpless, mankind is little more than a swarm of ants caught in a clash of giants. To some demons, they are little more than pests and annoyances. Angels are little better. To some grown weary of the endless War or those slowly recuperating for the next battle, mankind provides something far more enticing: entertainment.





## Current Situation

Immortal and thus beyond the reach of death, both angels and demons face a war that both sides know that they can never ultimately win. At any time, hundreds, or even thousands, of divine and infernal soldiers brutally clash in the skies around the world. But others descend to the Earth. Whether forced out of direct battle by grievous wounds or simply driven away by the sheer futility of the War, both angels and demons seek solace in the world of humanity. Almost all set themselves up as kings or demi-gods, claiming cities and regions as their domain and bending the populace to their pleasure. The best humanity can hope for at the hands of even an angelic master is the care and consideration given to a pet, and that is extremely rare. More commonly enemies on both sides of the War set themselves up as petty and vicious gods, reminiscent of those in ancient mythology.

To stave off boredom, these lords force their populations to provide them with constant supplies of rich food, beautiful people, and fine entertainment, from private performances to grandiose festivals. By far the most popular discretion involves pitting individual human warriors, or rarely small teams, against each other. Unable to resist the competitive drive to conquer and destroy, despite their distance from the front lines of the War, these gladiator matches are often intense and always extremely vicious. Each patron angel, fallen or not, usually raises and coaches their warriors themselves, training them and investing a portion of their power in them as well. Themselves untouched by mortality, the angels usually extend this boon to their gladiators: death is hardly an escape from service. In fact, few angels bother to enlist warriors who still draw breath, except in some kind of specialty or themed tournament.

These divinely-powered zombie battles have been a tradition for as long as any living human can remember, and virtually all angels or demons not currently involved in the War dabble in it from time to time. Some are far more dedicated, even going so far as to breed, mold, and train soldiers like humanity once did with dogs or horses. The final step in the creation of any successful warrior is reanimation, of course, as the living mortal form is far too soft and weak to endure the kinds of battles that occupy the

attention of these divine breeders. Maintaining a successful “line” of warriors can bring quite a bit of prestige to an angel.

## The Zombies

The zombies in *The Fallen and Risen* are created when an angel, pure or fallen, gives some of its own immortality to one who has been slain. Typically, this means those gladiators who have expired, giving them the ability to please their masters in the arena for far longer than God intended. Zombies in this setting have no need for sustenance, supported as they are by the immortal energy of an angel. Presumably, if you could kill an angel, his zombies would die, too. Neither do these zombies spread their condition, as this can only be done by an angel.

So what does that make these zombies? Undead fighting machines. To this end, the angelic masters have also been known to give their zombie gladiators additional abilities, such as Explosive Personality and Spitter, just to make things fun.

As creations of a Celestial being, Fallen and Risen zombies can be controlled by their masters (thankfully). Establishing control over a gladiator zombie can only be performed by a Celestial. Once control has been established, however, the Celestial can order him to do anything.

## Angels and Devils

For the purposes of this *Deadworld*, angels and devils are pretty much two sides of the same coin. That is, both have immense power and serve something greater than them in the Celestial War. This is appropriate, considering that devils are just angels who have fallen from grace. One side serves God, and the other Satan. There, the differences stop.

There may come a time when the Cast Members decide to square off against one of these immensely powerful beings. The *WitchCraft* RPG has information on creating both devils and angels, and the ZM should look there for more guidance. The Celestial stats in the nearby box have been provided for your convenience, and can be used for either an Angelic or Demonic lord.

## Celestial

**Strength** 10      **Constitution** 9  
**Dexterity** 11      **Intelligence** 7  
**Perception** 10      **Willpower** 9  
**Life Points:** 86      **Speed:** 40  
**Endurance Points:** 89      **Energy Essence:** 100

**Qualities and Drawbacks:** Attractiveness +5 [5], Cruel (level 1) [-1], Delusion (humans are to Celestials as bugs are to humans) [-2], Zealot [-3]

**Skills:** Hand Weapon (Sword) 6, Intimidation 5, Martial Arts 6, Notice 6, Seduction 5

### Powers

**Essence:** A Celestial can channel Essence freely, and can spend as much as they want up to their total Essence.

**Invulnerability:** Destroying a Celestial's material body doesn't kill it. That's why the Celestial War hasn't ended. The Celestial needs time to create a new body, however, which has led them to recuperate among humanity. Celestials can heal damage by spending Essence, repairing its body at a rate of 1D10 (5) points per point of Essence spent.

**Supernatural Abilities:** Celestials can pretty much use whatever Miracle they want at will. This is how they create zombies and give them whatever special Aspects they possess.

## Story Ideas

Think of the stereotypical post-apocalyptic world, but constantly pepper the sky with flashes of Holy Light and Infernal Fire as the War wages on. Dot the landscape with wrecked cities and decrepit towns, the tall towers of recuperating demons and deserter angels rising high into the sky. In the shadows of these spires, jutting up like divine swords pointing towards the battlefield of the War, live the huddled masses of humanity. Only the protection of a patron angel or demon can save a town from the ravages of a wounded demon falling from the sky like a shoot-

ing star, or the poorly aimed flames of angelic artillery. Even then, shelter comes at great cost and at times can hardly seem better than the wilderness, as all but the rarest demons and angels are cruel and selfish dictators. Demanding complete obedience from the population around them, they use humans as servants, playthings, and gladiators. Angels are no better than demons in this; the only difference between the two is which side of the War they claim to be on.

**Gladiator:** Born, bred and then ritually slain and resurrected all for a single purpose, gladiators do not fight in the arena all of their waking hours, of course. Some spend their time constantly training and preparing for it, but most need something more. They are still human, whether alive or dead, and there is a surprising amount of social jockeying and politicking both between the gladiator stables of rival angels and even within the same stables. Warriors struggle to gain the approval of their angelic lords, which inevitably to vendettas, conspiracies and backstabbing of all sorts. The more prestige a gladiator manages to gather about themselves, the more comfortable their life. In the sumptuous upper levels of their master's towers, elite combatants live lives of luxury, and form something of a twisted, un-living aristocracy. Whether fresh recruits into their angel's stable of fighters or seasoned warriors who have hacked their way near the top, Cast Members face death head-on in the arena, but it can lurk in every shadow and corner in their very tower. And when they are able to claw their way to the top, having likely become animated corpses by then, what do they do? How do you protect your position as the favored wrestler of a fickle lord?

**Escape from New Jerusalem:** Despite the protection offered by the angelic lord who claims domain over their ramshackle town, the Cast Members just cannot endure their lives any longer. For whatever reason the ZM can think of (unfair treatment, a lost love, persecution), the group sets out for freedom in the dangerous wilderness beyond the town's walls. The angel ruling over them does not suffer deserters well, particularly if they are his prized gladiators. Like all angels, fallen or not, their patron employs gladiators, living and dead, as enforcers and crack troops, which the Cast must face, either in the ring or outside



it. Hunting down foolish escapees makes perfect training for new gladiators, while the toughest rebels may have an undead gladiator dispatched to hunt them down and drag them back for a dramatic showdown in the ring. Where will the Cast find sanctuary? And if they are undead (as so many gladiators are), how will the people with whom they find sanctuary feel when an undead fighting machine shows up (even though they don't share the love)? And what will happen when the undead shock troopers show up?

**Born in Freedom:** Isolated enclaves of free humans still exist scattered around the globe, usually remote enough from an angel's tower to remain independent, but close enough to steal supplies from it. These final bastions of humanity are usually not worth the time to root out and destroy, but an angel in a nearby tower owes a debt to another still fighting in the War and looking to take some time off. Hardly interested in wasting time building its own tower and gathering a city of human servants, the second angel calls in his debts to have an enclave provided to it, and soon. Uninterested in forfeiting its own citadel, even temporarily, the neighboring angel has formulated a plan to kill two birds with one stone: conquering the characters' independent city will not only stop its raids but provide a captive population for his friend. Dispatching a force led by some of its most promising undead gladiators and lieutenants, the angel hopes to achieve a swift victory and secure a large slave population before its deadline arrives.

## Fallen And Risen Zombie

**Strength** 4

**Dexterity** 3

**Perception** 2

**Dead Points:** 34

**Constitution** 2

**Intelligence** 2

**Willpower** 2

**Speed:** 18

**Endurance Points:** n/a **Essence Pool:** 15

**Skills:** Acrobatics 5 (Shooting Star Press 5\*, Asai Moonsault 5, Hurricanrana 5, Senton Bomb 5), Brawling 2 (Bulldog 2\*, Facebuster 2\*, Neckbreaker 2\*, Back Drop 2, Body Slam 2, Sidewalk Slam 2), Gambling 2, Intimidation 3, Language (Pidgin English) 5, Martial Arts 2 (Enzuigiri 2\*, Kip Up 2\*, Scissor Kick 2, Spin Kick 2, Texas Cloverleaf 2), Myth and Legend 2

[\* signifies signature move]

**Attacks:** Bite damage D4 x 2(4) slashing

**Weak Spot:** None [+10]

**Getting Around:** The Quick Dead [+10]

**Strength:** Strong Like Bull [+5], Damage Resistant [+5]

**Senses:** Like the Living [+1], Essence Sense [+4]

**Sustenance:** Who Needs Food? [+8]

**Intelligence:** Long-Term Memory [+5], Problem Solving [+15], Skill Recall [+28]

**Spreading the Love:** Nobody Loves Me [-5]

**Special:** Bound (Control: -1, Commands: -5), Explosive Personality [+5]

**Power:** 90

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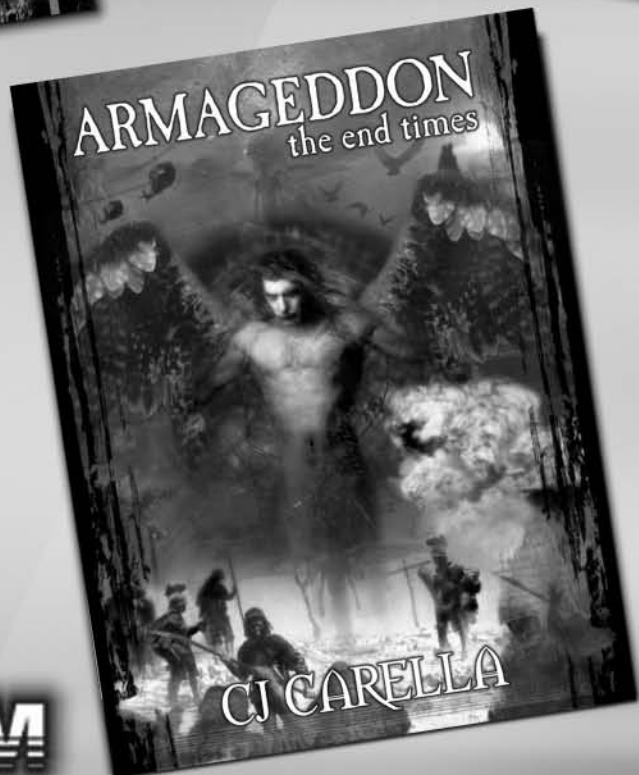
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