

DEAD MEAT:

Ultima Carneficina Dello Zombie!

(Version 1.666)
c 2001 S.P. Wipfli

Dead Meat is a simple horror RPG that allows you to play out the plots of your favorite Zombie flicks, Italian, Spanish, American or otherwise!

WHAT YOU NEED

- 1) Paper and writing utensils
- 2) A big pile of different colored D6's (easier to make multiple rolls with)
- 3) Someone to act as the Gore Master (Gore Master is c 2000 Jared Sorenson)
- 4) A bunch of Players who aren't afraid of being eaten by Zombies

CHARACTERS

You character has three attributes in Dead Meat. They are ZIP, WHOMP, and GUTS.

ZIP is how fast you think, act, and react when confronted with the horrors of the Living Dead!

-You roll ZIP whenever you need to run from a zombie, or dodge a zombie trying to get some skin.

WHOMP is how much of a can of whupass you can open on a Zombie!

-You roll WHOMP when you want to kick some undead ass. And if you want to break stuff or lift heavy things I guess.

GUTS is how brave you are, and how much tasty insides you have for the Ghouls!

-You roll GUTS when you might breakdown or freeze in fear, or when you're injured to resist the Zombie Plague.

Zombie Flesh Eaters have the same attributes, except GUTS is replaced by CHUNKS. They work the same.

Characters also need three PERSONAS.

PERSONAS are simply three roles that the Player wants to play in the current showing of Dead Meat.

Everyone's going to die sometime, and in this game you might go more than once! Pick three people you're Gore Master has roles for in his film, and you just might make it until the end!

This allows the GM to run an introduction to the main story line, perhaps one Persona will be the first to be introduced to the undead! You can also use this to cut back and forth between scenes, as the Player can have two or three Characters that can be different places at the same time.

CHARACTER GENERATION

- 1) Divide 7 points among your attributes for gut-muncher flicks. More for heroic zombie-bashing! These will be rated in D6's.
- 2) Pick three Personas that will work in the Gore Master's Film.
- 3) Beg for mercy! And for starting props!

Example: Tim the Strangler is creating his zombie bashing champion for this film. He split his 7 points like this: ZIP: 2D6, WHOMP: 3D6, and GUTS 2D6. The Gore Master has titled this film "Warehouse of the Dead". Tim decides his main PERSONA will be Bash McSmart, warehouse stock manager.

His other two personas for this film are: Muddy Joe Scuggins, down-and-out night shift security guard, and Zeke the Freak, local crazy street person.

SYSTEM

As I mentioned above, your attributes are rated in D6's. Whenever your character has to perform a serious action, you allot an amount of your dice in the related attribute, and roll them in D6's.

You need a 5 or 6 to score a 'success'. The one good thing for you is: the Players dice always beat the Zombies in a tie.

EXAMPLE: If you get one success with your ZIP roll, it'll take two ZIP successes for the zombie to catch you and use his WHOMP dice. You better hope the zombies aren't that fast! Or, if you get a success in an attack, you damage the zombie even if he gets a success. The ghoul will need two successes to cancel yours out and damage you.

ZOMBIE FILM GUIDELINES

1) FIRST ENCOUNTER: The first time a character encounters a zombie, the Player must make a roll vs. GUTS or be stunned for one turn. I suggest rolling all your GUTS dice, but someone always seems to die in the first reel of a Zombie Flick...

2) If you get one or more success, you can either WHOMP that zombie, or ZIP on out of there! For ghoul-bashing, check out COMBAT. If you want to run, allot some ZIP dice for running, and roll them. If you get one or more success, you may get away... If the zombies aren't of the fast variety! You may want to save a ZIP die for dodging.

3) When a character is injured, he rolls (2 X remaining GUTS). Success means you just got bit and you can continue on until the end of the current scene (or until you get munched again). Failure indicates a serious wound or being overcome by terror! (Hmmm, I see Dead Meats' first and only chart coming in version 2.666!) At the end of the scene, the wounded must make a normal GUTS roll. If you succeed, you're ok for the time being. Failure means losing another GUTS point. When you reach zero GUTS, you'll most likely be coming back (from the dead) for dinner shortly!

4) When any character is injured, all characters in line of sight must make a check vs. (2 X remaining GUTS) to not freeze for one turn. The injured are more prone to freezing while watching their comrades being chowed.

5) When a character is confronted with a former character who is now among the ranks of the undead, he has to roll a GUTS check just like it's the first time seeing a zombie.

6) ZOMBIES TRY TO EAT YOU NOW. That pretty much explains it. Just go on to COMBAT.

COMBAT

Allot WHOMP dice. When you roll, you need a 5 or 6 to score a success. One Success = One CHUNKS wound. You can make one full WHOMP attack using all your dice, or you can make multiple and individual one die attacks. That comes in handy because of

WEAPONS

See how fast this moves along? There are four different kinds of weapons in Dead Meat, rated by their bonus dice:

Sorta Wimpy +1D6*

Items useful for things, but not really suited to zombie bashin'. Screwdrivers, knives, small hammers or tire irons, 'found weapons'.

Medium +1D6

Good things to thump the undead in the head. Baseball Bats, a three foot chunk of 2 by 4, a small crowbar, medium tire iron, a big hammer, really small caliber inaccurate guns

Large +2D6

Really good things to have in your Evil Dead 3 Vacation Land toolkit: a decent sword or machete, a quality military shovel or wood axe, a decent caliber firearm or arrow from a bow / crossbow

Wicked +3d6

Sure they didn't make that for the Day The Dead Come Back... Chainsaws, Shotguns, Dirty Harry caliber Magnum revolvers, a high quality sword, battle axe, pole arms, wood splitting mauls, sledge hammers.

on the * Sorta Wimpy weapons, roll a die of a different color than the rest. You need to get a 6 on this one for a success. (We roll a Death Die, and it needs to come up with a Skull for a success.) This represents the lucky screwdriver or rolling pin or bathroom towel rod hit to the zombie's skull. 16.66% is better than no chance at all, right?

The point is to get yourself a decent weapon if the Film allows, then you can make multiple single die attacks with the weapon bonus. Now you're a Fearless Zombie Killer, right?

Example: Bash McSmart has a WHOMP of three. Lucky Ash, er, Bash also has a quality chainsaw he pulled out of the woodshed before holing up in the creaky old cabin. The cabin, being creaky and old, succumbs to the tearing of the Zombies. Bash revs up the saw, jumps out and lays waste to the four zombies! He narrates his battle to the GM, and rolls three attacks, each with four dice; one die of WHOMP, and +3 dice for that motorized meat grinder. (Again, if you have different color D6's you can roll sets of three different colors and just count your successes on each attack.)

GM rolls for the wimpy zombies: 6, 3, 4, 1. One measly success. Oh well, there's more ghouls where these came from!

Bash scores a 6, 5, 1, 2 on his red dice, a 5, 2, 1, 3 on his blue dice, and a 5, 3, 2, 4 on the yellow dice, and he's trying to slice n dice three different zombies. He scores 2 successes on the first attack, and one each on the second and third attack. Three of the four are chunkulated, and there's no wound on Bash. Next round Bash can combine his dice for a more powerful attack, or make three attacks against the one zombie!

NOTES FOR THE GORE MASTER

NUMBER ONE RULE: Make sure they say they're aiming for the head. :)

For the GM, your side of combat works like this:

You roll WHOMP dice for the zombies. Basic weak geeks are one die monsters, so you roll a handful for a pack of zombies. If you have tougher zombies or demons, roll matching colors. (Note: this game is in no way supported by the D6 manufacturing industry).

If you get one or more success (a 5 or 6 on the roll), the Players need to get an equal amount of successes to kill all the zombies before they get bitten. The player win the ties. If the zombies have more than one die of CHUNKS left, make their remaining CHUNKS roll to not be 'stunned'.

We call this the "Let Sleeping Corpses Lie Law". Keep rolling the zombies CHUNKS' roll until they get back up. This is always nice to trap your buffet between zombie packs...

If the zombies have more successes, each success counts as one GUTS wound on a random player. Smart players allow a persona to be teamed, so they go through less of them as a group. Again, this is to genre; zombies seem to zero in on one choice victim as being the tastiest.

A session of Dead Meat should last no longer than 90 minutes, or less if all the characters Persona's are killed off.

ZOMBIE FILMS

An adventure in Dead Meat is called a Film. The Gore Master should tell the Players where the film will be set so they can come up with personas. I find the best way to plot the Film is to create some sort of isolation for the characters, and then create a flowchart of possible actions and / or locations. Then plan the zombie attacks by the flowchart. Instant Flick!

ZOMBIES

Your basic undead geek

ZIP: 0-1

WHOMP: 1-2

CHUNKS: 1-2

The 'Lunger' zombie

ZIP: 1-2

WHOMP: 1-2

CHUNKS: 1-2

Knight-hunting Demons from the Crypt

ZIP: 2

WHOMP: 2

CHUNKS: 1-3

Special +1D6 weapon bonus claws

Cyborg Zombie from BioTerror, Inc.

ZIP: 3

WHOMP: 4

CHUNKS: 5

Special: Big Ripper Claws +2d6 weapon bonus

King Daddy Demon

ZIP: 6

WHOMP: 6

CHUNKS: 6

Special: Really big teeth and claws +3d6 weapon bonus

Special: All character must make GUTS check each round to make any action around Big Daddy.

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Cool Zombie Flicks: Bio-Zombie, Night of the Living Dead, Dawn of the Dead, Day of the Dead, Let Sleeping Corpses Lie, Zombie, Mutant, C.H.U.D., Return of the Living Dead & Return of the Living Dead 3 (#2 is one of the suckiest Zombie Flicks of all time!), The Beyond, Gates of Hell, The Dead Next Door, Darkness, and you know there's more I'm not thinking of!