WORLD OF THE DEAD

Credits

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Requires **Savage Worlds Core Rules** by Pinnacle Entertainment Group for Use.

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The End of Times

It was a time-honored theory within the scientific community that Earth would eventually suffer another extinction event— most likely in the form of an astronomical occurrence which would wipe out the human race. Meanwhile the birth of the new millennium carried with it fears of a biological disaster that would unleash a manufactured plague upon the world. Although both situations brought a different set of fears, the possibility of either actually taking place was seen as remote.

The world, however, is not without a sense of dramatic irony. At the end of the first decade of the new millennium, a biological disaster put humanity on course to extinction.

The End of Times

World of The Dead is focused primarily on the United States. The overview of the outbreak, therefore, covers what happened in America and what led to the formation of the Rotter Lands. Due to the loss of telecommunications, Internet, and media outlets during the early stages of the outbreak, the average survivor in America does not have extensive knowledge concerning events in other areas of the world. Information on what befell some of those countries is covered in the GM's section, and can be revealed during the campaign.

The Living Dead Were Not New

The existence of the Living Dead had been known about for many decades. Maintained as one of the most carefully guarded secrets within the Federal Government, an entire black-ops division was created specifically to deal with the random appearances of the ghouls—to bring them back for study, destroy them if capture proved impossible, and to eliminate witnesses. The events had always been localized, usually only one or two individuals at a time, and very infrequent.

Research into the cause of the phenomenon proved fruitless. After decades, scientists were no closer to understanding how, or why, the dead reanimated as flesh-craving monsters. Billions of dollars were funneled into unraveling their origins and billions more into biological weapons programs to utilize the creatures against the nation's enemies. Despite all of the financial sleight-of-hand, all the top-secret facilities, and all of the risk, the Living Dead continued to prove a mystery.

Then it all fell apart. Despite knowing of the Living Dead, even the experts were unprepared for what was about to happen.

First Days of the Dead

For most people, the day the world started dying began just as any other. They went about their daily rituals, arrived at their jobs, and kissed their kids as they sent them off to school. For those in the medicinal profession, however, the day was beginning very differently. Hospital emergency rooms and clinics were flooding with people complaining of severe, flu-like symptoms. Extremely high fevers accompanied weakness and vomiting. At first, the cases were attributed to a new strain of flu outbreak, until the Center for Disease Control and Prevention arrived at various medical centers and placed them under quarantine.

Chaos followed shortly after the CDC took control. Patients died by the dozens, to suddenly reanimate and lunge for the living. Across the country, hospitals became slaughterhouses as the moan of the Living Dead mingled with the screams of the living. Entire cities were rapidly infested as those who were ill and did not seek medical help finally succumbed, attacking neighbors and family members. Those who were killed quickly reanimated, swelling the numbers of the Living Dead exponentially.

Crisis alerts went out across Washington D.C. The Federal Government mobilized as much of the core military, Reserves, and National Guard as was possible, deploying them to as many major cities as they could. Rigid quarantines were enacted as chaos reigned, and the Living Dead overran the streets.

By the second day of the crisis, emergency agencies, in conjunction with the United State military, had established rescue stations either within major cities, or on the outskirts. The President of the United States broadcasted to the American people that Federal agencies would determine the nature of the viral outbreak, and would stop it. By the third day, however, major news outlets broadcasted military stand-offs

in Times Square and other locations around the nation, as the soldiers were incapable of stopping the onslaught of walking dead. By the fifth day, cities were completely overrun, rescue stations fell in all major metropolitan areas, and America was being consumed by the Living Dead.

Within a few days of the American outbreak, identical catastrophes were reported from Russia, Germany, Japan, China, the United Kingdom, and practically every other country around the world. People became violently ill, died, reanimated, and attacked the living. Cities became war zones. Governments, most of which had planned for some of the infected from the United States to make it to their borders, were unprepared for the sheer magnitude of the outbreaks.

The Great Fall

Within the first week, the military and law enforcement— those sworn to protect the people— abandoned their posts and raced to protect their own loved ones. Emergency responses and armed defense against the intrusion of the Living Dead became thin, drawn out engagements, with the living losing constant ground to the dead. Sometime during the first two weeks, exactly when is open to much debate, the Federal Government followed the examples of its military and abandoned post in Washington D.C. Separating the various agencies and congressional members so as not to risk an infection in one location wiping everyone out at once, political leaders and agency heads retreated to Groom Lake, Nevada, as well as various Continuity of Operations facilities along the eastern seaboard (some not even known to the American people).

By the end of the third week, the Living Dead had overwhelmed practically every major city, and the government sponsored rescue stations were gone. What remained of humanity was left to fight for survival on its own.

In a last ditch effort to eradicate as many of the Living Dead as possible, small nuclear strikes were launched against the Mid-Atlantic States. The result was catastrophic in ways not foreseen. Not only did an untold number of civilians die, but the remaining Living Dead from those areas were now irradiated.

Over the next several weeks, what was once the United States came to exist only in memory. Many of the Congressional leaders, the Vice-President, and even the President were eventually slain by the Living Dead. Despite its best efforts, the Federal Government was ill-prepared for a pandemic of the outbreak's

proportion, and the North American continent became a post-apocalyptic wasteland.

Dawn of a New World

In the years since the outbreak, humanity has begun reestablishing itself. The Midwestern and central United States are now known as the Rotter Lands, where survivors of the outbreak have created dozens of settlements and battle against the Living Dead and various raider gangs. Some of the Living Dead have changed, whether through experimentation or a mutation in the pathogen, and many have shown increased strength, damage resistance, and even speed and agility. Perhaps the most fearsome of the changes comes with the Rotters— Living Dead with human intelligence and partial memories of their former lives. Capable of thinking, plotting, and even feeling emotion, a majority of the Rotters have united under the Church of the Eternal Prophet and seek the extermination of all remaining humans so that they can inherit the Earth. Meanwhile, the Rager virus has mutated into a strange, new strain and created the Brutes. Neither human nor Rager, the Brutes are something in-between, and have introduced a new variable into the survival of the human race.

The United Protectorate wages a war for dominance against the Federal Commonwealth. Meanwhile, the twelve Unified Towns that struggle to reestablish civilization have brought the American railroads back into partial operation, and work valiantly to unite the numerous settlements of the Rotter Lands under a common banner.

Where society once stood, there are now lawless, wild lands. Where the United States once held dominance, there are now the Rotter Lands. It is a world of danger. A world of struggle for basic survival. A world overrun by flesh-eating ghouls and bloodthirsty raiders.

A world of the dead.

BADLANDS

FEDERAL COMMONWEALTH

☆ CDC

Helltown

New Dodge
Bremmville

New Hope
Necropolis
Valhalla

Rail Town
Eden
Conjebro
San Christobal

Freeborn
Beacon

ROTTER LANDS

Copperfield

Camp Battlement
New Phoenix

UNITED PROTECTORATE
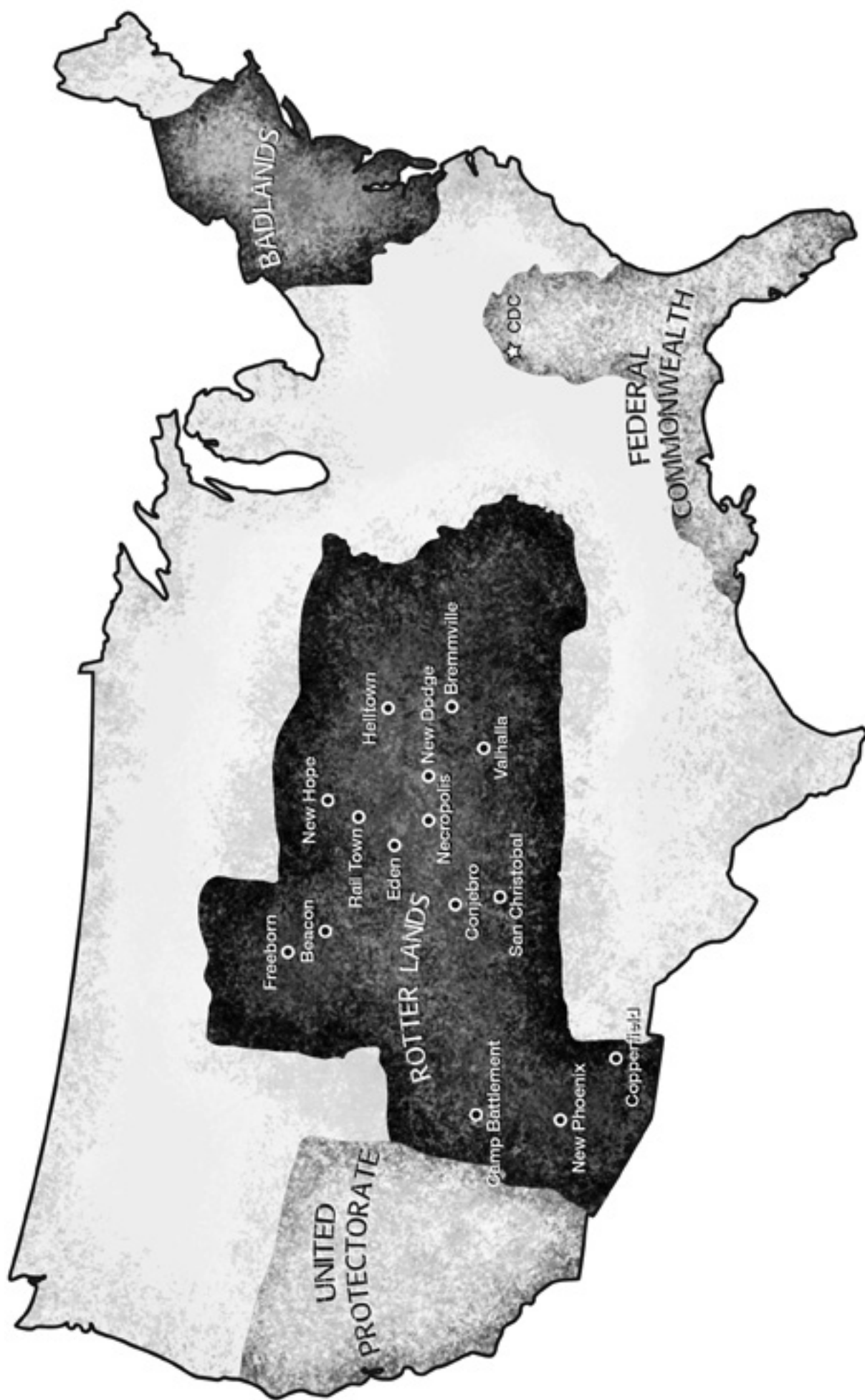
SURVIVORS OF THE DEAD

Since the outbreak of the Living Dead and the fall of civilization, the world has become a shattered and dangerous place. What are often times referred to as settlements or towns would have barely been a *small town* in the old world. Gone are the days of reporting crimes and disputes to the authorities, and even the most pacifistic survivor has learned to defend himself and his home. The Living Dead have continued to change, sometimes through profane experimentation, sometimes through a mutation to the pathogen. Meanwhile, gangs of marauders roar through the Rotter Lands in armored vehicles, assaulting towns to take their resources, weapons, and even to kidnap people to suffer as slaves.

It is a harsh and unforgiving world.

Below are a few character concepts common to World of the Dead. You don't have to choose one of the concepts, they are simply meant to help get the creative juices flowing.

Black Marketeer: Purveyors of lost relics from a dead world, the Black Marketeer has deep connections in the underworld that exists beneath the everyday veil of the Rotter Lands. They can often obtain weapons, resources, and even people through channels not available to the average survivor.

Bounty Hunter: Operating from bounty boards posted throughout most settlements, or through backroom deals in the dim drinking holes, Bounty Hunters ply their trade throughout the Rotter Lands. Whether it's bringing in a living person, or being charged to eliminate a specific Living Dead, the Bounty Hunter is trained, heavily armed and armored, and one of the most dangerous creatures roaming the wastelands between towns.

Clergy: It came as no surprise that when the dead rose, so too did a belief in forces greater than ourselves. Clergy typically take root in a specific settlement and use their self-proclaimed connection to a higher force to bring peace of mind to the citizens. Not all clergy are selfless, however, and there are some who have used the power of religion to control entire populations.

Delivery Agent: Since the dead rose and society fell, one thing that has been needed just as much as food, water, and shelter is a means of communication across distances. The United Towns Parcel Service harkens back to the days of the old postal service, the men and women dedicated to rebuilding communication and the movement of goods and people across the Rotter Lands.

Explorer: The dead rose and destroyed society. Military engagements and bombardments changed the landscape. Cities fell, forests died, and the world entered a new era. Some people are determined to explore what the New World has to offer, researching and cataloguing changes to landscape, flora and fauna, and Living Dead migrations. It is a dangerous life, and when the threat of raiders is tossed into the mix, the life expectancy of a typical explorer is rather short.

Field Commander: Whether a former soldier or just someone who has been able to survive and adapt since the outbreak, Field Commanders are the backbone of any settlement. Able to develop sound strategies against Living Dead and raider attacks, and experienced at coordinating martial forces and maintaining morale even in the heat of battle, the Field Commander could mean the difference between life and death for a settlement and its citizens.

Living Dead Hunter: Some people have made it their life's work in the New World to hunt down and eradicate the Living Dead. These individuals have developed nerves of steel and an unwavering hand when it comes to battling the flesh-eating ghouls.

Mechanic: Gifted when it comes to machines, the mechanic is worth his weight in resources to any survivor kingdom. Able to repair or jury rig machines and car engines, and even modify vehicles with better armor and weapons, a single mechanic can keep a survivor kingdom running longer and its armed forces better equipped.

Scientist: What caused the outbreak? Is there a way to create a vaccination against infection? Why has the pathogen mutated over the past several years? What possible changes are on the horizon? Those questions and more could prove the difference between survival and extinction for the human race. Scientist are dedicated to seeking out those answers, gathering data and specimens and get the world out of this mess by using the exact same disciplines that caused the trouble in the first place.

Scout: No matter how fortified the defenses or how well trained the citizens, a settlement is only as safe

as its forward information on possible threats. Scouts live primarily in the Rotter Land areas surrounding a specific settlement, watching raider and Living Dead movements, anticipating attacks, and gauging enemy forces.

Survivalist: Long gone are the days of heading down to the local mega-mart for supplies, food, and water. In the New World, living off the land isn't just crucial to survival, it also means the slightest mistake can bring death. Survivalists are experienced in hunting, tracking, and knowing which flora is deadly.

Character Creation Summary

Creating a character for *World of the Dead* follows the same steps as outlined in *Savage Worlds*, and a copy of that book is needed to play this setting. While we won't reprint the character creation rules in this book, below is a brief outline on the steps required to get your character ready to survive in a dead world.

1) Race

The first step is to determine which of the available five races best fits with your character concept. In *World of the Dead*, you can take on the role of a Brute, Genetically Modified Dog, Genetically Modified Human, Human, and Rotter. Each race has its own racial Edges and Hindrances that are automatically included. In the case of the Rotter, you are able to further customize your character with unique Racial Edges and Hindrances.

Once you choose your race, make a note of its Racial Edges and Hindrances. Racial Edges do not cost you any points, and Racial Hindrances do not provide you with more points.

2) Traits

Once you have your race, it's time to assign your traits. You have 5 points to spend on attributes, and each attribute begins at a d4 (unless your Racial Edges and Hindrances state otherwise).

You also have 15 points to spend on skills. Some races might start with fewer skill points. Unlike attributes, skills do not start at a d4 (unless your race says otherwise), and every die step must be purchased separately.

Specific rules for spending points on attributes and skills can be found in *Savage Worlds*.

3) Edges and Hindrances

Now you decide if your character will have any Hindrances. If so, you can use the points you receive for choosing them to gain one or more of the benefits below. You may choose up to two Minor Hindrances for 1 point each, and 1 Major Hindrance for 2 points.

For 2 Hindrance points you can:

- Raise an attribute one die type

- Choose an Edge

For 1 Hindrance point you can:

- Gain an additional skill point

- Gain an additional 250 ration notes worth of supplies

4) Secondary Statistics

Once you have your attributes and skills assigned, and you've determined any further limitations and benefits granted by Hindrances and Edges, it's time to calculate your character's Secondary Statistics.

- **Charisma** is a measure of your character's likeability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless modified by Edges or Hindrances.

- **Pace** is equal to 6", unless modified by Edges or Hindrances.

- **Parry** is equal to 2 plus half your Fighting, and can be modified by Edges and Hindrances.

- **Toughness** is equal to 2 plus half your Vigor, and is sometimes modified by Edges and Hindrances.

5) Gear

Unless modified by Edges and Hindrances, your character begins with 250 ration notes worth of gear, equipment, and resources.

6) Background

The final step is to determine where your character came from. What did he do before the outbreak of the Living Dead? In those first few days, weeks, and months, how did he survive? Did he lose loved ones along the way? If those close to him became the Living Dead, did he eliminate them by his own hand? Did he leave them to wander the Rotter Lands?

Keep in mind the skills, Hindrances, and Edges you've assigned to your character, as often times those choices can speak volumes as to where your character has been and what he's experienced.

Player Races

There are five races available for play. Each race has its own strengths and weaknesses, and each one can offer a very different style of play. Read through each race carefully, and choose the one that most appeals to you.

Brute

Hulking creatures with limited intelligence; Brutes are a rare strain of the Rager virus. Neither completely Rager nor Feral, Brutes are an entirely new breed. Although they maintain a large portion of their original personality, those unfortunate enough to become Brutes are forever trapped in a world between human and monster.

Typically hunted on sight by Reapers and Bounty Hunters, some Brutes have been accepted into survivor society and provide a significant boost to defense. A single Brute is usually more than capable of taking on several Living Dead or raiders at once, and their immunity to further Living Dead or Rager infection makes them excellent frontline soldiers.

Racial Edges & Hindrances

Brutish Intelligence: Brutes are not known for their intellectual acumen. Smarts can never increase higher than d6

Brutish Size: Like their Rager brethren, Brutes are very large, on average standing over seven feet tall and weighing close to 600 pounds. They receive are Size +1, which also increases their Toughness.

Fleet-Footed: The dense muscles of a Brute make them very fast on their feet. Brutes have Pace 8 and a d10 running die.

Inhuman: A Brute is clearly inhuman, usually possessing bleached-white skin, blood-red or solid white eyes, fangs, claws, or even more bestial features. This results in a –2 Charisma penalty and there's a good chance of getting shot on sight by strangers. Note that despite any faint resemblance to Living Dead, Feral, or Ragers, none of those creatures is going to be fooled; they'll feast on a Brute's flesh just as readily as on anyone else still breathing.

Immunity: Brutes are far enough removed from human that they are immune to the viruses that turn others into Living Dead, Feral, or Rager. Additionally, Brutes are not only sterile, but are not infectious. They cannot create more of their own kind.

Limited Training: Brutes receive only 13 points for skills at character creation.

Low Light Vision: Brutes do not suffer penalties from Dim or Dark lighting conditions.

Naturally Strong: Brutes are naturally stronger than humans and begin with Strength d6.

Natural Weapons: Brutes possess either claws or teeth that do Str+d6 damage.

Weakness: Brutes are susceptible to light. When in lighting brighter than Dim, they suffer –2 to all rolls involving sight.

Genetically Modified Dog

Before the outbreak, the UniMed conglomeration was known for its pharmaceutical and medicinal investments, as well as its defense contracts with the Federal government. One such contract, deeply involved in the bio-warfare division, was genetically augmenting soldiers for greater capabilities on the battlefield. Although the program had entered the human testing phase only months before the outbreak, it had been used for years on test animals. The most promising result of early phases was the genetically modified canine.

Although the average canine test subject gained little more than advanced animal-level intelligence, some reacted so favorably to the treatments that their intellectual capacity was elevated to human levels.

Since the outbreak, these super-smart canines have made their way into the Rotter Lands. Typically existing in packs with a hierarchy and society of their own, some have integrated into human survivor kingdoms and become assets to their human brethren.

Racial Edges & Hindrances

Bite: The dog's bite does Str+d6 damage

Canine Reflexes: Even though intelligent, the dog has not lost its natural ability to react and move. It begins with Agility d8.

Canine Size: Being smaller than a human, the dog suffers a Size –1 adjustment, also reducing its Toughness.

Fleet-Footed: Dogs are naturally faster movers than humans. They have Pace 8 and d10 running die.

Enhanced Senses: Dogs are natural hunters with greater-than-human senses. They receive a +2 to Notice checks involving hearing or smelling, and +2 to Tracking attempts.

Go for the Throat: With a raise on its attack roll, the dog hits the target's most weakly armored location

Immunity: Dogs are immune to the virus that turns humans and certain primates into the Living Dead, Ferals, or Ragers.

Limited Intellect: Despite the experiments that increased their intelligence, Smarts cannot advance above d6.

No Hands: Dogs have no opposable thumbs, or even fingers for that matter. While a smart dog can still flip a light switch, or operate a lever door handle, anything that normally requires hands is typically performed with a –4 penalty.

No Speech: A dog can bark for attention, and it has a remarkably wide vocabulary of words it can understand, but is incapable of performing human speech. UniMed dogs are limited to communication by emoting (growls, whines), barking, and by *showing* (pointing the nose, taking humans to the site, and so forth).

Genetically Modified Human

After successful testing on a variety of animals, UniMed, a biotechnology conglomerate with deep government defense contracts, moved into the human testing phase just a few months before the Living Dead rose to consume the Earth. Although several subjects died horribly as their bodies rejected the treatments, UniMed was able to conceal such failures behind those whose bodies reacted favorably. What UniMed, and by association the Department of Defense, achieved was miraculous. The era had finally dawned on a physically superior soldier. One who could withstand greater punishment, push beyond normal physical limitations, and ignore some degree of pain.

Although UniMed lost several facilities and laboratories in the Living Dead outbreak, the conglomerate still exists in the New World Order that is just now starting to form. Unfortunately, many of their experiments and

breakthroughs were lost in the chaos of those first few weeks. Currently, many of the augmented soldiers are fighters in the Rotter Lands, struggling to survive even as agents of UniMed hunt them down.

Racial Edges & Hindrances

Enhanced Physique: Through drugs and other treatments, these humans have been increased to above average capabilities. Choose one: Agility, Strength, or Vigor to begin at d6.

Grating Personality: The treatments have also left these humans with abrasive, and often times downright mean, personalities. They suffer –2 Charisma.

Military Training: All humans chosen for the UniMed experiments were recruited from the ranks of the Armed Forces. The character begins with Fighting d6 or Shooting d6.

Pain Resistance: With an increased physique, the subjects were also gifted with a higher pain tolerance. They receive the Nerves of Steel Edge.

Short Tempered: Although their bodies have been improved, something went wrong with the wiring in the brain. The UniMed test subjects are short tempered when confronted, and have a tendency to kill the opposition without thought or care. They receive the Bloodthirsty Hindrance.

Slower Reaction: Something in the treatments resulted in a slight decrease in reaction time when in close-quarters combat. The character suffers –1 Parry.

Thick Muscles: The enhanced muscles have also given the character an increased natural Strength and damage resistance. Genetically Modified Humans possess the Brawny Edge.

Human

Whether they were lucky to survive this long since the outbreak, or are cursed to continuously watch the world around them rot away and die, these people are the backbone of the Rotter Lands and survivor enclaves around the world. Made hardier in the years since the Living Dead first appeared, forced to abandon the life they once knew and fight every day for survival, humans will never go quietly into the night.

Racial Edges & Hindrances

Fight to Survive: In the years since the outbreak, survivors have had to learn to fight if they want to live. Humans begin with Fighting d6.

Racial Enemy: Most Rotters are determined to eradicate what remains of mankind and claim the Earth as their own. Humans suffer –4 Charisma when dealing with them.

Survivor Adaptability: Humans are good at adapting to an ever-changing world. They receive a free Novice Edge regardless of requirements (except when requiring other Edges).

Rotter

In the years since the outbreak first happened, the rules have constantly changed regarding the Living Dead. What was once understood to be common weaknesses, strengths, capabilities, and limitations, have been shown to not hold true as the pathogen continued to mutate, experimental Living Dead made their way back into the world, and man's own folly continued to alter the creatures.

Rotters are intelligent Living Dead, those individuals who have somehow managed to retain memory, personality, and abilities from their former lives. Capable of the same feats and tactics as humans, and with all of the physical strengths of the Living Dead, Rotters are extremely dangerous. No one knows exactly where they originated from, though rumors of a survivor camp in Colorado and strange experiments permeate the Rotter Lands.

The Rotters pose one of the greatest threats to humankind. Although some have attempted to rejoin what remains of society, an even greater number have gathered entire armies of Living Dead and declared war on what remains of their former species.

Racial Edges & Hindrances

Bite: Rotters are capable of easily biting off chunks of flesh. Their teeth do Str+d6 damage.

Cold Susceptibility: Without a circulatory system, Rotters suffer –4 to resist cold.

Dead Body: Rotters never heal from damage, and all injuries received are permanent

Fearsome Presence: Rotters are frightening to behold. They begin with Intimidation d6.

Flashbacks: Being trapped between the Living and Living Dead sometimes plays havoc on a Rotter's brain functions. They automatically receive the Haunted Memories (Major) Hindrance.

Hardy: When the Rotter is Shaken, a second Shaken result does not cause a wound.

Survivors of The Dead

Infection: Anyone that suffers at least 1 wound (after soaking) from the bite of a Rotter is infected and will die, only to rise again as one of them.

Living Dead: Rotters never suffer wound modifiers; suffer no additional damage from Called Shots, except to their weakness; and do not suffer from disease, poison, or fatigue

Racial Enemy: With a majority of Rotters determined to destroy the remaining humans, all Rotters are distrusted. When dealing with humans, the character suffers –4 Charisma.

Slow Learner: Rotters have retained their intelligence, but the infection has still damaged their brains. Smarts costs 2 points per die step at character creation.

Survivability: Rotters cannot become Incapacitated or "killed" except through damage caused to his weakness.

Weakness: Damage to the head.

Customizable Edges & Hindrances

Whether due to experimentation, a mutation of the pathogen that caused the pandemic, or some as of yet unknown source, Living Dead and Rotters can sometimes possess benefits and limitations not shared by other ghouls. Below are a few extra options that can be chosen as racial abilities.

The Rotter template has a total cost of +2. Additional Racial Edges and Hindrances must be balanced to a zero final modifier.

+3 Abilities

Fearless: The Rotter is immune to Intimidation and never makes a Fear check.

+2 Abilities

Dead Physique: The Rotter begins with a Vigor d6.

Dead Strength: The Rotter begins with Strength d6.

+1 Abilities

Equal Senses: The Rotter uses all its senses equally, causing Stealth checks against it to suffer a –2 penalty regardless of lighting conditions.

Low Light Vision: The Rotter never suffers penalties from Dim or Dark lighting conditions.

–3 Abilities

Dead Reflexes: The Rotter reacts with the speed and grace of Shambler, and must redraw any initiative card of 5 or higher.

Limited Intellect: The Rotter's brain is not what it was in life. Smarts can never be raised above a d6.

–2 Abilities

Flesh Addiction: The Rotter must consume one pound of living flesh every 24 hours or make a Spirit roll. The roll suffers a -2 for every additional 24 hours the character has not consumed flesh. On a failure, the Rotter must attack the closest living creature (even friends), gaining a +2 to Fighting and damage.

Frail: The Rotter is extremely skinny or small. It suffers a Size –1 adjustment and a reduced Toughness.

Lost Memories: The Rotter does not retain every memory or degree of training it possessed in life, and begins with only 13 skill points.

Shambler Lineage: The Rotter has a Pace 4 and rolls a d4 running die.

–1 Abilities

Rotting Away: The Rotter has decayed in a bad way and suffers –2 Charisma.

New Hindrances

Coward of the Dead (Minor or Major)

Your character might be brave in the face of most danger, but when it comes to the Living Dead, Ragers, Ferals, and the like, he is usually the first one leaving a trail of dust behind.

Whenever the character faces the Living Dead and other such creatures, he must make a Spirit check for Fear at a –2 penalty for a Minor Hindrance, or at a –4 for a Major Hindrance. Note that this is a specific case of the Yellow Hindrance from Savage Worlds. If the character also has the Yellow Hindrance, he would suffer a –4 or –6 penalty to Spirit checks when facing the Living Dead.

Guilt (Minor)

The character suffers a deep guilt over some past action or failure to act. As a result, he must make a

Spirit roll at the beginning of each session. A failure on the roll indicates the character begins with 1 less Benny. This is cumulative with the Bad Luck Hindrance.

Gullible (Major)

You are easy to sucker. The Persuasion skill can be used to adjust your attitude toward the other party, though the roll suffers a –2 penalty.

When this Hindrance comes into play, first determine your character's attitude toward the NPC or fellow player-character attempting to use Persuasion against you. Your attitude can never be adjusted more than two steps in a single scene, but you must role-play the result.

You may attempt to undo the effects of Persuasion at anytime by making a Spirit roll as a normal action. On a success, the Persuasion result no longer affects you, though they may make another attempt to sway you. On a Raise, you can no longer be affected by Persuasion from that same character for the remainder of the scene.

Haunted Past (Minor or Major)

The character suffers from some sort of tragic past. Whatever happened, it scarred him deeply and sometimes affects his performance in battle.

Whenever the character is dealt a Clubs suit from the Action Deck, all Fighting, Shooting, and Throwing rolls that round suffer a –2 penalty as the memories flood his mind and cause hesitation. As a Major Hindrance, the character suffers a –4 penalty to the rolls for the round.

Responsibility to Others (Minor or Major)

The character has friends or family members for which he is responsible. The responsibility is defined when the Hindrance is gained. It could be a spouse, child, sibling, parent, lover, friend, ex-spouse, et cetera. The other character is an Extra, never a Wild Card. If the character is responsible for only one other individual, then the Hindrance is Minor. If the character is responsible for more than one person, such as his family, then the Hindrance is Major.

The GM is encouraged to be creative with this Hindrance when using it during an adventure. For example, the person could be known for getting into trouble and biting off more than they can chew, constantly forcing the character to rush to the rescue.

Should the person or people ever die, the character must replace this Hindrance with another at an equal rank (or two Minors for a Major). Some suggestions are: Death Wish, Delusional, Guilt, Haunted Memories, and Mean.

Weak Immune System (Major)

The character is extremely susceptible to infection by the Living Dead. When suffering damage from a Living Dead bite, the character suffers –2 to the Soak roll. If the character receives a wound from the bite, they turn into a Living Dead in half the normal amount of time.

New Edges

Background Edges

Arcane Background (Controller)

Requirements: Novice

Arcane Skill: Psionics (Smarts)

Starting Power Points: 10

Starting Powers: 1

Powers: *Confusion, Dead Mind, Farsight, Invisibility, Mind Reading, Puppet, Slumber, Succor*

A Controller is adept at affecting the mind and perception of other people. He can cause a subject to go to sleep, become confused, and even obey his every command. Such gifted are also able to see areas far away, and even use their abilities to convince others that they are not actually physically present.

Removed Edges

The following Edges are not used in World of the Dead.

- **Background Edges**: Arcane Background (except as provided in this book)

- **Professional Edges**: Adept, Champion, Gadgeteer, Holy/Unholy Warrior, and Wizard

▶▶ **Draining**: When a Controller rolls a 1 on his Psionics die (regardless of his Wild Die), he gains a level of Fatigue. On a critical failure, the character is rendered incapacitated. The Controller recovers 1 Fatigue level every hour.

Survivors of The Dead

Arcane Background (Poltergeist)

Requirements: Novice

Arcane Skill: Psionics (Smarts)

Starting Power Points: 10

Starting Powers: 1

Powers: *Bolt, Blast, Burst, Deflection, Havoc, Pummel, Stun, Telekinesis*

A Poltergeist is an extremely dangerous individual capable of using his mind to physically affect the environment. He is able to unleash physical bolts of mental force, move objects with a mere thought, and beat a foe into submission without lifting a finger.

▶▶ **Damaging:** When a Poltergeist rolls a 1 on his Psionics die (regardless of his Wild Die), he automatically takes a Wound. On a critical failure, the character is rendered Incapacitated, and must roll on the Incapacitation table.

Celebrity

Requirements: Novice

Before the apocalypse, your character was nationally (perhaps internationally) known, mostly positively. Even now, there's a high chance that he'll be recognized by anyone he encounters. The character gets a +2 Charisma bonus, and gains the benefits of the Rich Edge.

However, fame can be a double-edged sword. Sure, some survivors give your hero special treatment, but others are unimpressed with his charms and will go out of their way to torment him or target him first, either to vent frustration with a failed society, or in a twisted attempt to win "cred" in the eyes of their fellow scum.

This Edge is essentially a variation on the Noble Edge from *Savage Worlds*. In the event the character has both Edges, they cannot be combined to stack with each other for duplicated effects.

Combat Edges

Ambush Specialist

Requirements: Seasoned, Stealth d8+

The character is an expert at striking from hidden vantage points. Whenever an opponent would make a Notice check to determine surprise against the character's attack, the roll suffers a –2 penalty.

Improved Ambush Specialist

Requirements: Veteran, Ambush Specialist

The character is highly trained at striking from ambush. In addition to the –2 penalty to the Notice check to detect the ambush, the opponent suffers a penalty equal to the degree of cover the character is hiding behind as well as for lighting conditions.

Edge the Chase

Requirements: Novice, Agility d8+

The character is adept at gaining the upper hand when involved in a chase. Once during a chase, the character can make an Agility roll as a free action. On a success, he is dealt another card and keeps the better of the two. On a raise, he can either be dealt a new card, or skip the redraw and swap his card for that of one of his opponents, thereby putting himself in a better position over them.

Improved Edge the Chase

Requirements: Seasoned, Edge the Chase

The character can now make an Agility roll to change his card twice per chase.

One-Armed Bandit

Requirements: Novice, Agility d6+, Strength d8+

Since the outbreak, many a survivor has lost a limb due to emergency amputations after being bitten. Some have learned to adapt by bracing a weapon differently, or even by creating special modifications to make it easier to hold with one hand.

The character can wield most normally two-handed weapons with one hand, as long as his Strength is at least one step higher than the Minimum Strength required to use the weapon without penalty. For particularly awkward weapons, the GM may still require you to come up with an explanation as to *how* you manage to wield it. With a chainsaw, perhaps you start it by pulling the cord with your teeth (ouch!), but for something like a bow and arrow, you're going to have to be much more creative.

Survivor of the Dead

Requirements: Novice, Fighting d8+, Shooting d6+

The character is trained for combating the Living Dead. When making a called shot to the head against the ghouls, the penalty is reduced by 2 points.

Professional Edges

United Towns Deliverer

Those who work to return some semblance of the old postal service throughout the Rotter Lands are a crazy, hardy group risking life and limb to maintain communication between the towns. No single Professional Edge would do those guys justice. For the best of the best in the United Town Parcel Service, consider taking the following Edges: Ace, Edge the Chase, and Steady Hands.

Black Marketeer

Requirements: Novice, Smarts d8+ Persuasion d6+, Streetwise d8+

Some brokers on the Black Market are experts in their trade, maintaining extensive contacts and able to send out feelers for just about anything. Instead of having to take the Connections Edge for each contact, the character gets use of the Connections Edge, as though he possessed it normally, by spending a Benny. This is a single use per Benny spent, but can apply to a new contact each time it is used.

Additionally, the character receives a +2 to bartering rolls for buying and selling goods through the market.

Bounty Hunter

Requirements: Novice, Smarts d6+, Fighting d8+, Streetwise d8+

Bounty Hunters are trained at tracking both the living and Living Dead. When using those particular skills to hunt the target, they receive a +2 to Streetwise and Tracking.

Bounty Hunters are also a much-needed resource throughout the Rotter Lands, and the true professionals carry some weight. Whenever bartering for a contract's price, such professionals gain +2 to the Persuasion roll.

Mechanic

Requirements: Novice, Smarts d6+, Repair d8+

The character knows his way around vehicles, and receives +2 to the Repair roll for fixing and modifying the things.

If the Repair roll gets a Raise, the mechanic makes the needed repairs or modifications in a quarter of the normal time, instead of half the time.

Experienced Living Dead Hunters

Some people in the Rotter Lands are extremely adept at combating the Living Dead. If a character takes both the Survivor of the Dead and Reaper Edges, they are able to negate 4 points of penalty for making a Called Shot to the head. In most situations, this would result in no penalty to the attack roll.

Reaper

Requirements: Novice, Spirit d8+, Fighting d8+, Guts d8+, Shooting d6+, Taunt d6+

The character is an expert at combating the Living Dead and bringing closure to their ghoulish existence. When making a called shot to the head against the creatures, the penalty is reduced by 2 points. Additionally, the character receives a +2 to Taunt when distracting the Living Dead.

Trapper

Requirements: Novice, Survival d6+, Tracking d6+

Your character has a +1 bonus to any rolls relating to setting, disarming, or detecting mechanical traps. In addition, he is adept at observing likely paths prey might take, given the local obstacles, line of sight, positioning of bait, et cetera, and knows just the right spot to place a trap for maximum effect.

When your character places a trap, the area is secretly under a Large Burst Template centered on the trap. When anyone enters the area of effect (except for the trapper and anyone else he's informed about the trap's location), the trapper makes a Tracking check with the +1 Bonus, and is opposed by the victim's Notice. On a success, the trap was placed in just the right spot for the victim to step into it; and on a raise, the trap does an extra d6 of damage.

Please note that individuals with a complete lack of self-preservation instinct (such as the less intelligent forms of the Living Dead) are not looking for traps, and haven't the sense to avoid trip-lines and the like, so they are treated as automatically rolling only a "1" for their Notice check.

Traps might consist of things such as tripwires tied to the pin of a grenade or to some noise-making cans, or even a bear trap.

Social Edges

Apocalypse-Adapted

Requirements: Veteran, Spirit d8+

You've seen bloated bodies explode in the sweltering heat, you've heard Shamblers moaning for weeks on end as they lay siege to your bunker, or you've had to go rummaging around in the innards of the dead to retrieve a ring from someone's finger that got bitten off. Whatever your story, and even if you might still run away on general principle, the Living Dead just don't impress you like they used to.

Quite simply, your character is immune to Fear and Nausea checks caused by the Living Dead, whether they shuffle, sprint, or crawl, and by the effects of the Moan, whether it's high-pitched or low. There are still plenty of other things in the world to be terrified by, of course, so don't get cocky.

Competent Ally

Requirements: Novice, Wild Card

A chosen allied Extra accompanying the hero is now considered Competent, rolling a Wild Die with all trait checks and able to take Edges that require Wild Card. In all other respects, the character is still an Extra. This Edge does not suddenly conjure up an ally for the character, nor does it grant the player any sort of influence or control over this Extra that wasn't there before. The Extra needn't be human; this could be applied toward a faithful animal companion such as a horse or dog, for instance.

If this ally should be slain or leave the party indefinitely, the benefit from this Edge may be assigned to another Extra after at least a week of getting to know the new fellow survivor.

Survivor Field Commander

Requirements: Seasoned, Common Bond

The character is highly trained and experienced at leading his fellow survivors into battle. When performing a Gang Up, the Survivor Field Commander provides an additional +1 bonus as long as at least one other ally is adjacent to the target.

Furthermore, the character can coordinate his team to such a degree that they can apply the Gang Up rules to attacks that use the Shooting or Throwing skills, with the same +4 maximum bonus as per the normal. The attackers do not have to be adjacent to the target, but must all be within Short range.

Survivor Leader

Requirements: Novice, Spirit d6+

The character is a natural leader and gifted at pulling people together for a common cause. This Edge can be taken at character creation and once per experience rank (including at Novice rank). Each time the Edge is taken, the character gains 2 Influences to spend on survivor towns.

For more on Influence, see: **Survivor Towns**.

Changed Edges

The following Edges work differently than described in Savage Worlds.

- **Rich:** The character begins with 150 ration dollars in supplies and resources. However, there is no annual income used in World of the Dead.

- **Filthy Rich:** The character begins play with 250 ration dollars for initial supplies and gear, but doesn't receive an annual income or equivalent.

Weird Edges

Lie Detector

Requirements: Novice, Notice d6+

The character has the strange ability to know when others are not telling the truth. The character's Notice is considered one die type greater for making a check to detect falsehood.

New Power

Dead Mind

Rank: Novice

Power Points: 2/4

Range: Smarts

Duration: 1

Trappings: Telepathy, Mind Touch, Death Speak

Dead Mind allows a character to penetrate what remains of a Living Dead brain. Doing so requires an opposed Smarts roll against the Living Dead. On a success, the character receives impressions and images from the Living Dead mind. It might be deeply buried memories of its life, or its immediate instinct against the character. If the Living Dead is somehow being controlled, the character will also feel an outside presence on a success. On a raise, the character can project a particular emotion into the Living Dead, such as calmness so it does not attack.

For twice the normal Power Points, the character can mind touch a number of Living Dead equal to his Smarts. The Living Dead make the opposed Smarts roll as a group roll.

Touching upon a Living Dead mind is extremely dangerous. In addition to the Arcane Background's normal result for rolling a critical failure, the character also permanently loses one die type in Smarts. If Smarts would drop below a d4, the character instead permanently loses all ability to use the Arcane Background.

SETTING RULES

The following rules are additions, changes, and expansions to the standard rules found in *Savage Worlds*, and are used to convey the harsh world of the Living Dead, raiders, and dangerous organizations.

Armor versus Infection

In the **Gear & Goods** chapter some armor types have a +0 bonus to Toughness. Although such armor will not do anything to negate damage inflicted by a blade, bludgeon, bite, or bullet, it still counts as armor for the purpose of keeping you from becoming one of the Infected.

In World of the Dead, if a Living Dead or Rager bites an armored section of the body and only 1 wound is received after Soaking, it won't result in infection. The character is still injured, but the bite has not actually penetrated flesh. Perhaps the armor was driven into the character, or the bite managed to fracture a bone without breaking the skin.

If the attack causes 2 or more wounds, that's a different story and the character is infected as normal. In this case, treat the number of wounds received as one less for purposes of determining the speed of infection.

Bartering

While towns have a currency known as a ration note, and the Unified Towns all use the same type of ration note as a common currency, those not part of the Unified Towns must barter their way to obtaining goods instead of simply purchasing them when in a settlement other than their own. In towns where the person's currency is not generally accepted, this could mean the difference between life and a slow death once the individual heads back into the Rotter Lands without replenished supplies or weapons.

For most of the Rotter Lands, bartering is a normal way of life.

There are two types of bartering. One uses the market value of the item and assumes the character is negotiating a payment in accepted ration notes. The other is when the individual doesn't have ration notes, or doesn't have a form of note the settlement will accept, and must barter with labor. The hours of labor are based upon the normal price of the item.

Regardless of the type of bartering, use the **Social Conflict** rules from *Savage Worlds*. The rolls are opposed Persuasion checks, with the character's margin of victory determining the final price to be paid for the item.

Ration Note Bartering (Purchaser)

Margin of Victory	Result
None	2x normal price
Tie	Normal price
1-2	75% normal price
3-4	50% normal price
5+	25% normal price

Labor Bartering (Purchaser)

Margin of Victory	Result
None	8 hours per 5 ration notes
Tie	4 hours per 5 ration notes
1-2	3 hour per 5 ration notes
3-4	2 hours per 5 ration notes
5+	1 hour per 5 ration notes

The above charts assume the character is the one attempting to purchase the item. If the character is the one selling the item and negotiating a price, use the following charts instead.

Ration Note Bartering (Seller)

Margin of Victory	Result
None	50% normal price
Tie	Normal price
1-2	1.5x normal price
3-4	2x normal price
5+	2.5x normal price

Labor Bartering (Seller)

Margin of Victory	Result
None	2 hours per 5 currency value
Tie	4 hours per 5 currency value
1-2	6 hours per 5 currency value
3-4	8 hours per 5 currency value
5+	10 hours per 5 currency value

Black Market

Connections Edge and the Black Market

Dealing on the black market means knowing a person, or several people, who can get you what you need, and who know you can be trusted. This is represented by the Connections Edge. Simply taking the Edge, however, doesn't grant you unlimited access to the market. Black marketeers are specialized. While one broker might be able to get you firearms, you will need another to get you vehicles. Usually, the broker getting you military grade explosives is not the same person dealing in slaves.

A Connections Edge must be taken separately for each type of item category (as well as for slavery), unless the character has the Black Marketeer Professional Edge. See the **Gear & Goods** section for more on item categories.

A small settlement will likely provide the characters with some basic supplies, while a large settlement might have a few weapons or armors to trade. What happens, though, when the character needs to get his hands on a vehicle or firearm, things even the largest settlements are loathe parting with? Where can the character go to purchase rare items, like functioning night vision goggles, military grade explosives, or even a can of pre-outbreak beer?

He goes to the black market.

Since the fall of civilization over the past four years, the black market has grown into a thriving, highly secretive microcosm. Though it exists in nearly all facets of post-apocalyptic life, and many rumors persist that it stretched across boundaries and oceans, getting in touch with someone associated with the underworld is not easy for the uninitiated.

To contact someone in the black market, the method is very similar to using the Connections Edge with a few modifications as detailed below.

First, make a Streetwise roll. Unless the character has the Black Marketeer Professional Edge, or has the Connections Edge specifically for that category item, the Streetwise roll suffers a –4 penalty.

Once the broker has been contacted, the character must make a Persuasion roll to get a hold of the item. On a failure, the black marketeer refuses to come through with the item. Perhaps the character inadvertently did or said something to spook the broker, or maybe the item just isn't readily available through the broker's channels.

On a success, the character can get the item, but any price bartering receives no modifier.

On a Raise, the character can attempt to negotiate the price (see: **Bartering**) and gain a +2 bonus to the roll.

On two or more raises, the character gains a +4 bonus to the bartering attempt.

Bounty Hunting

The Bounty Hunting Adventure

Using the Bounty Board Adventure Generator, the GM determines the exact nature of the job, complications that will hinder the bounty hunter, and any assistance the hunter might gain along the way.

How well the hunter does on the Streetwise roll to locate the target, however, can also have a direct bearing on the job, as it could generate additional complications against the bounty hunter.

Whether hired to capture a living person or track down a specific Living Dead, bounty hunters are as respected as they are dangerous. Most settlements in the Rotter Lands have a bounty board where the hunters can review jobs being offered in that town. Once the bounty hunter has selected a job, the next step is usually meeting with the individual who offered the bounty to go over the details.

During the initial meeting, the bounty hunter— if he feels he might be able to get more for the job, or if the dangers are severe enough that additional compensation is warranted— can attempt to negotiate a better price. This is done using the **Bartering** rules, with the bounty hunter acting as the seller. The

difference between negotiating a bounty price and normal bartering is that even if the bounty hunter receives no margin of success, the price remains unchanged as though he achieved a tie. No bounty hunter in his right mind, after all, would take only 50% payment for a job.

Once the hunter has the details and is satisfied with the pay, it's time to get to work. Finding a target in the Rotter Lands isn't easy, however, and relies as much upon skill as blind luck.

Determining whether or not the hunter finds his target, and whether or not forces conspire against him, uses a combined and modified, combined version of the **Dramatic Task** and **Social Conflict** rules from *Savage Worlds*.

The hunter has three rounds to gain as many successes as possible using the Streetwise skill. Exactly how much time each round takes is up to the GM, as each roll represents the bounty hunter hitting the streets, getting in touch with contacts, and perhaps even intimidating people to get information on where to find

his target. Each round the hunter is also dealt an Action Card. If the card is a Clubs, it represents something working against the character (perhaps the person being questioned is actually a friend of the target), and the Streetwise roll that round suffers a –2 penalty.

Depending on the total number of successes gained by the end of the third round, the bounty hunter's information gathering gets the following result:

- **No Successes**: The bounty hunter gained no useful information on where to find his target, or what to expect. He can try again the next day. Unfortunately, word has spread that the bounty hunter is looking for the target, and the GM rolls two additional complications on the adventure generator to hinder the character.

- **1-2**: The hunter gets a general idea of where is target might be hiding out, but word gets back that the bounty hunter is on the job. The GM rolls an additional complication to face the bounty hunter.

- **3-4**: The bounty hunter knows where to find the target.

- **5+**: The bounty hunter not only knows where to find the target, but also can choose to either get The Drop on him, or gain a +2 to a single attempt at a Test of Wills against the target. The player can choose which benefit to use, and when to use it in the scene in which the hunter can confront or capture his target.

Competent Extra

A Competent Extra gets to roll a Wild Die on Trait rolls and can use Edges with the Wild Card requirement, but in all other respects is still treated as an Extra. This is a good option for major NPC allies, but also for the occasional "mini-boss" enemy.

Your characters can also gain a Competent Extra as a regular companion by taking the Competent Ally Social Edge.

Critical Failure

Whenever a character rolls double 1's on any Trait roll, a Benny cannot be spent to reroll of the dice. The character is stuck with the result, and bad things are likely to happen.

Gritty Damage

Combat in *World of the Dead* can be very lethal. Characters do not usually engage in a fight and walk away without a potentially serious injury.

The Gritty Damage rule applies only to Wild Cards. Treat damage to Extras normally.

For Wild Cards, count wounds as usual and go through the normal steps for Incapacitation should he accumulate more than three wounds.

In addition, every time the character suffers a wound, roll on the Injury Table and apply the results immediately (but roll only once per incident regardless of how many wounds are actually caused). A character that takes 2 wounds from an attack, for example, still only suffers one roll on the Injury Table.

Injuries sustained in this way are cured when the wound is healed. Injuries sustained via Incapacitation, however, may be temporary or permanent as usual. A Shaken character that's Shaken a second time from a damaging attack receives a wound as usual but does not have to roll on the Injury Table.

Example: *Jack Gavins, a renowned bounty hunter in the Rotter Lands, takes a wound from a raider, fails to Soak it, and so rolls on the Injury Table. He rolls a 3, for an Arm location. The GM rolls a die and decides it's the right arm. Jack now has the One Arm Hindrance until the wound is healed.*

Jack is one tough fella and managed to take down the raider even with an injury. Later, though, other members of the raider group attack the bounty hunter to get a little revenge. During the battle, Jack takes two wounds to the head. The GM rolls once and gets the Blinded result, now causing Jack to take the One Eye Hindrance until he is healed. Note that while the attack caused two wounds, there was only one roll on the Injury Table since it was one attack.

Jack is now without the use of an arm and an eye. The bounty hunter had better get some medical treatment soon, or his days in the Rotter Lands are likely to come to a bad end.

Heroic Determination

The character may spend a Benny and gain the benefit of any one Combat Edge for the duration of the round. The character need not meet the requirements for the Combat Edge, except for other Edges (for example, Improved Nerves of Steel requires Nerves of Steel). This represents the character pushing his natural ability beyond its threshold. The drawback is that while spending a Benny for a much needed combat Edge for 1 round might sound like a real asset, it leaves you with fewer Bennies to spend on soaking wounds.

Legendary Edges cannot be gained through Heroic Determination.

Joker's Wild

Whenever a player character draws a Joker during combat, he receives the normal +2 bonus to Trait and damage rolls, plus all players receive a Benny.

Modification Chart

Type of Modification	Repair Roll Modifier	Time to Complete	Base Cost
Add/Replace Weapons	+0	6 Hours	Weapon Cost
Increase Acc or TS by +5	-2	2 days	1d4 x 50
Increase Acc and TS by +5	-4	3 days	1d4 x 100
Armor increased by +1	-1	1 day	1d6 x 100
Armor increased by +2	-2	2 days	1d6 x 200
Armor increased by +3	-4	3 days	1d6 x 400
Improve Firearm Damage +1	-2	2 days	1d6 x 200
Improve Firearm Damage +2	-4	3 days	1d6 x 400
Negate –1 Driving penalty	-2	1 day	1d4 x 50
Negate –2 Driving penalty	-2	2 days	1d4 x 100

Modifying Items

Characters can modify the speed, suspension, armor, and weapons of vehicles. Modifying a vehicle can mean something as complex as redesigning key systems to work better; or something as simple as entirely replacing old armor with new and improved plating, and removing current weapons to replace them with bigger and better things that go boom.

To make a modification to a vehicle, roll the Repair skill. The type of modification determines the modifier to the roll and the time required, as shown on the Modification Chart. The base cost is in the current currency of whatever town the modifications are being conducted at, and covers the cost of any parts and additional labor needed for the work. Bartering can be used to adjust the final cost.

Adding or replacing weapons: Adding or replacing weapons is the most straightforward type of modification, and requires the characters to actually have the weapons on hand.

Increasing acceleration and top speed: To increase a vehicle's acceleration and top speed, the characters are going under the hood and modifying the engine. It isn't easy, and a lot can go wrong (as conveyed through the Repair roll modifier).

Increasing armor: This isn't the same as simply replacing the armor. In this type of modification, the characters are actually reinforcing and modifying the vehicles armor to be tougher and heavier. Not only does this type of modification take time, but depending on how much the armor has been modified, the vehicle might suffer a decrease in speed and handling.

Improving firearm damage: The characters are modifying the onboard guns to pack more of a punch. There's a limit to how far a weapon can be pushed, though, and the more it is modified the better chance it will go kaboom at a very inopportune moment.

Negating Driving roll penalties: By upgrading a vehicle's suspension system, the characters can get better handling out of it, possibly helping off-set some of the issues of bad terrain or mounting heavier armor.

Making the Repair Roll

Once the characters decide on the type of modification they're going to attempt, they must make a Repair roll and apply the listed modifier.

On a Critical Failure, not only did the modification not work, but also the vehicle is somehow damaged. Apply the opposite of what the characters were attempting. In other words, if they were attempting to increase the ACC and TS by +5, both are reduced by –5 instead.

Vehicle Armor Modifier

Armor Modification	Driving Roll Modifier	Acc/TS Modifier
Armor increased by +1	-1	No Change
Armor increased by +2	-2	–5/–10
Armor increased by +3	-4	–10/–20

Firearm Failure

Damage Increase	Shooting Die rolls a 1	Critical Failure
+1	Jammed	Breakage
+2	Breakage	Backfire

If they were trying to improve the armor by +2, it is reduced by –2 instead.

On a failure, the time is wasted and the modification didn't work. Whatever they were attempting, it was a complete failure, but the vehicle isn't damaged and retains the pre-modification stat.

On a success, the modification worked. On a Raise, the character completed it in half the time.

Special Considerations

Modifying a vehicle's armor or weapons brings with it additional problems for the vehicle.

When improving a vehicle's armor rating, consult the Vehicle Armor Modifier Chart for the degree of armor improvement. The vehicle suffers a penalty to Driving rolls and speed due to the extra weight of the armor.

Modifying a firearm to do more damage brings with it some serious risks. Whenever the Shooting or die rolls a 1 (regardless of Wild Die), or the attack suffers a critical failure, consult the Firearm Failure chart for the consequences.

Backfire: The gun goes kaboom, damaging the character. Reduce the damage of the weapon by –1 die type, and then roll damage normally. A handgun that does 2d6 damage, for example, rolls 2d4 damage when it explodes on a backfire. Armor applies as normal, but the damage cannot be Soaked.

Breakage: Tough luck for the character, but pushing the gun too far has now made it completely useless. It cannot be repaired, and a new weapon will have to be obtained.

Jammed: The gun jams and requires a Repair roll at –2, and two rounds of effort, to get it working again.

THE LIVING DEAD PRIMER

Current Understanding of the Living Dead

In the years following the outbreak, many of the assumptions believed to be true about the Living Dead have been thrown to the winds. Although the original rules still hold for the most basic variety of Living Dead, insane experimentations and pathogenic mutations have altered the war for survival. Now Living Dead exist with memories of their past and full cognitive abilities, gathering an army of basic ghouls around them as they lead assault after assault on the last havens of humanity. Others have shown physical abilities beyond what they possessed in life. Meanwhile, experimentations into ways to modify and control the creatures have resulted in new breeds of horrors. Some of them are not dead at all, but living beings with incredible ability.

Living Dead Basics

The information provided on the Living Dead represents the basic Shamblers and Sprinters. In the years since the outbreak, a variety of factors have given rise to a myriad of Living Dead, though your two basic types are still the majority. When facing one of the other forms of Living Dead, survivors must contend with a dangerous game of trial and error to discover what distracts them, the extent of their physical and mental capabilities, and any other unique features they might possess.

The GM, using special rules you players don't get to see, creates unique Living Dead.

In short, if you're set on venturing into the Rotter Lands, then you'd better pay attention.

How They Hunt

The first thing to understand when surviving in a world of the dead is their hunting patterns. Luckily, your typical Shambler and Sprinter still comprise the bulk of the Living Dead population, and what has been understood for the past four years still largely holds true where they are concerned.

Originally, it was believed the Living Dead did not possess specific hunting patterns. Careful research in the years following the outbreak has introduced a new theory that is commonly accepted throughout the Rotter Lands. Leading researchers have suggested the Living Dead use the same type of hunting process found in sharks and other animals known as the Levy Walk (or Levy Flight, depending upon to whom you talk). What this entails is short movements in many different directions before taking a longer migration and repeating the process. Such a hunting process would be very effective in finding human enclaves in even the largest of the ruined cities, and would account— along with their attraction to even the most basic noise— for the effectiveness with which the Living Dead are able to track most survivors.

Although the theory has yet to be empirically proven, it is generally accepted as fact over the earlier belief that the Living Dead moved about randomly and without purpose until they accidentally came upon living victims.

Another important factor to consider is the extent of their senses. The Living Dead are fantastic hunters, whether in broad daylight or pitch darkness. Even without eyes, they are unable to effectively navigate around obstacles, still able to find their prey and move to its general location. The reason for such a feat is simple: although living humans tend to rely on sight, the average Living Dead uses all five of its senses equally. They can smell the living as effectively as they can hear the smallest breath or the loudest explosion. The Living Dead also seem able to pinpoint the direction of a sound, even when reverberated through an urban environment, and converge on the exact location.

The living does have an advantage, however. Although the Living Dead no longer rely on a single, dominant sense, for some reason they are easily distracted by noise. More so than following a scent or touch, the Living Dead are drawn to sounds of any type. Firearms, explosions, even yelling, all serve to attract the ghouls, in a majority of cases even causing them to abandon whatever action they were undertaking— including feeding— to seek out the source.

The final thing to consider is the moan. Unlike every other predator, which hunts in silence and only makes noise to defend itself or intimidate potential threats, the Living Dead often (but not always) moan at the first sight of the living, effectively alerting the prey and allowing it to take countermeasures. Researchers, though unable to prove their theory, firmly believe the moan is a form of communication between the Living Dead— a way for them to alert others to the discovery of the living.

If the experts are correct, and the moan is actually a form of communication, then many more questions must be asked as to the exact nature of the creatures and what other social— or cooperative— abilities they might possess.

Regardless of the reason behind it, one thing that cannot be debated is the effect the moan has had on the living. Many have been driven insane by the sound, especially when surrounded by dozens or more, with the moan continuing for days or weeks at a time.

Physiology and Mental Capacity

Knowing what to expect when it comes to the physical and mental capabilities of the Living Dead is where things get hairy. In the beginning, it all seemed simple. The Living Dead had lowered coordination and reflexes, didn't posses strength greater than they had in life, didn't have much in the way of thought processes, and didn't plan ambushes or attacks. They simply migrated about in search of living creatures to eat, attacked, and then eventually moved on.

Four years later, the world isn't as simple. Encountering a basic Shambler or Sprinter means the old rules are still in play. Unfortunately, between the secret experimentations, pathogenic mutations, and whatever other insanity has been wrought on the world, the Living Dead have changed. Now you have completely intelligent Living Dead, called Rotters, who can not only feign being one of the original Shamblers or Sprinters long enough to get close to a victim, but can also plot, scheme, and command entire Living Dead armies. Other Living Dead have had an increase to their physical attributes; increasing the danger of falling to them should they get in too close.

Meanwhile, experts have begun studying exactly how the Living Dead physiology works. Although it is widely believed that the creatures possess no blood flow, since the heart doesn't beat, the questions remain as to how the virus continues to survive within them, and how the brain is prevented from drying out. Not only that, experts are still unclear how the Living Dead avoid livor mortis. Theories abound, including the virus containing some sort of self-propellant capability like normal human cells.

Further studies have been conducted, probing into the Living Dead physiology in an attempt to determine how the Living Dead can moan and why their lungs have not deteriorated beyond the point of expelling air. Other studies seek answers as to how they can freeze in the winter and successfully thaw in the spring, how the muscles and other necessary anatomy can function enough to allow them movement when all internal organs except the brain appear dead, and why the rate of decay is much slower than originally theorized.

The mental capabilities of the Living Dead can vary as much as their physical abilities. While the most basic specimen appears to have no concrete memory of its previous life, some Living Dead have been observed mimicking specific actions or rituals from when they were alive, such as the Living Dead carpenter who still carries a hammer and will absently pound on objects, the former musician that still attempts to play its instrument, or the cheerleader who still shakes its pom-poms.

Furthermore, the basic Living Dead are incapable of climbing ladders or opening doors. In fact, whether or not the creatures can even stumble up a flight of stairs is questionable, and varies depending upon the Shambler or Sprinter.

Of course, as is a common theme when discussing the Living Dead, the years since the outbreak have given birth to a variety of new capabilities. When facing the Living Dead, use extreme caution and be prepared for everything— especially a Rotter in disguise.

Social Habits

As if the variable physical and mental capabilities of the Living Dead weren't bad enough, experts have also struggled to catalogue the social structure of the creatures. Once again, what was once considered accurate has been tossed to the winds.

Reports have been made of multiple Living Dead overtaking a particular area, and then maintaining a central location where Shamblers held Infected Newborns like they would have infants and toddlers in their normal lives, while Sprinters roam the perimeter in what could only be described as a guard pattern.

While those reports are disturbing enough, experts have also devised a theory for the Living Dead horde. Most of the basic Living Dead, when encountered in singles or very small groups, are not much of a threat to humans. The real danger manifests when a large group of them— called a horde— swarm on the human prey. Then, the hapless targets are facing a serious threat. Given that the Living Dead seem to have no solid means of overall communication and can wander about alone as easily as in a group, studies of the creatures have likened them to a colony of bees. Like a bee, each Living Dead somehow knows what it must do for the continuation of the colony— which in this case could mean the Living Dead species as a whole. They have no concern for their individual existence or well-being, only the continued forward progression of devouring the human race.

Whether or not such a model accurately reflects the Living Dead is still up for debate, but it serves as a starting point to understanding an enemy that might not be as unpredictable as once believed.

Combating the Living Dead

When traveling the Rotter Lands, it's important to remember that the best way to combat the Living Dead is to be gone before they arrive. An early warning system, even if only a minute or so, can allow you to avoid the risk of infection that a confrontation brings with it. To that end, animals are fantastic companions to have along. Whether it's man's best friend or a beast of burden, animals do not like the Living Dead and can sense (or smell) them coming before they reach you. It bears mentioning, though, that while the

infection can't transform animals into the Living Dead, that doesn't stop them from being attacked the same as any human. The Living Dead do not care what species of prey they devour, as long as they are able to consume living flesh. So, while your dog or horse might save your life, remember that they are prey the same as you, so don't leave them behind unless you have no other option.

In the unfortunate situation where you are forced to directly confront the Living Dead, it's best to know your options. Luckily for everyone, information has remained reliable when it comes to taking down a ghoul. Whether you are facing one of the basic Shamblers or Sprinters, a Rotter, or one of the Living Dead with a special surprise waiting to take a pound out of your hide, the tried and true methods of making them stay down still work.

First of all, remember that you aren't facing raiders, Brutes, Ferals, or Ragers (and count yourself lucky). The Living Dead, despite the first part of the name, are not alive. Well, not in a way the experts have managed

to understand yet. You can cut off a limb, blast them square in the chest, and even rip out their internal organs; but if they have a way to grab you, they'll still make you their next meal.

In other words, fight a Living Dead the way you would a live opponent, and expect to have your number punched. If you want to take them down, regardless of the type, go for the head. Only by having their brain destroyed will a Living Dead stay down for good. Anything else is simply a waste of time and energy—and they have much more of both than you ever will.

We Are Already Them

Folks insert a blade into the base of the skull, or more savagely crush the skull, of anyone who dies, and for a very good reason: what makes the dead become the Living Dead is already inside of us. It doesn't matter how we die, as long as the brain is intact. Of course as we all know by now, a bite from one of the things will make the transformation happen faster, but that is because a bite contains a concentrated dosage of the pathogen that rapidly works through the bloodstream; first causing extreme illness and fever, then death, and then . . . well, you know. Death by other means causes the process to take longer, but only by a couple of hours. The reasons for this are still unknown, though rumors persist (as they always do) that some sort of breakthrough was made in Colorado a few months after the outbreak. If that's the truth, no one told the rest of the world what mysteries were solved, and humanity is no closer to understanding it today than they were when it first happened.

Other Monsters to Watch For

Sadly, the Living Dead aren't the only things to watch out for, whether you're in the Rotter Lands or a settlement.

Ragers are a serious problem. Huge, hulking, and covered in fur, these creatures are damned difficult to put down and are extremely fast. A single Rager has been seen many times ripping apart an entire group of people. They usually hunt in packs at night, and have an issue seeing in bright lighting or daylight.

Ferals are the lesser cousins of Ragers. Although they are fast, they lack the enhanced physical abilities of their larger counterparts. They also lack the sensitivity to light, and are known to openly hunt in daytime.

Brutes are the result of a wild strain of the Rager virus, and possess abilities somewhere between a Rager and Feral. The interesting thing is that they also possess human intelligence. Though they are considered a danger, approach a Brute slowly before attacking. While many of them are ready to rip any human apart, there are some who wish to rejoin human society (such as it is), and are willing to do what is necessary to prove their worth. Although many settlements refuse to allow Brutes inside their walls, it's an oversight and prejudice that could cost them in the end. Brutes are immune to any type of further infection, and make excellent soldiers against the Living Dead and Ragers.

Finally, although a Living Dead, this particular threat deserves its own mention: Rotters. Living Dead who have maintained their human intellect and memories, these creatures are one of the greatest threats to us all. Determined to eradicate humanity and assume what they feel is their rightful place upon this Earth, the Rotters usually serve the Church of the Eternal Prophet— a religious organization that preaches Rotter supremacy. No human has yet infiltrated the church and survived, so exactly what their true game is, or if there really is some sort of prophet in the center of it all, is anyone's guess. Nevertheless, Rotters are as difficult to kill as any Living Dead, and with the ability to plot, scheme, and strategize, they are a threat that cannot be ignored. Granted, not all Rotters follow the teachings of the Church, and some have attempted to reintegrate into human settlements. Like with the Brutes, they are an asset in battle. Unlike with the Brutes, however, a town never knows whether or not the Rotter is actually an agent of the Church.

Rules for the Living Dead

The following section contains the rules for encountering and combating the Living Dead, as well as the mechanics for handling the infection in your games.

Damaging the Living Dead

Damage for the Living Dead is handled differently than other characters in Savage Worlds.

Wild Card Living Dead never suffer from wound modifiers. That's not to say, however, that the Living Dead are not affected by damage. Whenever a Wild Card Living Dead takes damage, the **Gritty Damage** rule still applies, and the Living Dead receives an injury from the Injury Table. The main difference is that the Living Dead does not heal, and the injury is considered permanent.

Otherwise, damage is not recorded for the Living Dead. It doesn't matter if it sustained 1 wound this

round and 2 wounds the next round. Having 3 or more wounds means nothing; except for the associated injuries they've received.

When attacking the head of a Wild Card Living Dead, record the damage normally. A head shot is the only damage that will cause a Living Dead to suffer from wound modifiers. Once a Living Dead has reached Incapacitated through head trauma, it is considered dead. There is no roll on the Incapacitation table.

For Extras, receiving 1 wound to the head immediately puts it down for good. Otherwise, the creature continues its progress as though nothing happened to it. Extras do not receive injuries from the Gritty Damage rule.

Example: *A Wild Card Living Dead Sprinter is attacking the character. The character fires randomly at the ghoul, scoring two wounds that didn't hit the head. Although the GM rolls on the injury table for the damage, he does not record the damage as wounds and the Living Dead does not suffer any wound modifiers to its rolls.*

Next round, the character gets his wits about him and takes aim, scoring a wound through a head shot. The Living Dead takes another injury, now suffers 1 wound modifier, and the damage is recorded. Once the ghoul reaches Incapacitated through called shots to the head, it is finished.

Distracting the Living Dead

Living Dead with a Smarts (A) are easily distracted by noise. To distract such a creature, use the Trick maneuver in a Smarts vs. Smarts opposed roll, or a Test of Wills using the Taunt skill.

Other mechanics for distracting the Living Dead can be tailored by the GM as best fits the scene.

Infection

Facing the Living Dead should never be taken lightly. One solid bite that breaks the skin and it's all over. The infection is fast acting and terminal. If a character is bitten by one of the Living Dead and receives at least 1 wound after Soaking, they are already knocking on death's door.

Once infected, it's just a matter of time. But how long?

The GM secretly makes the roll to determine the amount of time. Typically, this mechanic is used when one of the characters becomes infected. For a non-player character, the GM should have the transformation take place at whatever rate best suits the story.

Once a Living Dead bites a character, he goes through an incubation period while the pathogen races through the bloodstream. The number of wounds the character received determines how long the incubation period lasts. For characters that receive wounds from multiple Living Dead, the incubation period is determined by the most serious injury suffered from a Living Dead attack, not the total wounds received.

- One Wound: If the character only received a single wound, the bite isn't usually deep. Roll 1d20 to determine the number of days before the incubation period ends.

- Two Wounds: When a character receives 2 wounds from a Living Dead's bite, the injury is usually severe enough that the virus has entered the bloodstream. Roll a d12; the result is the number of hours before the infection starts affecting the character.

- Three (or more) Wounds: If a character receives at least 3 wounds from a single bite, roll 1d6. The result is the number of minutes before the infection begins to affect the character.

Example: *A character is attacked by a Living Dead and receives 1 wound. His incubation period is 1d20 days. The next round, another Living Dead attacks him and does 2 wounds. Although the character now has 3 wounds, the most serious attack only caused 2 wounds. The incubation period is now 1d12 hours.*

Once the incubation period ends, the infection takes hold and the victim begins suffering from a high fever. The character immediately receives a level of Fatigue, and he'll continue to gain a Fatigue level each hour until falling unconscious.

Once the character receives his first Fatigue level, he must make a Vigor roll and include the modifier from

Moan / Spirit Modifiers			
Number of Living Dead	**Modifier**	**Length of Time**	**Modifier**
10	-1	12 Hours	-1
20	-2	1 day	-2
50+	-4	2 days+	-4

the Fatigue. If the character succeeds, he continues to make another Vigor roll when an additional Fatigue level is received at the end of every hour. If the character fails the Vigor roll or becomes Incapacitated from Fatigue, he is dead. The character is gone, and the player is free to create a new one using the replacement character rules from the advancement section of *Savage Worlds*.

Once the character has died, roll 1d6. The result is the number of minutes until he revives as one of the Living Dead (unless the brain is destroyed first).

Example: *A character has been bitten by a Living Dead and receives 1 wound. The GM rolls 1d20 and gets a 14, indicating an incubation period of two weeks.*

Two weeks later, the infection takes hold of the character and the fever begins. The character receives a level of Fatigue, and must immediately make a Vigor roll at a –1 penalty. The character rolls a 5, reduced to a 4, and continues to live. An hour later, the character gains a second level of Fatigue. Now, the character makes a second Vigor roll at a –2 penalty. Once again, the character succeeds. On the third hour, the character becomes Incapacitated and dies. The GM secretly rolls a d6 and gets a 2. Two minutes after death, the character revives as one of the Living Dead.

Unfortunately for the survivors, dying from a bite isn't the only way someone becomes a Living Dead. When a character dies by any means (as long as the brain wasn't destroyed), roll 1d6 to determine how many minutes until he reanimates.

Moan of the Dead

Whenever the Living Dead first notice their prey, they unleash a moan that is extremely unsettling to anyone who can hear it. The ghoul makes an Intimidation roll against any target it notices (see **Test of Wills** in *Savage Worlds*).

Likewise, a crowd of Living Dead can make a collective moan against one or more targets. Treat this as a group Intimidation roll (include a Wild Die) against each target's Spirit.

If the crowd succeeds against one or more victims, it gains the normal benefits of a successful Test of Wills. This benefit is granted to only one Living Dead in the crowd—not the entire crowd. If the Living Dead cannot reach a victim that failed the Test of Wills that round, then the benefit is wasted.

Hearing the moan for a continuous amount of time can also cause a person to slowly go insane. If a character

is trapped so that they are constantly exposed to the moan, make a Spirit roll. The roll suffers a penalty based upon the number of Living Dead and how long the exposure to the moan has continued. A group of survivors surrounded by 20 Living Dead trapped in a building for the past 12 hours, for example, would suffer –3 to the Spirit roll.

If the Spirit roll is a Critical Failure, the character permanently loses one die step in Spirit, to a minimum of d4. The moaning has broken him, and he'll likely never be the same again.

If the Spirit roll is a failure, the character loses one die step in Spirit until the moan finally ends and he can get at least 8 hours of uninterrupted sleep.

On a success, the character has managed to grit his mental teeth and resist the moaning beating like a drum against his mind.

Removing an Infected Limb

If a character received an injury to a limb from a Living Dead attack, there is still a chance the infection could be stopped by removing the limb.

First, the limb must be removed before the incubation time has expired. In other words, for a character who received 3 wounds from a single bite and for whom the GM rolled a 5 on the d6, the limb must be removed within 5 minutes.

To remove the limb, a Fighting roll is made against the victim's Parry. If the victim is restrained, the Fighting roll is against a Parry 2. It requires 3 wounds before the limb is removed (which means the one doing the amputation might find himself hacking or sawing for a few rounds before he accomplishes the grisly task). Removing a limb is never easy, and causes considerable trauma to the body.

Once the limb is removed, the victim makes a Vigor roll at –3 (the wound penalty) or becomes Incapacitated. Once the character is Incapacitated, roll on the Incapacitation chart as normal, but ignore any temporary injuries. The character has already suffered a permanent injury, and gains the One Arm or One Leg Hindrance as appropriate.

Even severing a limb, however, doesn't always stop the Infection. After the limb has been removed, the GM secretly rolls a d6. If the roll is a 5 or 6, the infection continues to spread, and severing the limb did nothing to stop it.

Automatic Weapons, Area Effect Weapons, and Flamethrowers

In addition to the traditional head shot method, automatic fire, area effect weapons, and flamethrowers are also good weapon choices for eliminating the Living Dead. When a Living Dead reaches Incapacitated through such weapons, it's considered destroyed due to **Severe Damage**. Although the brain might still be active, the body is damaged enough that it's no longer a threat. The exact type of damage is left up to the Gamemaster, but should range from missing limbs to the body being cut in half from the impact.

Firing into a Crowd of Living Dead

It's unlikely, regardless of what the dice say, that a character firing into a Living Dead horde is going to fail to hit anything. As long as the Shooting die (regardless of Wild Die) doesn't come up a 1, apply the following mechanic when firing into a group of Living Dead.

Whenever a character fires into a crowd of Living Dead and fails the Shooting check (as long as he doesn't roll a 1 on the Shooting die or rolls a critical failure), he automatically hits a number of ghouls equal to the weapon's Rate of Fire. Use the normal rules for Double Tap, Three Round Burst, or Automatic Fire.

If any of the Shooting dice rolled a success or greater, the shot is considered a head shot.

Example: A character firing into a crowd of 10 Living Dead with *an M-16 on Auto rolls 3 Shooting dice and 1 Wild Die. The Shooting dice come up 3, 5, and 2, which are adjusted to 1, 3, and –1 due to the –2 penalty for firing on Auto. The Wild Die comes up a 4, adjusted down to 2. Although the character would normally miss all the shots, the 3 Shooting dice still all hit (since none of them rolled a 1). The character rolls damage for each shot against the 3 Living Dead, checking for Severe Damage with each hit.*

Had any of those Shooting dice scored a success or raise, the hit would have automatically been applied as a head shot.

SURVIVOR TOWNS

Since the outbreak four years ago, the world has become a very different place. Gone are the electrical grid, the Internet, cellular communication, congested traffic, and the mass manufacturing of goods. Now the human race survives in a dangerous wasteland known as the *Rotter Lands*, gathering in precariously created towns.

Not every town is the same. Some are nothing more than shantytowns with little to no defenses and barely any food— a collection of individuals hoping to scrape together whatever meager means of survival they can manage. Others are sprawling, walled cities with hundreds of soldiers, manufacturing capabilities, and vast food reserves. A majority, however, are somewhere in the middle, managing a delicate balance between defense, shelter, and food.

With the many roving bands of raiders, slavers, mercenaries, and Living Dead, the ability of a town to not only house and care for its citizens, but also provide for their physical safety, marks the thin line between life and death.

Influence

Influence is gained through the Survivor Leader Social Edge, and can be spent to build and increase the character's own town. That, however, isn't the only usage for Influence. Characters can also use Influence to increase the resources of towns they visit, in essence allowing them to customize places their travels will take them to in order to gain a slight advantage.

Should You Build a Town?

Building a town is not going to be for every group. The main question to ask is whether or not the group really wants to deal with managing their own settlement, and whether or not they want to invest in the Edges necessary to do so. While running a town and having a main base of operations can lead to a very different type of campaign, for those groups who want to pursue the Plot Point Campaign, investing in Edges that directly relate to survival and interaction would be a better investment, since they would be spending very little time in the town they've constructed.

Regardless of how and when Influence is spent, the points are gone once used. Influence does not replenish, and the only way to gain more is to take additional applications of the Survivor Leader Edge. Use it wisely.

Size

You've decided you want to build and manage your own town. Well, good for you— but it isn't an easy endeavor. Besides the various personality conflicts, resource management issues, and invasions your town will suffer, you also have to worry about keeping your needy citizens loyal and happy.

Town Construction

Size (Population)	Influence Cost	Resource Points	Frequency	Trait Die
Way Station (up to 10)	2	3 (includes shelter resource)	Once every 2 months	d4-2
Small (50)	5	6	Once per month	d4
Medium (100)	10	12	Twice per month	d6
Large (200)	15	18	Once per week	d8
Gigantic (500)	20	25	Twice per week	d10

The first thing to do when building a town is to determine its size. Each size category costs a number of Influence points, which are gained by taking the appropriate Edges. Additionally, each size comes with its own population, resource points that are used to construct the actual kingdom, and a frequency for how often you must participate in an Upkeep Mission. The larger the town, the more that can go wrong.

Influence Cost: The cost in influence points to construct the basic survivor town. This represents claiming the land and recruiting the citizens. Influence can be pooled together by multiple characters with the Survivor Leader Edge to purchase a larger town size.

Size (Population): Determines the general population of the town, which is used when purchasing military resources, as well as for figuring opposing forces for Upkeep Missions.

Resource Points: The amount of points the town receives for determining initial resources.

Way Stations, by their very nature, automatically receive a building for free as a Shelter resource. The building is considered the equivalent of a two point **Basic Houses**, **Multi-family** resource.

Frequency: How often the town must conduct Upkeep Missions.

Trait Die: When an Upkeep Mission is not run as a full adventure, the town's Trait die is used in place of character Traits, as detailed in the specific mission types.

Way Stations

Way Stations are outposts found throughout the Rotter Lands where travelers can get food, basic supplies, and information. Only a few individuals operate each one, and raiders usually leave the stations alone. Typically, Way Stations will assist any traveler or group.

A Way Station can make an acceptable base of operations for a very small group of characters. Unless the station possesses NPCs who assist with operations, it never has to conduct Upkeep Missions or check for loyalty. If the characters operate a particular station on their own, the GM should work with the players to determine what happens to it if they are away for too long.

Town Hindrances

Town Hindrances function the same as character Hindrances. A Minor Hindrances grants 1 point, and a Major Hindrances gives 2 points. Points gained from Hindrances cannot be used as resource points, and can only be used to purchase Town Edges.

Low Combat Morale (Minor)

The town's military is not the bravest bunch of people. When conducting a Mass Battle, Morale checks suffer a –2 penalty.

Overbearing Military (Minor or Major)

The town's military might be effective at defending the settlement, but they are little more than organized thugs when interacting with the citizens. As a Minor Hindrance, all loyalty checks which use the military forces resource suffer an additional –1 penalty. For a Major Hindrance, the loyalty checks suffer an additional –2 modifier.

Towns without a military forces resource cannot take this Hindrance.

Poor Location (Minor)

The town wasn't built in the safest location and is the target of regular raider attacks. Whenever rolling on the Upkeep Mission chart to determine the type of mission, –2 is subtracted from the roll.

Poor Resource Management (Major)

The citizens might be loyal and the facilities superior, but poor resource management places the entire settlement in a precarious situation. When making loyalty checks at the end of an Upkeep Mission, the highest resource is reduced –1 level on a success, and –2 levels on a failure.

Weakened Defenses (Major)

The town's constructed defenses possess serious weak spots. When running an Invasion Upkeep Mission and using the Dramatic Task Method, the town's roll automatically suffers a –2 penalty. When using the Mass Battle rolls, the Battle Roll suffers a –2 penalty. If using the Upkeep Mission as a full adventure, the attackers can take a –4 penalty to attack rolls to break through the walls. If the attack is a success, roll damage normally and then double the total.

Town Edges

Just as with normal Edges, Town Edges cost 2 points per Edge. The Edges cannot be purchased with normal resource points, and can only be obtained through the points gained from Town Hindrances or by spending Influence.

Unless otherwise stated by the Edge, each Town Edge can only be taken once.

Dedicated Citizens

Requirements: None

The citizens, though not always living in the best of conditions, are more dedicated to the town than normal. When making a loyalty check, add +1 to the total.

Improved Dedicated Citizens

Requirements: Dedicated Citizens

In addition to receiving a +1 to all loyalty checks, the town's Loyalty Die is increased +1 die type.

Fuel Reserves

Requirements: None

The town has enough fuel reserves to run some vehicles, but must carefully ration them and raid to get more. The ability to use armored vehicles, or even any vehicles to help facilitate travel and cargo hauling, provides a +1 bonus to Loyalty checks.

Improved Fuel Reserves

Requirements: Fuel Reserves

The town has abundant fuel supplies, perhaps from a nearby large military depot or even a nearby refinery. Loyalty checks receive a +2 bonus.

Electrical Power

Requirements: None

Whether through solar power, wind power, or some other means, the settlement has access to electricity. The power can only be run 6 hours out of every 24-hour period. Due to having power, the settlement adds +1 to loyalty checks.

Improved Electrical Power

Requirements: Electrical Power

The settlement is able to run its electricity without normal interruption for 12 hours out of every 24-hour period. Additionally, the settlement now adds +2 to all loyalty checks.

Experienced Leadership

Requirements: None

The settlement has an experienced leader running the show, and is able to better handle the normal maintenance of upkeep and keeping its citizens loyal. Whenever making a roll using the upkeep die or the loyalty die, the roll also uses a d6 Wild Die and is now considered a Trait roll. Bennies can be spent on the roll as normal.

Improved Experienced Leadership

Requirements: Experienced Leadership

Due to extremely effective leadership, the town's Wild Die is a d8.

Railroad Control

Requirements: None

The settlement is built along the rail lines and possesses its own station and diesel engine, granting it the ability to move people and cargo with relative ease.

Ruling Council

Requirements: None

Instead of one player rolling the town's Trait die or Loyalty die and applying the result, two players can each make the rolls and use the highest total.

Improved Ruling Council

Requirements: Ruling Council

All players can make a roll using the town's Trait and Loyalty dice and apply the highest roll.

Town Resources

Each town has its own resources that determine how loyal the citizens are, how susceptible it is to invasion, and how effectively it can manufacture its own goods or care for the sick and injured. Not every town will have all of the comforts its people might desire, and

how well it can provide for them is determined by the size of its population. The larger the town, the more manpower it can muster to improve the quality of life.

Each of the eight resources below details the benefits it brings to a town. While some provide direct bonuses to skill rolls, others only provide a modifier to the Loyalty Check for Upkeep Missions. The cost for each resource level is listed in parenthesis.

Constructed Defenses

More Than One Barrier Type

Some towns might have more than one type of barrier surrounding it. In such a case, the cost for such a design is the highest cost of the barrier types.

For example, if a town has a portion of its perimeter guarded by a chain link fence, while another section has a makeshift wall, the cost is equal to the most expensive of the two barrier types: 3 resource points for the makeshift wall.

A town's constructed defenses are its erected barriers. Such defenses can range from simple wooden walls, to makeshift vehicle remains, to heavily constructed brick or cinder block defenses.

By default, the walls are 2" (12 feet) high and have platforms for guards to view the surrounding area. For each additional 1" (6 feet) to the height, add +1 to the cost. All walls are constructed with battlements and walkways, which provide medium cover to the guards.

Chain link fence (1): A chain link fence surrounds the settlement. Although the fence provides no cover bonus, it is useful for keeping the Living Dead at bay— as long as there are not too many of them pushing against a single area of the fence to topple it over. Toppling a section chain link fence requires a Strength check at a –4 penalty.

Wooden wall (2): The town is surrounded by a wooden wall that has Toughness 9, and provides +3 Toughness to anyone using it as cover.

Constructed Defenses

Type	Toughness	Obstacle Bonus	Battle Modifier	Loyalty Modifier
None	—	—	—	-2
Chain Link	6	+0	+0	-1
Wooden	9	+3	+0	+0
Makeshift	12	+4	+0	+0
Cinderblock	15	+6	+1	+1
Brick	17	+8	+1	+1
Steel	20	+12	+2	+2

Makeshift wall (3): A town with this type of barrier has piled various derelict vehicles to create an artificial barrier. The wall has Toughness 12 and provides a +4 Toughness bonus.

Cinder block wall (5): The town spent a considerable amount of time and resources on its defenses, erecting a wall of cinder block to keep the Living Dead and raiders at bay. The wall has a Toughness 15, and provides a +6 Toughness bonus to anyone using it as cover.

Brick wall (7): Another type of wall that displays an expenditure of resources and manpower, a brick wall has Toughness 18 and provides a +8 Toughness bonus to anyone using it as cover.

Steel wall (14): Typically seen only in government zones and enclaves, a steel wall is the ultimate defense. Steel walls have a Toughness 22, count as Heavy Armor, and provide a +12 Toughness bonus to anyone using them as cover.

Food Resources

A town's ability to provide food for its citizens is a key factor in its longevity. No matter how well fortified the walls, how well trained the soldiers and militia, or how advanced it is in manufacturing, a settlement that fails to provide basic needs to its citizens will soon find itself in the middle of a mass exodus, or worse.

Poor (1): The town is unable to provide enough food to feed its citizens adequately, and has to enforce heavy rationing that can cause many citizens go a day without eating.

Minimal (2): Although the town enforces a rationing system, a vast majority of the citizens still receive at least one solid meal a day.

Adequate (3): The town is able to provide enough food for its citizens to eat regularly, but stores are always low and the slightest disaster could see the food supplies dramatically reduced.

Abundant (4): The town tends crops, raises livestock, and is able to not only provide plenty of food for its citizens, but also maintain reserves in case of an emergency.

Food Resources

Resource Quality	Loyalty Modifier
None	-4
Poor	-2
Minimal	-1
Adequate	+0
Abundant	+2

Manufacturing Capabilities

A town's manufacturing capabilities translates directly into a bonus to the associated crafting rolls.

Each type of manufacturing must be purchased separately, and one type of manufacturing resource does not provide a bonus to a separate type. In other words, a settlement that possesses an Advanced Blacksmithing resource would provide a +1 bonus to crafting rolls for things like horseshoes, swords, and armor, but would not provide the bonus for making clothing or survival gear.

If a town does not possess a specific type of manufacturing, all associated crafting rolls suffer a –2 penalty.

Basic Manufacturing (1): The town possesses the basic materials and facilities needed to created specific types of goods. The crafting roll does not receive a penalty, but nor does it receive a bonus.

Advanced Manufacturing (2): At this level, the town possesses a cache of relevant supplies, and facilities that actually assist in the manufacturing. Crafting rolls receive a +1 bonus for making that type of item..

Superior Manufacturing (3): The town contains a vast supply of the needed supplies, as well as the facilities to create items that rarely contain defects. Crafting rolls receive a +2 bonus for making the associated items.

Manufacturing Capabilities

Resource Quality	Crafting Modifier
Basic	+0
Advanced	+1
Superior	+2

Mechanical Resources

A town's mechanical resources directly relate to the Repair skill and how easy or difficult it is to modify existing items. The kingdom's level of mechanical resource provides a bonus to the Repair skill when used to modify existing items.

A town without mechanical resources causes a –2 penalty to the related Repair check for modifications.

Basic Garage (1): The town possesses enough workspace and tools that vehicles can be repaired, and armor and weapons modified, without running undo risk of damaging the vehicles.

Advanced Garage (2): The garage contains the necessary lifts, as well as a full array of tools and other equipment needed to conduct modifications and repairs to most vehicles.

Superior Garage (3): Towns with this type of garage have committed considerable resources to making sure vehicles can be easily upgraded and repaired. Most towns with this type of garage rely heavily upon armored, engine-powered transports.

Mechanical resources

Garage Quality	Bonus
Basic	+0
Advanced	+1
Superior	+2

Medicinal Resources

The medicinal resources of a town provide a bonus to Healing skill checks. In some instances, a town's ability to treat injury and disease could very well mean the difference between life and death.

Towns without medicinal resources cause a –2 penalty to all Healing checks.

Basic Services (1): The town is only equipped with a basic medical kit used to treat mostly minor injuries. It provides no bonus to the Healing roll, but eliminates the penalty for not having adequate resources at all.

Clinic (2): The town has established a full-blown medical center, allowing medical personnel to treat minor and serious injuries, and is equipped with an array of needed equipment. A clinic provides a +1 bonus to Healing rolls.

Hospital (3): After investing considerable resources in the health of its population, the town has established a complete hospital within its borders. Able to treat all forms of injury and disease, the hospital is staffed with professionals dedicated to the survival of the human race. Hospitals grant a +2 bonus to all Healing rolls.

Medicinal resources

Medical Facility	Bonus
Basic Services	+0
Clinic	+1
Hospital	+2

Military Forces

A town's walls and constructed defenses can only go so far in repelling a raider invasion or horde of Living Dead. Even the hardiest walls can be blown through or scaled. The true strength of a settlement's defenses lies with its trained soldiers and militia.

Military forces contribute to a town's Mass Battle modifier when repelling an invasion, and provide a modifier to the loyalty check.

The Knowledge (Battle) and Spirit Traits found on the Military Forces chart are used by the attacking forces, unless the Upkeep Mission is run as a full adventure and the GM assigns other Traits to the attackers.

Minimal Military (1): With a minimal military investment, roughly 15% of the total population is able to bear arms against invading forces. Such towns are typically only a well-planned invasion away from being conquered.

Average Military (2): An average military force indicates that roughly 30% of the total population is prepared to grab weapons and defend its territory. While they tend to be adequately defended, a superior force would still likely conquer them with minimal losses.

Dedicated Military (4): A town with a dedicated military investment means that 50% of its population is equipped to defend against invading forces. Such settlements can usually call upon some sort of artillery support, and can withstand all but the most well orchestrated invasion.

Military Forces

Size (Battle) / Spirit	Type	Troops	Battle Modifier	Loyalty Modifier	Knowledge
Any	None	—	—	-2	d4-2 / d6
Small	Minimal	7	+0	-1	d4 / d6
	Average	15	+0	+0	d4 /d6
	Dedicated	25	+0	+1	d4 /d6
Medium	Minimal	15	+0	-1	d6 /d6
	Average	30	+0	+0	d6 /d6
	Dedicated	50	+1	+1	d8 /d6
Large	Minimal	30	+0	+0	d8 /d6
	Average	60	+1	+1	d8 /d6
	Dedicated	100	+2	+1	d10 /d6
Gigantic	Minimal	75	+1	+0	d10 / d6
	Average	150	+2	+1	d12 /d8
	Dedicated	250	+3	+2	d12 /d8

Shelter Quality

How well a town houses its citizens directly affects how loyal they will remain. Like with minimal food, poor shelter conditions will quickly erode morale and tempers, and can cause a settlement to fall from internal strife long before raiders or the Living Dead are able to bring the society to its knees.

Tents or Shanties (1): The citizens only possess tents or shanties, some single area and some multiple rooms, to call home. Unfortunately, even the best-case scenario will see the occupants at the mercy of the hot summers and frigid winters.

Basic Houses, Multi-family (2): Although the people have full houses to live in, either row homes or single-family constructed units, they are forced to share the dwelling with several others. Despite being more comfortable than living in tents or shanties, the close quarters often lead to conflicting personalities and inevitable problems.

Basic Houses, Single-family (3): The town is able to provide a private dwelling to each family or close group of friends.

Fortified Houses, Multi-family (4): The same as a basic house, with multiple families sharing the same dwelling, but the homes have had the windows and doors reinforced to provide superior protection. The doors now have a Toughness 12, and the metal shutters on the windows have a Toughness 10.

Fortified Houses, Single-family (5): The best shelter a town can offer, each family or group not only receives a private dwelling, but the doors and windows have been reinforced. The doors possess a Toughness 12 and the windows have metal shutters with a Toughness 10.

Shelter Quality

Type	Loyalty Modifier
None	-4
Tents or Shanties	-2
Basic Houses, Multi-family	-1
Basic Houses, Single Family	+0
Fortified Houses, Multi-family	+0
Fortified Houses, Single Family	+1

Supply Reserves

A town's supply reserves represent its medical supplies, weapons and ammunition, and things such as batteries, MREs, seasonal clothing, and so forth.

How well a settlement is stocked can directly affect the population's loyalty. Even though four years have passed since the fall of civilization, people haven't forgotten the lives and comforts they once held. In most cases, providing batteries for lanterns and flashlights, clothing to keep warm, and medicine for the sick is as vital as providing enough food. Note that these supplies do not include the supplies needed to manufacture goods, which are covered under the manufacturing resource.

Poor (1): While the settlement has supplies, they are stretched thin and could disappear at any time.

Minimal (2): The settlement has medicine, batteries, clothing, and other supplies, but they are heavily rationed to prevent them from running out.

Adequate (3): The town has enough supplies to keep most people happy, but everyone still knows to use them carefully. Gluttony will quickly lead to the supplies being used up.

Abundant (4): The settlement has a strong cache of

reserves, allowing the citizens to live as close to the comforts of having batteries, fresh clothing, medicine, and other amenities, as the post-outbreak world will allow.

Supply Reserves	
Resource Quality	Loyalty Modifier
None	-4
Poor	-2
Minimal	-1
Adequate	+0
Abundant	+2

Improving A Town

The initial Resource Points that are provided when purchasing a town are not the only method of improving a settlement's resources. During the course of normal play, a town can be improved by two different methods.

Using Influence

To improve a resource, whether for the character's own town or one he is visiting, the character must spend Influence. The cost is the difference between the current level and the next level of the resource. In other words, improving a clinic to a hospital costs 1 Influence. The only exception is improving Constructed Defenses. When improving the type and quality of the settlement's protective walls, the cost is the level of the new wall. Improving a makeshift wall to a cinder block wall costs 5 Influence— the actual cost for constructing a new wall of better material and design.

To purchase a new resource with Influence, the cost is simply the desired level in the new resource. So, for example, a town with no current military that wanted to obtain an average military force would pay 2 Influence.

Upkeep Missions

Resources can also be improved at the conclusion of an Upkeep Mission. If the loyalty check receives a Raise, the lowest rated resource is improved by +1 quality. If more than one resource is tied for lowest quality, the characters choose which resource to improve.

On two Raises, the characters can increase the lowest quality resource by two levels, or increase the two lowest quality resources by one level each.

Increasing Town Size

To increase a town's size, the characters must spend influence. The cost is the difference between the current size and the next size category. Additionally, the characters receive the difference in resource points between the two sizes, representing the expanded population working together and making things better.

Town Upkeep Missions

Running a town not only gives you a steady base of operations in a world where you are the main course, but also brings with it an entirely new series of problems. Raiders are going to want what you have, whether it is resources or slaves culled from your population. With so many humans gathered in one place, the Living Dead are going to eventually recognize the buffet for what it really is, and will be pounding on your walls in no time at all. Worse, the Rotters are going to view you as a threat, a barrier to their dreams of inheriting the Earth.

How frequently your little slice of paradise must survive an Upkeep Mission depends on its size, as shown on the Town Base chart. The larger the society, the more frequently things can go wrong.

Whenever the town must deal with upkeep, the GM rolls a d8 on the Upkeep Missions chart to determine the type of mission. At the end of each mission, a loyalty check is made to determine any increase or decrease to a settlement's resources. The base loyalty modifiers used in the specific mission type are listed on the chart. Some mission types call for additional modifiers, which are explained in the mission's details.

Unless the town has the appropriate Edges, the group must designate one player to roll the town's upkeep and loyalty dice during each mission.

Upkeep Missions		
d8 Result	Upkeep Mission Type	Base Loyalty Modifiers
1-2	Major Invasion	Defense, Food, Military
3	Moderate Invasion	+1
4	Minor Invasion	
5	Internal Strife	
6	Major Living Dead Outbreak	
7	Supply Run	
8	Minor Living Dead Outbreak	+2

Citizen Loyalty

Raiders and the Living Dead aren't the only threats to a survival kingdom. Fail to provide adequate food, shelter, or peace of mind and you might find your citizens taking off in a mass exodus, or rebelling outright.

Each town gains a loyalty die based upon its size. The size also determines the Event die, which is rolled by the GM in an opposed roll at the end of each Upkeep Mission. Observant types will notice the event die is larger than the loyalty die. Well, the world is harsh, and conditions can do more harm to a society than anything else. Keep your citizens happy, keep their bellies full, give them private shelter, and you'll find their loyalty to be solid.

Citizen Loyalty		
Size	Loyalty Die	Event Die
Way Station	d4-2	d4
Small	d4	d6
Medium	d6	d8
Large	d8	d10
Gigantic	d10	d12

Once the check is made, consult the Loyalty Check Result chart to see what might have changed in the town.

If two or more resources are tied for lowest or highest ranked, and the loyalty check indicates a change in level, the characters choose which resource is changed. Likewise, if a 1 or less is rolled, or two Raises are achieved, the characters decide whether to change a resource by 2 steps, or change two resources by 1 step each.

Loyalty Check Result

Loyalty Result	Town Result
Roll of 1 or less	Highest Resource suffers –2 steps, or two highest resources lose –1 step
Failure	Highest Resource reduces –1 step
Success	No Change
Raise	Lowest Resource increases +1 step
Two Raises	Lowest Resource gains +2 steps, or two lowest resources gain +1 step

Base Loyalty

At the end of each Upkeep Mission, a player and the GM make an opposed roll using the town's loyalty die and event die. Each mission type has a base loyalty modifier that applies to the loyalty roll. Exactly which resources affect the loyalty check for each mission type is shown on the Upkeep Missions chart.

Defense: How well the settlement is defended by barriers plays a key role in the peace of mind of its citizens. The town's constructed defenses directly affect the loyalty check for Invasion missions.

Food: Without enough food, it is difficult to keep any population happy and loyal. The quality of the food resource provides a modifier to all loyalty checks, regardless of mission type.

Military: The settlement's military not only defends it from threats beyond the town's borders, but also from threats within the population. The town's investment in military forces affects the loyalty checks for a majority of mission types.

Shelter: Having safe and secure shelter is important to a population's peace of mind, especially when not only can a Living Dead outbreak happen at any time, but your next door neighbor could wake up on any day of the week and lose his mind. Shelter quality affects the loyalty check for Living Dead Outbreak, Supply Run, and Internal Strife missions.

Making Trait and Loyalty Rolls

When making rolls for Upkeep Missions, bennies can be spent to reroll the town's Trait die. Bennies cannot be spent on the Loyalty die. Unless granted by a Town Edge, neither the Trait die nor the Loyalty die uses a Wild Die. However, both the Trait die and the Loyalty die can Ace as normal.

The GM can also run Upkeep Missions as full adventures instead of using the quick methods described in this chapter. In such a case, the GM should apply additional modifiers to the loyalty check as deemed appropriate, depending upon the general success and failure of the characters, as well as what actions they might have taken during the mission that could affect the population's morale.

Internal Strife

Whether a feud between two groups that suddenly turns bloody, a mental breakdown from someone armed and dangerous, an attempted coup to take control over the town, or something else altogether, the town suffers some type of internal strife that threatens to unravel everything holding it together.

If the GM cannot determine a satisfactory type of internal strife, roll a d6 on the Conflict Chart.

Conflict Chart

d6 Result	Type of Conflict
1	Group vs. Group War
2	Serial Killer on the Loose
3	Vigilante Justice Gone Wrong
4	Attempted Leadership Coup
5	Armed Gunman/ Mental Breakdown
6	Disease Outbreak

Group vs. Group War: It might be a dispute between two gangs in a large town that turns bloody, an argument over resources or rationing gone bad, or even a violent clash of ideologies. Whatever the conflict, the tension has escalated and will turn to bloodshed if not diffused.

Serial Killer on the Loose: Recently, several people have been found murdered with the same M.O., indicating the settlement might have a serial killer on the loose. Can the killer be found before more people fall victim?

Vigilante Justice Gone Wrong: Punishing the guilty is necessary to maintain order within the settlement. But what happens when a group of vigilantes go too far and start enforcing their own laws and justice on the population?

Attempted Leadership Coup: A group within the settlement isn't happy with the current status quo, and desires to be the ones in power. Whether a change in leadership would be good or bad isn't the issue. If the coup isn't stopped, it opens the floodgates for growing instability within the settlement.

Armed Gunman/Mental Breakdown: Whether he's armed with a gun, a bow, or a slingshot, someone in the camp has barricaded himself into a strategic position and is taking shots at innocent people.

Disease Outbreak: With the infrastructure gone, diseases that were once thought defeated have returned. Can the settlement contain and deal with the latest outbreak before it destroys the population?

Running the Mission

The Background Method: This method of running the mission keeps it in the background of the campaign and only uses an opposed loyalty check. Roll the Loyalty die and apply any loyalty modifiers from the food, military, and shelter resources.

The Dramatic Task Method: Using this method, the Upkeep Mission is handled as a Dramatic Task using the town's upkeep die. If the Dramatic Task is a failure, the loyalty check suffers a –1 penalty. If the task is successful, add +1 to the loyalty check. If the Dramatic Task achieved more than the 5 needed successes, the loyalty check receives an additional +1 per extra success. The loyalty modifiers from the food, military, and shelter resources are also included in the roll.

Invasion

Whether by raiders, Living Dead, or the far more dangerous Rotters, the town must battle an invasion. The intensity of the invasion mission determines the number of opposing forces, any artillery or air support it might possess, and its Knowledge (Battle) and Spirit Traits.

Regardless of invasion level, if the invasion force is purely Living Dead, ignore the Knowledge (Battle) and Spirit Traits assigned to the invasion force. Instead, the army of Living Dead possesses Knowledge (Battle) d4–2, and Spirit d4. However, they receive a +4 to Morale checks for being an army comprised of primarily undead and being unable to retreat. Living Dead do not receive any bonus to the battle roll associated with having artillery.

If the opposing force is led by a Rotter, the army still rolls Morale as above, but the Rotter's Knowledge (Battle) roll is assumed to be the skill level listed in the invasion type. If there is more than one Rotter in the opposing army (at the GMs discretion), the bonus for artillery applies.

Otherwise, the Traits listed with each invasion type are assumed to be for human forces.

The GM can either choose what type of opposition makes up the invading force, or roll a d6 and consult the Invading Force chart.

Invading Force

d6 Result	The Enemy Is...
1-2	Living Dead
3-4	Human
5-6	Rotter and Living Dead

Minor Invasion: A minor invasion consists of an opposing force equal to a town's minimal troop level. The invaders have a Knowledge (Battle) d4, and Spirit d4 for Morale checks.

Moderate Invasion: A moderate invasion force is equal to the average troop level of the town's size. They have Knowledge (Battle) d6, and Spirit d6 for Morale checks. Additionally, the invaders receive a +1 bonus to the battle roll for having some form of light artillery.

Major Invasion: A major invasion force is usually enough to overwhelm all but the most heavily defended towns. The have a number of troops equal to a dedicated military force of the kingdom's size, and receive a +2 bonus to battle rolls for possessing some type of medium artillery. A major invasion force has Knowledge (Battle) d8 and Spirit d8.

Running the Mission

The Dramatic Task Method: This method uses a modified Dramatic Task with the settlement's upkeep die. Apply the Battle Roll modifiers from constructed defenses and military forces to each roll. If the attackers have Knowledge (Battle) at a die type greater than the town's upkeep die, the Dramatic Task suffers a –1 penalty to each roll. If the town's die type is greater, the rolls gain a +1 bonus.

At the end of the Dramatic Task, make a loyalty check and apply the loyalty modifiers for defense, food, and military. Furthermore, if the Dramatic Task is a failure, subtract an additional –1 from the loyalty check. If the task was a success, add +1 to the loyalty check. For every success over the needed 5, add an additional +1 to the loyalty check.

The Mass Battle Method: This method plays the upkeep mission as a normal Mass Battle, using the town's upkeep die for battle rolls and morale checks. Remember to apply the battle roll modifiers from constructed defense and military forces.

At the end of the Mass Battle, make a loyalty check and apply the modifiers from defense, food, and military as normal. Additionally, if the town won the battle, apply an additional +2 bonus to the loyalty check. If the settlement lost, the loyalty check suffers a –2 penalty.

Whether or not a defeat means the settlement fell, simply suffered a reduction to its resources, or perhaps lost residents to slavery (which could lead to a new rescue adventure), is up to the GM and players to determine.

Living Dead Outbreak

Perhaps more dangerous than an outright invasion, the town suffers an outbreak of the Living Dead. The exact number of Living Dead determines how many of the citizens are at risk of being lost.

The GM is free to choose the type of infection, or roll a d6 and consult the Outbreak Chart below.

Outbreak Chart

d6 Result	Type of Outbreak
1	Rotter
2	Infected Newborn (Sprinter)
3-4	Shambler
5	Feral
6	Rager

Minor Living Dead Outbreak: A minor Living Dead Outbreak represents a very small percentage of the population having turned into the creatures, with those infected easily contained if they are discovered in time. Rolls for the Background Method and Dramatic Task Method have no additional modifiers.

Major Living Dead Outbreak: In a major Living Dead Outbreak, those infected are in key positions to injure others and transmit the infection. Unless quickly discovered, the entire settlement could be overrun. When using the Background Method, the loyalty check suffers an additional –1 penalty. For the Dramatic Task method, the upkeep die suffers an additional –1 penalty instead.

Infected Newborns

Remember that in order to have an Infected Newborn be the source of the mission, the town first had to have someone near full term in pregnancy. Once the Infected Newborn is loose on the town, anyone infected by the creature will rise as a Sprinter.

Running the Mission

The Background Method: To determine the success or failure of the mission without playing through it, make an opposed loyalty check and apply loyalty modifiers from the food, military, and shelter resources.

The Dramatic Task Method: Using the settlement's upkeep die, the mission is handled as a Dramatic Task. If the task is successful, add +1 to the loyalty check. If the Dramatic Task achieved more than 5 successes, the loyalty check receives an additional +1 per extra success. On a failure, the loyalty check suffers a –1 penalty. Remember to also apply the loyalty modifiers from food, military, and shelter as normal.

Supply Run

The settlement needs supplies, or simply wants to expand its reserves, and sends a team out to nearby abandoned towns, cities, destroyed raider camps, or such other places in the Rotter Lands in search of useful items.

Running the Mission

The Background Method: Make an opposed loyalty check using the modifiers for food, shelter, and supply resources.

The Dramatic Task Method: Play through a Dramatic Task using the town's upkeep die. On a success, add +1 to the loyalty check. For every success over the needed 5, add an additional +1. If the mission is a failure, the loyalty check suffers a –1 penalty. Also, apply the loyalty modifiers for the food, shelter, and supply resources.

Sample Survival Kingdoms

Below are examples of beginning towns using only the base resource points to build. It is assumed the Influence cost was either covered by a single character or by a group of characters with the Survivor Leader Edge pooling together the Influence.

Way Station

Usually little more than a single building operated by a few people, Way Stations are outposts throughout the Rotter Lands. Although not often equipped with medical or repair facilities, they are known to provide food and basic supplies to travelers, as well as trade information.

Influence Cost: 2
Resource Points: 3**
Size: Way Station
Population: Up to 5

Trait Die: d4–2
Loyalty Die: d4–2
Event Die: d4

Base Loyalty Modifier: Internal Strife: –4, Invasion: –6, Outbreak: –5, Supply Run: –4

Hindrances: None

Edges: None

Resources: Food Resources: Poor (1), Shelter Quality: Basic Houses, Multi-Family (2), Supply Reserves: Minimal (2)

Shantytown

Barely a town, small settlements like shantytowns are extremely difficult to maintain in the harsh environs of the Rotter Lands, and many disappear as quickly as they were built. Usually limited to very minimal resources and barely any defenses, if the citizens of these small settlements don't soon strike out on their own, looking for new and better places to call home, they are usually overrun by raiders or the Living Dead in a relatively short time.

Influence Cost: 5
Resource Points: 6
Size: Small
Population: 50

Trait Die: d4
Loyalty Die: d4
Event Die: d6

Base Loyalty Modifier: Internal Strife: –5, Invasion: –4, Outbreak: –4, Supply Run: –5

Hindrances: Poor Resource Management

Edges: Dedicated Citizens

Resources: Food Resources: Minimal (2)
Medicinal Resources: Basic Services (1),
Military Forces: Small (1), Shelter Quality:
Tents (1), Supply Reserves: Poor (1)

Small Town

These towns typically encompass only a small area of where small, rural towns once stood. Generally decently populated as far as Rotter Land settlements go, the small towns usually contain at least one manufacturing resource and an average military. Though able to mount a defense, many of these settlements are regular targets of raiders.

Influence Cost: 10
Resource Points: 12
Size: Medium
Population: 100

Trait Die: d6
Loyalty Die: d6
Event Die: d8

Base Loyalty Modifier:
Internal Strife: –3, Invasion: +0,
Outbreak: –1, Supply Run: –3

Hindrances: Poor Location,
Low Combat Morale

Edges: Dedicated Citizens

Resources: Constructed
Defenses: Wooden Wall (2),
Food Resources: Adequate (3),
Manufacturing Capabilities:
Basic Blacksmith (1), Medicinal
Resources: Basic Services
(1), Military Forces: Average
(2), Shelter Quality: Basic
Houses, Multi-Family (2),
Supply Reserves: Poor (1)

Large Town

Usually encompassing a rather large section of old rural towns, these towns typically house a couple of hundred people and contain enough resources to keep everyone going. Better defended than the small towns and shantytowns, even a large settlement isn't without its issues. With more people comes a greater chance of a Living Dead Outbreak,

or at least an attack by a small horde. Raiders are usually better prepared before attacking settlements of this size.

Survivor Towns

Influence Cost: 15
Resource Points: 18
Size: Large
Population: 200

Trait Die: d8
Loyalty Die: d8

Event Die: d10

Base Loyalty Modifier: Internal Strife: –2, Invasion: –1, Outbreak: +0, Supply Run: –2

Hindrances: None

Edges: None

Resources: Constructed Defenses: Wooden Wall (2), Food Resources: Adequate (3), Manufacturing Capabilities: Basic Blacksmith, Basic Sewing (2), Mechanical Resources: Basic Garage (1), Medicinal Resources: Clinic (2), Military Forces: Average (3), Shelter Quality: Basic Houses, Single-family (3), Supply Reserves: Minimal (2)

Kingdom

The largest of the towns, a kingdom houses and protects hundreds of people. Though problems can be a constant source of stress with so many people in one area, these settlements are heavily defended, and possess resources that would make any raider army salivate. Fortunately, only the most equipped invaders even have a chance of getting at the people and supplies locked behind the thick walls.

Influence Cost: 20
Resource Points: 25
Size: Gigantic
Population: 500

Trait Die: d10
Loyalty Die: d10
Event Die: d12

Base Loyalty Modifier: Internal Strife: +0, Invasion: +1, Outbreak: +1, Supply Run: +0

Hindrances: Overbearing Military (Major), Weakened Defenses

Edges: Improved Electrical Power

Resources: Constructed Defenses: Cinder Block Wall (5), Food Resources: Adequate (3), Manufacturing Capabilities: Basic Blacksmithing, Basic Sewing (2), Mechanical Resources: Basic Garage (1), Medicinal Resources: Clinic (3), Military Forces: Dedicated (4), Shelter Quality: Fortified Houses, Multi-family (4), Supply Reserves: Adequate (3)

GEAR AND GOODS

No one with two brain cells to rub together would head into the Rotter Lands, or indeed any expanse in the post-pandemic world, without adequate supplies. From the ability to purify water, hunting game for food, having shelter from the elements, and weapons against the Living Dead or raiders, what you take with you must be carefully planned.

Characters start the game with 250 Ration Notes with which to buy gear and weapons. It doesn't matter what settlement they begin play in, or what specific currency they use. For character creation, the 250 Ration Notes are generic and buy beginning gear and weapons without needing to exchange currency or haggle prices (as a matter of fact, they can't haggle prices until purchasing equipment *after* play begins).

After play begins, the following new rules come into play when dealing with the economy and goods of World of the Dead.

Currency Exchange

Since the outbreak and the collapse of central governments, the survivors who have attempted to forge a new world have had a lot of complicated issues to consider. Foremost on the list (after basic survival, of course) was a method of trade and commerce. Regional, never mind national, currencies were no longer in circulation and no longer held value. What, then, would be an acceptable exchange?

In the Rotter Lands, the Unified Towns created the Ration Note as a form of currency, and the Unified Towns Council closely regulates its production and value. Unfortunately, only 12 settlements currently belong to the Unified Towns, though the Council is courting several others for membership. Meanwhile, independent settlements have each established their own forms of currency and exchange value, and a few of them have even begun sharing currencies. Exactly where this will all lead will depend heavily on the war between the United Protectorate and the Federal Commonwealth, and the expansion of the Unified Towns.

As a default, World of the Dead uses the Unified Towns Ration Note when discussing values. When the characters need to exchange currency, the GM rolls a d8 on the exchange table to determine the currency exchange value.

Currency Exchange

d8	Exchange Rate
1	25% value
2-4	50% value
5-6	75% value
7	Equal value
8	125% of value

Hotwiring

Finding a vehicle is just part of the battle. Unless the characters were fortunate enough to take the vehicle from a living person, the chances of it having the keys waiting for them aren't good. If you want to determine randomly if the keys are available, roll a d6. On a 5 or 6, the vehicle has keys with it.

Otherwise, they are going to have to hotwire the thing.

Hotwiring an older model car requires at least a screwdriver and Repair roll at a –2 penalty. If the car is a newer model (and more likely has an anti-theft system) the Repair roll suffers a –4 penalty.

Attempting to hotwire it while under pressure (such as a battle raging around the character, or the Living Dead closing in) imposes an additional –2 penalty.

Salvage

The Rotter Lands and the territories beyond its borders are filled with memories of the old world. Abandoned rural towns, ruined cities, and even collapsed settlements from the early months. Within these ghost towns roam the Living Dead, insane humans, and cannibals— but they can also contain vast riches for those brave (or crazy) enough to venture into them.

Whenever the characters brave the dangers in search of valuables to take back to a town for sale, roll a d8 on the Salvage Discovery table to determine the type of salvage they find, the amount of cargo space they need to haul it all, and the base sales value per cargo space sold.

Gear and Goods

Salvage Discovery

d6	Salvage Type	Cargo Space	Cargo Value (per Cargo Space)
1-2	Mundane Items	d4	1d4 x 50 Ration Notes
3	Preserved Food	d4	1d4 x 100 Ration Notes
4-6	Barely Useful	d4	1d4 x 25 Ration Notes
7	Weapons	d6	1d4 x 200 Ration Notes
8	Vehicle or Hauler	—	—

Vehicle Discovery

d4	Vehicle Type	Cargo Space Capacity	Value
1	Car	d4-2 (minimum 1)	1d4 x 1000 Ration Notes
2	Truck	d4	1d4 x 2000 Ration Notes
3	Motorcycle	0	1d4 x 1000 Ration Notes
4	Cargo Hauler	2d4	1d4 x 700 Ration Notes

Mundane Items: The salvage consists of everyday items, such as clothing, tools, rope, duct tape, and so forth

Preserved Food: A stash of canned goods is found!

Barely Useful: Though the salvage operations has uncovered what appears to be complete junk with little to no use, perhaps some town out there could still buy the stuff.

Weapons: The salvage consists of weapons. Roll a d6. On a 1-4, the salvage consists of melee weapons. On a 5, a stash of firearms have been found, and on a 6 both firearms and associated ammo have been found.

Vehicle or Hauler: A functional vehicle or cargo hauler is discovered. Roll a d4 for the Vehicle Discovery table to determine what type is found.

Car: The characters discover a car, usually a sedan, with at least a little cargo space available. Roll on the Vehicle Fuel table to determine how much it has.

Truck: The characters discover a truck, most typically a pick-up truck or extended cab. Roll on the Vehicle Fuel table to determine how much fuel is in the tank.

Motorcycle: The salvage operation discovers a motorcycle. Though not great for hauling cargo, it is good at getting through tight streets and roads that most other vehicle cannot. Roll on the Vehicle Fuel table to determine the amount of fuel in the tank.

Cargo Hauler: The operations finds a cargo hauler, the only catch is that they need a vehicle to move it.

Car and Truck Modifications

Whenever a salvage operation discovers a car or truck, roll a d10.

On a 1-6, the vehicle has no extra armor. On a 7, its armor has been increased by +1. On an 8, it has been increased by +2. On an 9, it has a +1 armor increase and has a mounted machine gun, and on a 10 it has a +2 armor increase and a mounted machine gun (Range: 30/60/120, Damage: 2d8+1, RoF 3, Shot: 250, AP 2).

Vehicle Fuel

d4	Amount of Fuel
1	1/4 tank
2	1/2 tank
3	3/4 tank
4	Full tank

Using Salvage

Whenever the group finds salvage, they can choose to dig through it in search of specific, useful items. To represent this, use the salvage's value as determined on the Salvage Discovery table. The total value of items specifically useful to the characters is equal to a quarter of that value.

For instance, the characters find weapons salvage that takes up 2 Cargo Spaces (determined from rolling a d6, on the Salvage Discovery table). After rolling 1d4 x 500 Ration Notes and multiplying the result by 2 (for 2 Cargo Spaces), the group discovers the weapons salvage is worth a total of 2,000 Ration Notes. That means the group can fine 500 Ration notes worth of weapons for their own use. They basically shop for whatever types weapons using the standard gear list.

Each type of salvage can supply different items. A mundane salvage cache might have tools and basic toolkits, clothing that just happens to fit, and so forth. Even a barely useful salvage cache might have weapons that are in very poor repair, but which the GM would allow to eventually be made functional again with a Repair roll (most like with a –2 or –4 penalty, with a failure completely breaking the item).

There is a catch, however. Once the group has stripped the salvage cache of items, the salvage is reduced in sales value. Whatever compensation a town would have normally paid for the cache (see: **Selling and Trading**), reduce that total by half. In other words, the group cannot both strip a salvage cache of free items for their own use, and then sell what's left to a town for a full value— the cache has been stripped.

The Right Stuff for The Right People

Knowledge and training are very valuable in *World of the Dead*, and having such training will affect getting items from a salvage cache.

If a character has a Knowledge skill that could be relevant to the salvage cache, such as Knowledge (Medicine) for a mundane items find, or Knowledge (Blacksmithing) for a weapons salvage cache, the character can make a skill check. On a failure or success, nothing special occurs. On a raise, however, they can find useful items associated with that Knowledge skill in the salvage at half the listed cost for the gear.

The character must have the specific Knowledge skill, so the Jack of All Trades Edge is useless here.

Working Vehicles

Cars exposed to the environment are in no condition to just hotwire-and-go. Gas sitting in the tank eventually evaporates, leaving only sludge that will clog the engines even if you refill the tank. There's likely been no one keeping the tire pressure up, and no one checking the radiator fluid. Add to it that the fan belts are probably loose, as well as a great many other surprises lying in wait for the unwary motorist.

The cold reality is that if the characters are lucky enough to find a car that's actually ready to go— it already belongs to someone who isn't going to be too thrilled with the idea of the characters taking it.

Cargo Space

Okay, so you've just found some salvage that takes up 1 Cargo Space. Just in case your vehicle didn't come with a statistics card that spells this out already, you might wonder: How much is a Cargo Space?

Most of the time, you shouldn't have to worry much about it. You load up the trunk of a car, or you toss it into the back of a pickup with the rest of the junk back there and a couple of survivors riding in the flatbed. It's only if the characters are pack rats or dedicated salvagers that the cargo space rules come into play.

Trunk Space and Seating

As a rule of thumb, a typical sedan or SUV has one "Cargo Space" that can be filled without hampering the vehicle's performance; we'll pretend that it's roughly equivalent to about 300 lbs of gear for encumbrance purposes.

Is that not enough?

Well, you can convert one seating space in the car into a Cargo Space simply by loading it up with junk. That just means one fewer person can fit inside. So, don't forget— you still need room for the driver!

The typical open-bed pickup truck has 4 Cargo Spaces (of course, four adults could be sitting somewhat uncomfortably back there, too).

Rooftop

Alternatively, you can strap additional junk onto the top of a car or SUV, but at the expense of handling in the form of –1 to Driving checks. This gives you an additional Cargo Space, but you need a plausible way of getting it to stay up there — either a cargo rack and some cable, or a car travel pack, or a whole lot of duct tape and some prayers. If the car crashes, don't expect a high chance all that junk will stay in place. This technically cuts into your fuel efficiency, too (if the GM is keeping track of that for long-haul trips).

Trailers

A hitch and a trailer can give additional room for loot to carry, but, again, this reduces the maneuverability of the car, and makes it a whole lot harder to back up when you've just hit a dead-end, or turned a corner and run into a crowd of Living Dead.

Crafting Goods

Now that industry has ground to a halt, and going shopping at your local department store is no longer an option, trade skills have taken on a special value in World of the Dead.

Sample Trade Skills

First, let's take a look at some possible trade skills. Trade skills are always based on specific areas of the Knowledge skill. The old saying that *knowledge is power* holds a greater amount of truth in a world sent to the brink by the Living Dead.

The following are just a few Knowledge skills that might be useful after the apocalypse. This is a mere guideline that the GM may expand or contract at his discretion.

- **Knowledge (Blacksmithing)**: Congratulations! With the right equipment, you can be the new village blacksmith, but with the possible advantage of power tools over your medieval counterpart, if you've got a working generator.

- **Knowledge (Computers)**: Though less useful since the fall of the Internet and power grids, it has some utility in larger survivor settlements. A certain degree of "computer savvy" is Common Knowledge for many pre-Apocalypse survivors, but this skill represents broad computer knowledge to cobble together components to build, maintain, upgrade, program, or even "hack" a computer.

- **Knowledge (Chemistry)**: Want to make biodiesel? Improvised explosive devices from common household chemicals? This is your skill. Expect to be in high demand, for better or worse.

- **Knowledge (Demolitions)**: This is the skill for properly defusing or setting explosive devices. It has some overlap with Chemistry, since you could use appropriate components to build a bomb as well.

- **Knowledge (Gunsmith)**: You're a do-it-yourselfer when it comes to firearms, better able to salvage and modify guns. With a bullet mold and press, heating element, you can break down bullets of unwanted calibers to refill spent shell casings. (Translation: You can "buy" ammunition at half price in trade value, or else convert ammunition from one caliber to another as long as it's the same general class.)

- **Knowledge (Leatherworking)**: In this world, this covers everything from skinning, to tanning, to working leather into boiled leather armor, motorcycle suits, slings, quick-draw holsters, and just about anything else you could craft out of leather.

Crafting Procedure

Crafting does not allow a character to make complicated items that would normally require a factory and advanced tools to make. Even having Knowledge (Gunsmithing) is not going to allow the character to start crafting firearms and outfitting his team. Crafting allows for the making of feasible items in a post apocalyptic world, and the GM has the sole discretion of vetoing any attempt.

To attempt to craft something, you must first possess the proper tools. As long as the tools are available, make the appropriate Knowledge roll at a –2 penalty. On a success, the item is crafted. It isn't free however, and the supplies to build it did cost. In essence, you'd gained the item for half its value in cost. On a raise, you've crafted the item and the supplies only cost you a quarter of the items normal value.

As always, this is subject to GM discretion and common sense. Players cannot just take Knowledge (Useful Stuff), and taking Knowledge (Weapons) is just too broad to have any real meaning. We need *some* boundaries here.

Time to Make

The exact time to craft something depends on the complexity of the item. For simple things, the time is a base of 1d4 days. For more complex or work intensive items, it generally takes 2d12+6 days. The GM should modify the time as makes sense for the item and the campaign.

Knowledge (Herbalism)

Antibiotics and medicines are expensive, and are even more cost prohibitive than Black Market firearms in most instances. The normal crafting rules, reducing the cost of the item to half or a quarter of the normal cost, doesn't really apply to herbalism. Creating herbal remedies doesn't have an associated cost to it, as the character isn't purchasing materials, but is assumed to be gathering them.

When using herbs to replace pharmaceutical medicines, the following rules apply.

Purpose

The first thing a character must decide is what his herbal remedy does. A sample list is given below, but players may invent their own uses, subject to GM approval.

The number in parentheses is a modifier to the character's Knowledge (Herbalism) skill to actually create the remedy. The more powerful the effect, the harder the remedy is to produce. Most remedies should be limited in the number of doses that may be taken at once—typically to just one. Likewise, remedies with an extended effect last no more than one hour.

- **Anti-inflammatory (0)**: The patient removes one level of Fatigue caused by Bumps and Bruises after just 6 hours instead of 24 hours. Only one dose may be applied per six-hour period.

- **Antibacterial (+1)**: The character has +1 to Vigor rolls to resist disease for the next hour. Multiple doses have no additional benefits.

- **Antihistamine (0 or –2)**: Used to treat allergies. A remedy brewed using the first number removes a character's Allergy (Minor) Hindrance for one hour or reduces the Major version to Minor for the same period. With the second modifier, the Allergy Hindrance is ignored for an hour, regardless of its severity.

- **Antitoxin (+1)**: Grants +1 to Vigor rolls to resist poison for an hour. It has no effect on toxins already in the bloodstream. Taking multiple doses grants no additional benefits.

- **Healing (Specific) (+1)**: The remedy grants a +1 bonus to cure physical damage of a specific sort, such as burns (hot or cold), cuts (stabbing

or slashing attacks), or breakages (blunt trauma). The remedy grants +1 to Healing rolls to treat such injuries. Only one dose may be used per injury. If a dose is used every day for four days, the patient gains +1 to his Natural Healing roll.

- **Numbing (–1)**: Taking a dose reduces wound penalties by 1 for the next hour. Taking multiple doses gives no additional benefits.

- **Purgative (–3)**: Taking a dose induces violent vomiting, which cleanses the body of toxins. A single dose immediately removes any poison. A patient Fatigued or physically wounded by poison remains in that state until he heals naturally, but he will not get worse. Poisons that induce paralysis or similar effects are immediately negated, leaving the patient free to move. The victim is Fatigued for 24 hours due to the vomiting.

- **Restorative (–2)**: One dose removes one level of Fatigue, regardless of the source. Although it cures the symptoms, it doesn't remove the cause. A character who is suffering from dehydration is still thirsty, for instance, he just isn't as tired as he was. Likewise, a poisoned character may feel okay, but the poison is still in his system. A maximum of one dose per day may be imbibed—additional doses have no effect.

Finding Ingredients

A character must make a Knowledge (Herbalism) or Survival roll to find enough materials for his needs. Medicinal plants are widely known and any character with the Survival skill may make this roll, even if he lacks the skill to properly prepare them. This is modified by the rarity of the plant and the time of year, as detailed below. The roll may be made as a Cooperative or Group Roll, as applicable.

Success finds one batch of herbs and a raise nets 1d4 batches. Unless the herbalist wishes to keep some plants in reserve for later use, multiple batches of the same remedy may be prepared simultaneously.

Rarity: A character may elect to take a positive or negative modifier to his roll to find suitable plants. For each +1 bonus he takes in this step, his Knowledge (Herbalism) roll in the next step suffers a –1 penalty. Conversely, if he takes a negative modifier (indicating a rare plant), he gains an equal bonus to his Knowledge (Herbalism) roll. Modifiers cannot be higher than +4 or lower than –4.

Season: In summer, there is no additional modifier. Spring or fall gives an additional –1 penalty, and there is a –2 penalty in winter. This does not affect the Knowledge (Herbalism) modifier during preparation. For instance, a character who searches for a rare plant (–4) in winter (–2) has –6 to his roll to locate the herb. When he comes to preparing his remedy, he gains only +4 to his Knowledge (Herbalism) roll to create the remedy.

Time: Locating a batch of suitable plant material usually takes 4 hours, modified by the rarity. For each +1 bonus to the search roll, subtract one hour (after an hour the time drops to 30 minutes). For each –1 penalty, add one hour (maximum of 8 hours). The GM may shorten or lengthen this time in the interests of a good story.

Preserved Ingredients

Ingredients are best used fresh. Although an herbalist may use dried, pickled, or otherwise preserved plants, they are less potent. Creating a remedy with non-fresh materials gives a flat –2 penalty to the Knowledge (Herbalism) roll in the next step.

Preserving ingredients takes 8 hours, during which time the herbs must be dried or smoked. Typically, this prevents travel during that time.

Preparing the Remedy

Once the ingredients are gathered, the character must prepare the remedy. The exact method for preparing the gathered plants varies immensely. Drying, soaking, pounding, mashing, cutting, rolling, and boiling are typically required for the plant to release its medicinal properties, though some may be eaten with minimal preparation.

The time it takes to prepare a remedy has a direct effect on its ease of creation. The shorter the time, the less effective the remedy generally is, whereas a long preparation time allows more of the plant's medicinal properties to come through. This is shown on the table below.

Only a single remedy may be created at any one time—herbalism requires great patience and attention to detail. The limit to how many doses of a single remedy a character may create simultaneously is limited only by the quantity of ingredients he has to hand, but an herbalist may only create one sort of remedy at a time.

Remedy Creation

Time	Knowledge (Herbalism Modifier
1	1/4 tank
2	1/2 tank
3	3/4 tank
4	Full tank

The herbalist then makes a Knowledge (Herbalism) roll, applying modifiers for the plant's rarity and time of preparation. Success garners a single dose per batch of ingredients used. On a raise, the remedy is particularly potent—two doses per batch of ingredients are created. With failure, the ingredients and time are both wasted.

Once an herbal remedy is actually prepared, it is good for just one week. After this time, the potency rapidly declines and provides no benefits to the end user.

Selling and Trading

Travelers in the post-pandemic world often come across remnants of the old world, preserved foods that were somehow missed by looters in the early days and survivors in the years that followed, weapons, mundane items, and even technology that could be used by a settlement with electrical power.

A successful Streetwise roll in any town, modified by its size as shown on the Finding a Buyer table, allows a character to unload his good for a quarter of the value. On a raise, the buyer will pay half of the value. This roll can be attempted once per week.

Finding a Buyer

Settlement Size	Streetwise Modifier
Way Station	-4
Small	-2
Medium	+0
Large	+1
Gigantic	+2

Gear from Savage Worlds

Pretty much all of the normal, modern era gear from *Savage Worlds* can be found in *World of the Dead*. Not all of it, however, is readily available.

Modern Armor: Modern armor is not found in settlements and towns for sale. If they have it, they are using it. Getting a hold of it means killing the poor guy wearing it and stealing it, being lucky enough to find it in salvage, or getting your hands on it through the Black Market. If attempting to purchase it through the Black Market, the cost of the armor is three times the amount listed in *Savage Worlds*. For example, a Kevlar Vest will cost you a whopping 1,500 ration notes.

Armor can very much mean the absolute difference between life and death in the Rotter Lands, and getting it is never easy or cheap.

Armor

Type	Armor	Weight	Cost	Notes
Duct Tape	+0	1lb	100	Covers all locations
Motorcycle Suit	+0	2lbs	150	Covers torso/arms/legs
Rain Poncho	+0	1lb	10	Covers torso/arms/50% vs. head
Scrap Armor	+1	10lbs	200	50% vs. all locations

Melee Weapons

Type	Damage	Weight	Cost	Notes
Pole, Metal	Str+d4	5lb	500	Parry +1, Reach 1, 2 hands
Stun Gun, Melee	2d8*	1lb	800	See notes for Stun Gun, but use Fighting skill (melee only)

Gear and Goods

Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Bow, compound	15/30/60	2d6	1	1000	5lbs	1	5	Reload as free action
Crossbow, Reverse	18/36/72	2d6	1	1000	8lbs	1	—	AP 2, 1
Nail Gun	1/2/4	2d6	1	100	5lbs	100	d6	See notes
Pepper Spray	0/1/2	2d6*	1	100	1lb	6	—	+2 to hit; See notes
Stun Gun, Civilian	1/2/-	2d8*	1	600	5lbs	1	—	See notes
Stun Gun, Police	1/2/4	2d8*	1	800	5lbs	1	—	See notes

Thrown Weapons

Type	Range	Damage	Cost	Burst	Weight	Notes
Chemical Cocktail	5/10/20	2d6	25	MBT	2lbs	See notes
Molotov Cocktail	5/10/20	2d6	25	MBT	2lbs	See notes

Ammunition

Type	Weight	Cost	Notes
Bullets, Hollow Point	•	•	+2 damage except vs. armor; see notes
Cartridge, Stun Gun	1lb	200	1 ranged shot; up to 5 rounds of charge
Clip, Nailgun	3lbs/50	100/50	Powder-actuated; semi-auto; see notes

Firearms: Guns and ammo are another commodity not available for sale in towns. Like with armor, if they have it, you better believe they are using it. Unless you can steal it or find it in salvage, you're turning to the Black Market and paying twice the *Savage Worlds* price for the gun and ammo individually. In other words, if you are looking for a 9mm pistol, you can expect to pay 400 Ration Notes for the gun and another 50 Ration Notes for 50 rounds.

Melee Weapons: Getting a hold of a melee weapon is a little easier. Settlements are willing to sell them, and some of them can even manufacture a few through the local blacksmith. Melee weapons listed in Savage Worlds have their cost increased by half. So, purchasing a short sword or its equivalent would cost the character 400 Ration Notes.

Bows and Arrows: You'll find that a lot of raiders and nomads have returned to a reliance on the trusted bow for survival. Purchasing a modern era, pre-apocalypse crossbow (which can also be purchased in some towns) has the cost doubled from what is listed in *Savage Worlds*, but a post-outbreak manufactured equivalent of the listed English Long Bow costs the same as what is listed. Arrows do not have their costs changed from what is listed in *Savage Worlds*.

Mundane Items: The mundane items listed in Savage Worlds, whether they are purchased as pre-outbreak manufacturing or from a town that can do it themselves, have no cost increase from what is listed in *Savage Worlds*.

New Gear

Above are listings for new gear found in *World of the Dead*. All costs are in Ration Notes. As stated elsewhere, at character creation the gear is purchased on a one-

to-one basis, but once play begins the characters may have to worry about currency exchange rates for the town they are visiting.

Armor Notes

Duct Tape Armor

This is highly uncomfortable, and only lasts until you take it off, but can be made with about 8 rolls of duct tape and some scrap cardboard or newspaper. The cost is for the actual duct tape.

Motorcycle Suit

This is designed mostly to keep all your body parts together and your skin intact, should you wipe out on the highway. It serves the additional benefit of being much harder than human skin for Shambler teeth to break.

Rain Poncho

This is not one of those light and flimsy ponchos that fold into a tiny square and fits in a purse or pocket, but rather one of those thick, heavy, ponchos, or perhaps even a section of tarp with a hole cut in it. The poncho can be taken off or put on with a single action.

Scrap Armor

This is a mish-mash of protective sports and/or work gear hastily thrown together. Examples include football shoulder pads, hockey padding, steel mesh gloves, a hard hat with visor, and so forth. While it offers some protection, it has many gaps that might be exploited, and parts that might fall out of place in action, hence only a 50% chance to protect against any given attack.

To represent more competently-assembled armor built from such protective gear, use the statistics for leather armor from *Savage Worlds*.

Melee Weapon Notes

Pole, Metal

Sturdier and more lightweight materials mean that, with a bit of tape wrapping to make for a suitable grip, a simple metal pole can make for an effective makeshift weapon, superior to a solid wood staff.

Ranged Weapon Notes

Nail Gun, Powder-Actuated

Nail guns come in many varieties, some using pressurized gas or an electrical piston to drive nails. This version uses a clip of nails with their own self-contained gunpowder cartridges — essentially bullets, only intended for point-blank use to drive into wood or concrete (this does not mean a higher damage rating to beat the Toughness of such materials as concrete; the nail is meant to penetrate, not to destroy the object.)

The range reflects the nail gun's utility as a weapon, not actually how far the nail can be shot with some modicum of accuracy. The trouble is that the nail will soon fall into a tumble upon leaving the nail gun, losing its damage capability. If there is a desire to hit a target further away than that — such as to tap a Shambler to get its attention — the nail gun has a non-damaging range of 8/16/32.

Pepper Spray

This one-use self-defense chemical spray (not necessarily literally "pepper spray") is meant to be sprayed in the face of an attacker. Due to the nature of the spray, there is no need to take a Called Shot penalty to aim for the eyes, but this is useless if the eyes are covered (such as by a face visor or full helmet). This is treated as non-lethal damage. Unfortunately, this is of no use against creatures that feel no pain, such as the Living Dead.

Stun Guns

Stun guns work by launching a pair of electrodes at the target, and sending a debilitating electrical charge through the target, interfering with the target's muscle control (so it works just as well on the living dead as on the living). In game terms, this is treated as a non-lethal damaging attack, except that nothing more than a Shaken result can be caused, and this has no effect upon armor (requiring a Called Shot to hit an unarmored part of an otherwise armored target). The target is unable to make a recovery attempt, and is unable to move while Shaken, for as long as the attacker keeps sending a charge through the target, for up to 5 rounds before the battery expires.

Stun guns for civilian use have a more limited range than those for police use, due to legal restrictions. Alternatively, a stun gun can be used in melee, pressed against the target rather than at range, using Fighting skill rather than Shooting.

Thrown Weapon Notes

Chemical Cocktail

These can be constructed from common household or janitorial chemicals by anyone with Knowledge (Chemistry) or Knowledge (Demolitions). Unlike a Molotov cocktail (see below), this is a simple grab-and-toss weapon. Upon shattering, the concoction explodes, damaging anyone caught within a Medium Burst Template who fails to dive for cover. There is a chance to catch fire as per the normal Fire Damage rules in *Savage Worlds*.

Molotov Cocktail

These can be constructed by anyone with Knowledge (Chemistry) or Knowledge (Demolitions), from a bottle (or similar breakable container) and a variety of flammable liquids. A thickening agent is added to get the burning liquid to stick to the target. This is typically a two-handed operation, as it involves lighting the wick (as a free action if a lighter or open fire source is held in the off hand) before throwing.

Anyone caught in the Burst Template (except for anyone directly hit by the bottle on a successful Throwing check) may evade the blast with an Agility check at –2. After the initial damage, any target hit suffers 1d10 damage (which can Ace) each round; if this die comes up as a 1, the fire goes out on its own. This fire can be put out if the target gets out of the initial burst area, and does a "stop, drop, and roll."

Ammunition

Bullets, Hollow-Point

Bullets with holes drilled into the lead tip are designed to flatten out and do more damage upon entering the target, but they tend to flatten out prematurely against hard targets— making them more impactful against unarmored targets, but largely ineffectual against armor. Weight and cost are the same as with normal bullets, but deal +2 damage against unarmored targets. Against targets with an Armor rating of 1 or higher, the Armor rating is doubled against the damage; if used when trying to destroy inanimate, hard objects, it's even worse, as the damage is halved.

Clip, Nail Gun

This comes in many forms, but for purposes of what is available in World of the Dead, is considered to be a strip of modified .22 caliber cartridges conjoined on a long strip, with nails instead of typical bullet heads. As each one is fired, the shell is stripped off. Anyone with Knowledge (Gunsmith) or the McGyver Edge can convert nail gun clips into regular bullets with some spare lead, a heating element, and a bullet mold. The reverse is not necessarily true.

Vehicles

Undead Roadkill

A major hazard to drivers is the occasional Living Dead pedestrian crossing the road. If you're getting a bit groggy behind the wheel, or you're just the sort who thinks of a truck as your anti-Shambler weapon of choice, you might hit a few. Please note that the following rules assume a Living Dead as the typical soft impact of choice, but of course there are plenty of *other* creatures that could be run into (or over).

Occasional Impacts

If a typical car just hits a single Shambler at a time, resolve it using the standard *Savage Worlds* rules as a collision with a Soft Obstacle. In addition, the car's Current Speed is reduced by 5"; if it has already traveled further than its Current Speed this round, it stops right there.

For larger or smaller creatures, a more abstract system comes into play. As a rule of thumb, consider running into a Rager (Size +1) to be the equivalent of running into two Living Dead. Running into a cow would be like running into a mini-horde of eight Living Dead— sufficient to bring the typical sedan to an immediate stop.

Running over a crawling Living Dead, however, shouldn't be anything more severe than a speed bump, and usually doesn't deal any damage to the vehicle.

A particularly Light vehicle, such as a compact car or smaller, slows down by 10" for each soft impact, whereas a very Heavy vehicle, such as a delivery truck or RV, slows down by 5" for every two Living Dead it hits at once. In the latter case, a sufficiently large truck has little to worry about from the occasional Living Dead, so long as they're spread out enough that it won't hit more than one at a time— unless of course the collision damage is enough to cripple the vehicle.

Most motorcycles and bicycles wipe out with even a single collision; the vehicle immediately skids to a

stop, and the driver and any unlucky passengers take damage directly as per a collision with a Soft Obstacle.

If a vehicle has been fitted with plow or ram plate, double the number of soft impacts required to slow it down by each 5" or 10" step. In other words, a sedan with a plow is slowed down by 5" per two Living Dead, and doesn't slow down at all if it only bumps into one Living Dead at a time.

Especially heavy and rugged vehicles such as monster trucks and military tanks just keep right on going, but treat hordes of the Living Dead as Difficult Terrain. While these might therefore seem to be the perfect post-apocalyptic vehicle, keep in mind that their fuel economy is measured in "gallons per mile" rather than "miles per gallon."

Densely-Packed Hordes

If a car plows into a densely-packed crowd of Living Dead at once (enough to bring the vehicle's Current Speed down to 0" as detailed above), treat this as a single collision with a Hard Obstacle, rather than several collisions with Soft Obstacles. The vehicle immediately comes to a stop.

In borderline cases where it's at least plausible the car could push through the crowd, it is useful to set out markers or miniatures to represent the distribution of the Living Dead and see how many would be hit if the car's path cuts across the horde.

As a general rule of thumb, if the characters encounter a horde of Living Dead, and they can't count them at a glance, it's probably a good idea to go some other way, armored car or not.

Pushing Through Living Dead

The vehicle's Acceleration, combined with the guidelines above, determines whether a stopped car can push its way through a cluster of Living Dead. A motorcycle or bicycle has no hope, while a typical car or truck (Acc 20") could shove its way through a small group of the Living Dead only as long as it's fewer than four at a time (because 4 x 5" = 20"). Put a "cowcatcher" plow on that same truck, and it will take eight Living Dead to keep it stationary (because it takes twice the Living Dead to slow it down).

Note that this number of Living Dead includes not only those directly in front of the car (or behind, if it's going backwards), but also any Living Dead currently grasping at the vehicle, smashing in windows, and so forth, as they weigh down the vehicle and even get stuck in the wheel wells.

Dealing Damage with Vehicles

Some vehicles described in the **Gear & Goods** chapter are classified as Light or Heavy. The classification is there to reflect that any particular obstacle is far more likely to be flattened by a semi tractor-trailer rig than it is to be by a golf cart.

Unless stated otherwise, deal damage to obstacles from collisions as normal. If a vehicle is listed as Light, assess a penalty of –1 to the final damage per die rolled (to a minimum of 0 damage, as it could be a "glancing blow"). If a vehicle is listed as Heavy, add a bonus of +1 to the final damage per die rolled. This modifier is not applied to whatever damage the vehicle itself takes from the collision.

As an example, a typical car traveling at 50 mph (abstracted to 20"/round) deals 4d6 damage to a Shambler. An RV (Heavy) at the same speed would deal 4d6+4 damage to the Shambler. A compact economy car (Light) would deal 4d6-4 damage to the Shambler. In all three cases, the vehicle would take half of 4d6 as damage due to collision with a soft obstacle, as per the normal *Savage Worlds* rules.

Air Bags— Friend and Foe?

If a vehicle still has air bags, this can be a blessing or a curse in a collision. In the typical vehicle with air bags, if a collision with a soft or hard obstacle occurs at a speed of 8" per round or faster, the air bags will deploy, exploding into the faces of the driver and passenger (and in more modern cars, back-seat passengers as well).

Air bags have the same protective effects as described in *Savage Worlds*, but they also have the effect of rendering all protected passengers Shaken unless the character makes a Vigor roll at –2 (If the passenger was already Shaken, this does not become a wound). Furthermore, the passenger is effectively "grappled" by the air bag, requiring an action to get free and either a successful Agility or Strength check versus a TN of 8 to get out in timely fashion. An entangled passenger can be freed by someone else with the aid of a knife or similar sharp implement to deflate the bag.

Vehicle Types

Bicycles

Bicycles differ from other vehicles. Movement on a bicycle is a function of the character's own Pace. One downside is that any time the bicyclist is struck (even with a non-damaging attack) or takes an action other than just bicycling, he must make an Agility roll or immediately wipes out.

Exposed Rider: Unlike riding in a car a car, there is no outer vehicle shell to protect the bicyclist. There's no need to roll to see whether an attack hits the cyclist or his bike, or to make a Called Shot to target the rider; by default, he's assumed to be the target.

Wipe-Outs: Wipe-outs on a bicycle or motorcycle cause 1d6 damage per 5" of Current Speed (round down), regardless of whether the wipe-out was due to collision with a hard or soft obstacle, or general clumsiness on the biker's part. After all, the pavement is going to be just as hard and rough either way.

If the cyclist is wearing a protective helmet and body gear (a motorcycle suit or sports padding), reduce this damage by half.

Fortunately, a bicycle rarely reaches speeds where more than 2d6 damage is going to be dealt to the cyclist.

Vehicular Travel for Bikes: The Travel rating is fairly generous for bicycles compared to their Top Speed largely because of the versatility of a lightweight bicycle; if extreme obstacles are encountered, the rider has the option to simply pick up the bike and walk until he gets to clear ground again.

Mountain Bike

The ultimate in gas-free post-apocalyptic transportation that you can haul over your shoulders or toss into the back of a car as needed. Just be sure to carry a portable tire pump and patching kit for the inevitable flat tire along the way.

    Acc/TS: Pace x 2 (15 mph for Pace 6;
        20 mph for Pace 8)
    Toughness: 5 (2)
    Crew: 1
    Cargo: 0

    Notes

- **Light**: –1 damage per die vs. target in collision; automatically wipes out in a collision.

- **Portable**: 18 lb (if carried); occupies 1 Cargo if transported in a larger vehicle.

Motorcycles

As with bicycles, the motorcyclist is exposed to attack, and wipe-outs hurt a lot. Wearing a helmet and protective motorcycle suit is highly recommended.

If you want to do anything fancy like firing a pistol while driving, you'll have to do so left-handed (since your right hand is needed to operate the throttle). If you don't have both hands on the bars, even if you haven't fired this round, you'll still suffer a Multi-Action Penalty to any Driving checks you have to make.

Dirt Bike

Due to its tiny fuel tank, it's inappropriate for cross-country travel, but can be useful to scout rugged terrain for a convoy or patrol for a settlement.

    Acc/TS: 15/24 (60 mph)
    Toughness: 8 (2)
    Crew: 1
    Cargo: 0

    Notes

- **Light**: –1 damage per die vs. target in collision; automatically wipes out in a collision.

- **Off-road**.

- **Semi-Portable**: 200 lb (if carried); occupies 2 Cargo if transported in a larger vehicle.

- **Shocks**: +4 Armor vs. damage from jumps/drops.

Scooter

Not very dignified, but has impressive-enough fuel efficiency to get a full day's travel before you need to scavenge for fuel (even assuming you don't take a spare canister along).

    Acc/TS: 10/30 (75 mph)
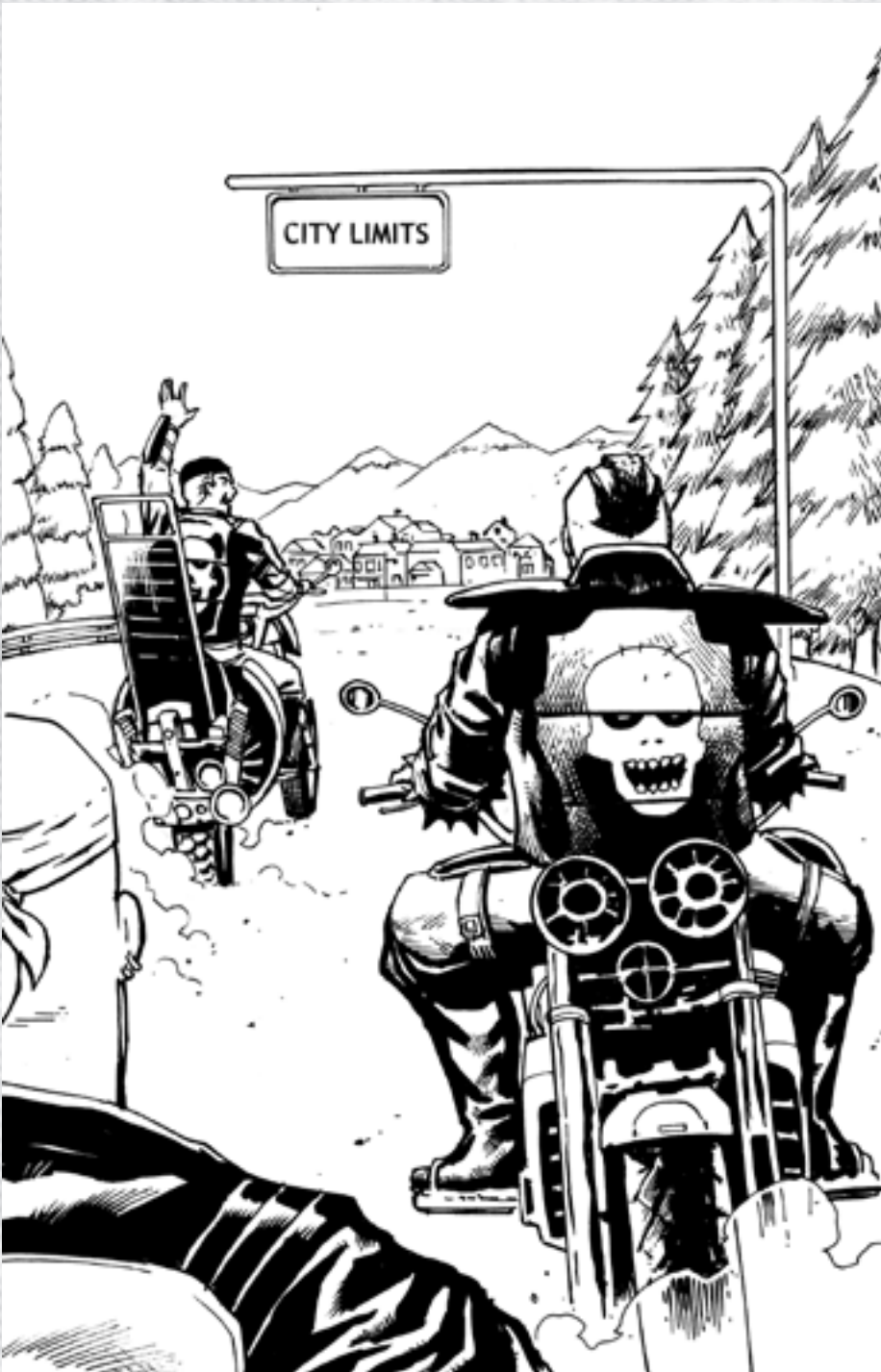   **Toughness**: 7 (2)
    Crew: 1+1
    Cargo: 0

    Notes

- **Light**: –1 damage per die vs. target in collision; automatically wipes out in a collision.

- **Semi-Portable**: 300 lb (if carried); occupies 2 Cargo if transported in a larger vehicle.

- **Street-Only**: –2 to Driving in off-road conditions.

–2 to Repair checks to maintain (due to difficulty in finding spare parts).

• **Light**: –1 damage per die vs. target in collision; automatically wipes out in a collision.

• **Semi-Portable**: 400 lb (if carried); occupies 2 Cargo if transported in a larger vehicle.

Street Hog

Loud pipes not only let drivers know where you are, but the undead will notice, too.

Acc/TS: 20/36 (90 mph)
Toughness: 9 (2)
Crew: 1+1
Cargo: 0

Notes

• **Light**: – damage per die vs. target in collision.

• **Semi-Portable**: 600 lb (if carried); occupies 4 Cargo if transported in a larger vehicle.

• **Stable**: In the event of a collision with a Soft Obstacle, the driver may avoid a wipe-out on a successful Driving check.

• **Throttle Lock**: "Cruise control" for a motorcycle; allows you to avoid the off-hand penalty for firing a one-handed gun while driving a motorcycle (if you're right-handed).

Street Hog Tourer

This hog has been fixed up for long-distance touring with an extra-capacity "fat" gas tank and hard-case "saddlebags" for cargo, with a luggage rack on the back.

Acc/TS: 15/36 (90 mph)
Toughness: 9 (2)
Crew: 1+1
Cargo: 1 (saddlebags and rack)

Notes

• **Light**: –1 damage per die vs. target in collision.

• **Semi-Portable**: 700 lb (if carried); occupies

Street Bike

Sadly, more style than substance in the apocalypse, given the sorry state of most roads.

Acc/TS: 32/48 (120 mph)
Toughness: 8 (2)
Crew: 1+1
Cargo: 0

Notes

• **High Performance**: +2 to Driving on mostly-intact roads; –2 to Driving in off-road conditions.

4 Cargo if transported in a larger vehicle.

- **Stable**: In the event of a collision with a Soft Obstacle, the driver may avoid a wipe-out on a successful Driving check.

- **Throttle Lock**: "Cruise control" for a motorcycle; allows you to avoid the off-hand penalty for firing a one-handed gun while driving a motorcycle (if you're right-handed).

- **Top-Heavy**: –1 to Driving.

Light Wheeled Vehicles

Small, light, and sporty, these vehicles might get decent fuel mileage, but they either carry few passengers, or squeeze the existing ones into a very small space.

Economy Coupe

What can be said about this vehicle, except to use it at your own risk?

Acc/TS: 20/40 (100 mph)
Toughness: 9 (3)
Crew: 1+3
Cargo: 1

- **Air Bags**: Driver and passengers.

- **Death Trap**: Unarmed attackers grabbing or biting at passengers from outside the vehicle gain a +1 bonus to Fighting and to Parry against them, due to having their prey at a distinct disadvantage with the tight quarters.

- **Compact Two-Door**: Rear-seat passengers cannot easily disembark unless front seats are folded forward; requires a successful Agility check to squeeze out (or in) in a single round in a combat situation.

- **Light**: –1 damage per die vs. target in collision.

Sportster Mini

A cute little sports car in flashy colors. If it has decent gas mileage, it's only because there's so little car to be moved.

Acc/TS: 30/60 (150 mph)
Toughness: 9 (3)
Crew: 1+1
Cargo: 1/2

Notes

- **Air Bags**: Driver and passenger.

- **Convertible**.

- **Light**: –1 damage per die vs. target in collision.

- **Street-Only**: –2 to Driving in off-road conditions.

Medium Wheeled Vehicles

Medium wheeled vehicles cover everything from a typical sedan up to a minivan or SUV.

Ambulance

A typical emergency ambulance with a two-door cab up front, boxy transport area, rear access, and sirens.

Acc/TS: 10/40 (100 mph)
Toughness: 14 (3)
Crew: 1+3
Cargo: 1 (stretcher + patient)

Notes

- **Medical Equipment**: +1 to Healing.

- **Misc. Features**: Air bags (driver + front passenger only), emergency lights, emergency services radio, and siren.

- **Rugged Construction**: +1 to Repair checks to maintain.

Camper Truck

A specialized four-door sports utility vehicle with a rear hard-top cargo area that can be elevated for a bit of headroom while setting up bedrolls in the back.

Acc/TS: 20/40 (100 mph)
Toughness: 14 (3)
Crew: 1+3
Cargo: 1 (rear door access)

Notes

- **Misc. Features**: Air bags (driver + passengers), CB, diesel fuel, GPS, off-road.

- **Pop-Up Camper**: Sleeping for 4.

- **Rugged Construction**: +1 to Repair checks to maintain.

Minivan, Hybrid

A trendy urban transport for "soccer moms."

Acc/TS: 10/40 (100 mph)
Toughness: 14 (3)
Crew: 1+7
Cargo: 1 (rear hatch)

Notes

- **Misc. Features**: Air bags (driver + passengers), entertainment system (CD/DVD/digital with rear display screens), GPS, satellite radio, sliding passenger doors (both left and right), standard power outlet.

Pickup Truck

This is a median sort of pickup truck, big enough to haul supplies (or a few fellow survivors) in the back, but not quite one of those huge "almost a big rig" gas guzzlers, either. Some survivors (and raiders) have taken to turning these into "technicals" by mounting some sort of gun up top and having a gunner take up position just behind the cab.

Acc/TS: 20/40 (100 mph)
Toughness: 14 (3)
Crew: 1+1
Cargo: 4 (open bed)

Notes

- **Misc. Features**: Air bags (driver + passenger), off-road.

- **Rugged Construction**: +1 to Repair checks to maintain.

Police Interceptor

A customized sedan for law enforcement use. Retired police cars sometimes find their way into taxi cab fleets as well.

Acc/TS: 25/50 (125 mph)
Toughness: 11 (3)
Crew: 1+3
Cargo: 1 (trunk)

Notes

- **Misc. Features**: Air bags (driver + passengers), automatic fire suppression system, dash camera, GPS, emergency lighting, locking gun rack, loudspeaker, mobile data terminal, police radio, siren.

- **Push Bumper**: Shock-absorbers and ram plate provide +4 Armor vs. collisions.

- **Rugged Construction**: +1 to Repair checks to maintain.

- **Run Lock**: Vehicle's engine can be left running without keys in the ignition (but cannot be driven off without the keys).

- **Stability Control**: +2 to Driving when making Out of Control checks.

- **Suspect Transport Enclosure**: Rear doors can be locked by a control in the front, preventing suspect in rear seat from exiting. Impact-resistant divider (Toughness 10) prevents suspect from easily attacking driver.

Sedan

A typical mid-sized modern car with four doors, spacious trunk, and luxury features.

Acc/TS: 20/40 (100 mph
Toughness: 10 (3)
Crew: 1+3
Cargo: 1 (trunk)

Notes

- **Back Seat**: There's a seatbelt for a third passenger to squeeze into the back seat, provided she's Small, or very lightly equipped.

- **Misc. Features**: Air bags (driver + passengers), entertainment system (CD/DVD/digital player; screen visible in back seat only), GPS.

Muscle Car

A two-door, four-seat car with a big engine.

Acc/TS: 30/60 (150 mph)
Toughness: 10 (3)
Crew: 1+3
Cargo: 1

Notes

- **Misc. Features**: Air bags (driver + passengers), convertible, GPS.

- **Muscle Car**: +1 to Driving on mostly-intact roads. –1 to Repair checks to maintain (due to difficulty in finding spare parts).

SUV, Off-Road

Capable of off-road travel, this vehicle is good for hauling a small group and limited cargo.

Acc/TS: 20/40 (100 mph
Toughness: 14 (3)
Crew: 1+5
Cargo: 1 (rear hatch)

Gear and Goods

Notes

- **Bench Seats**: Seatbelts are provided for +2 passengers (Crew), to squeeze into the middle of the back two benches, provided that they are either Small, or very lightly equipped.

- **Misc. Features**: Air bags (driver + passengers), biodiesel filters, diesel fuel, off-road, entertainment system (CD/DVD/digital player; fold-down screen visible from rear seats), GPS.

- **Rugged Construction**: +1 to Repair checks to maintain.

Heavy Wheeled Vehicles

These vehicles are large enough that the occasional Living Dead stumbling across the road is just incidental "road kill" if it fails to yield the right of way, but it can still be brought to a halt if it encounters a horde.

Bus, City

A typical bus designed for inner-city transit.

Acc/TS: 5/30 (75 mph)
Toughness: 13(4)
Crew: 1+36 (seated)
Cargo: 1 (front rack: holds two bicycles)

Notes

- **Elevated**: Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.

- **Misc. Features**: CB, diesel, GPS, power wheelchair lift.

- **Unwieldy**: –2 to Driving.

Delivery/Moving Truck

A large boxy truck with a couple of seats up front and a roll-down door in the back. Statistics are based on the assumption that the truck will be at least moderately loaded; if it's completely empty, double the MPG and Real Range.

Acc/TS: 5/30 (75 mph
Toughness: 14 (4)
Crew: 1+1
Cargo: 12*

Notes

- **Elevated**: Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.

- ***Large Cargo**: The cargo space is enough to hold the equivalent of 3-4 bedrooms worth of furniture and belongings, as a general rule of thumb.

- **Misc. Features**: Air bags, diesel, GPS.

- **Unwieldy**: –2 to Driving.

Military Off-Road Vehicle

A typical four-wheel drive vehicle with maximum undercarriage clearance, making it better for navigating rugged terrain. It has four doors and a hard-top rear cargo area to hold soldiers' gear.

Acc/TS: 10/40 (100 mph)
Toughness: 15 (3)
Crew: 1+3 (+1 top gunner)
Cargo: 3

Notes

- **Armament**: heavy MG on roof pintle mount (range 50/100/200; damage 2d10; RoF 3; AP 4; HW; 250 shots—not portable).

- **Elevated**: Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.

- **Heavy**: +1 damage per die vs. target in collision.

- **Misc. Features**: GPS, military radio, off-road, top hatch.

- **Rugged Construction**: +1 to Repair checks to maintain.

Military Off-Road Vehicle, Armored

This is the same basic vehicle, but with a special armor kit.

Acc/TS: 8/24 (60 mph)
Toughness: 16 (4)
Crew: 1+3 (+1 top gunner)
Cargo: 3

Gear and Goods

Notes

- **Armament**: heavy MG on roof pintle mount (range 50/100/200; damage 2d10; RoF 3; AP 4; HW; 250 shots—not portable).

- **Elevated**: Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.

- **Heavy**: +1 damage per die vs. target in collision.

- **Heavy Armor**: Treated as Heavy Armor for all sides except the undercarriage.

- **Misc. Features**: GPS, military radio, off-road, top hatch.

- **Rugged Construction**: +1 to Repair checks to maintain.

- Unwieldy: –2 to Driving.

Military Off-Road Transport

This is a variant on the basic design, with only two doors up front, and the rear seats replaced with a cargo-covered area either set up as seating for soldiers (entering and exiting out the back), or as a flat-bed space for cargo.

Acc/TS: 10/40 (100 mph)
Toughness: 15 (3)
Crew: 1+1 (+6 in back)
Cargo: 1

Notes

- **Elevated**: Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.

- **Heavy**: +1 damage per die vs. target in collision.

- **Misc. Features**: GPS, military radio, off-road.

- **Rugged Construction**: +1 to Repair checks to maintain.

Recreational Vehicle

This is a big, bulky home on wheels.

Acc/TS: 20/40 (100 mph)
Toughness: 14 (3)
Crew: 1+7
Cargo: 4

Notes

- **Elevated**: Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.

- **Extending Camper**: Sleeps 8.

- **Heavy**: +1 damage per die vs. target in collision.

- **Ladder**: A ladder on back provides access to the top roof racks. It also provides a nice vantage point from which to spot and shoot the undead (as long as none of them can climb).

- **Misc. Features**: Air bags (driver + front passenger only), CB, diesel fuel, entertainment system, GPS, kitchenette & microwave, power outlets, restroom.

- **Top-Heavy**: –1 to Driving.

Recreational Vehicle, Armored

This is basically a motor home that has been modified as a more rugged home-on-wheels for the Apocalypse, patterned after the personal transport of Alexandro Cortez in War of the Dead.

Acc/TS: 10/24 (60 mph
Toughness: 14(4)
Crew: 1+5
Cargo: 1

Notes

- **Armament**: 4x MG on window pintle mounts (range 30/60/120; damage 2d10; RoF 3; AP 2; 250 shots—if removed: snap-fire, Min Str d8; weight 23 lb (gun) + 40 lb (ammo)).

- **Elevated**: Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.

- **Extending Camper**: Sleeps 6.

- **Heavy**: +1 damage per die vs. target in collision.

- **Heavy Armor**: Treated as Heavy Armor, with view-slits at windows.

- **Ladder & Hatch**: A ladder on the back, as well as a lockable hatch on top, provides access to the roof racks and a better vantage point for sniping the undead.

- **Misc. Features**: Biodiesel filters, CB, diesel fuel, GPS, kitchenette & microwave, power outlets, restroom.

- **Plow**: In a collision, deals an additional +1d6 damage vs. target; shock-absorber reduces damage to vehicle from a head-on collision by one die.

- **Top-Heavy**: –2 to Driving.

Tractor (Semi) Rig

The following is for just the front cab, going bobtail without a trailer.

Acc/TS: 5/30 (75 mph)
Toughness: 17 (5)
Crew: 1+1
Cargo: 2 (sleeper cab)

Notes

- **Elevated**: Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.

- **Heavy**: +1 damage per die vs. target in collision.

- **Misc. Features**: Air bags (driver + passenger); diesel, CB, GPS.

- **Rugged Construction**: +1 to Repair checks to maintain.

- **Sleeper Cab**: Sleeps 2.

- **Unwieldy**: –1 to Driving.

Tractor-Trailer Rig

The following assumes a typical box-style trailer, with cargo.

Acc/TS: 5/30 (75 mph)
Toughness: 17 (5)
Crew: 1+1
Cargo: 2 (sleeper cab) + 100 (trailer)

Notes

- **Elevated**: Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.

- **Heavy**: +1 damage per die vs. target in collision.

- **Misc. Features**: Air bags (driver + passenger); diesel, CB, GPS, sleeper cab.

- **Rugged Construction**: +1 to Repair checks to maintain.

- **Sleeper Cab**: Sleeps 2.

- **Trailer**: A typical trailer has Toughness 14(6) and Cargo 100.

- **Unwieldy**: –3 to Driving.

Common Cargo Carriers & Trailers

Strap-On Rooftop Cargo

Toughness: none (cargo is unprotected, held in place with straps, ropes, etc.)

Cargo Spaces: 1

Performance Penalty: Driving -1; Acc -10%

Special Note: This type of cargo carrier has absolutely no sales value as it is not a carrier in and of itself.

Rooftop Streamlined Carrier

Toughness: 6 (base 4 + armor 2)

Cargo Spaces: 2

Performance Penalty: Driving -1; Acc -10%

Small Trailer

A small car-towed trailer, commonly associated with various self-moving services.

Toughness: 9 (base 6 + armor 3)
Cargo Spaces: 3
Performance Penalty: Driving -1; Acc -10%; Top Speed -10%

Large Trailer

A typical large enclosed trailer is intended to be towed by a large pickup truck, with a main door in the rear, and possibly another access hatch on the side.

Toughness: 10 (base 7 + armor 3)
Cargo Spaces: 8
Performance Penalty: Driving -2; Acc -20%; Top Speed -10%

GAZETTEER

Center for Disease Control and Prevention, located in Atlanta, Georgia, is said to be a fortress in the post-outbreak era. Gigantic steel walls surround it, and heavily armed soldiers guard the perimeter. What exists inside, what strides they are making to combat the Living Dead, is anyone's guess.

The Church of the Eternal Prophet is the central power base for many of the Rotters that have appeared in the past four years. Dedicated to the eradication of humanity, the Church preaches the ascension of Rotters as the dominant species on Earth.

The Citizen Relocation Zone was created in the weeks following the outbreak as the Federal Government's bid to safeguard the remaining survivors. Destroyed from the inside by a combination of Living Dead and Rager infection, the CRZ is now controlled by an intelligent Living Dead, and guarded by thousands of ghouls.

California is under the control of the United Protectorate— at least in the portions where the Living Dead aren't swarming the streets. Rumors persist of a shipyard on the coast being controlled by military forces, but no one from the Rotter Lands has dared venture into the territory to confirm it.

The portions of the mid-Atlantic and New England areas of the United States, now known as the **Badlands**, are a nuclear wasteland filled with irradiated Living Dead.

Born from the ashes of the United States Federal Government, the **Federal Commonwealth** controls the Gulf Coast region and dreams of expanding into the Rotter Lands.

Groom Lake, also know as Area-51, is the primary base of operations for Division-M. Rumors of dark human and Living Dead experimentations have been attributed to the place.

The Grand Canyon became a dumping ground for the Living Dead in the first weeks of the outbreak. Plans to bomb the place never saw fruition, and the now vast amount of Living Dead populate the area.

Hell's Fury, located in Kansas, is a powerful raider organization. Roaring across the Rotter Lands in armored vehicles and taking what (and who) they want from unlucky survivor towns, they are feared only second to the forces of Valhalla.

Independent Towns exist throughout the Rotter Lands. Formed in the years since the pandemic, they are a collection of settlements ranging from a few dozen individuals to several hundred. Each town has its own set of rules, laws, and currency, and travelers are well advised to understand how a town operates before stepping into one.

The Lords of Dionysus is an organization— a club, actually— who believes in living a life of luxury and gluttony. Known for a membership of some of the most wealthy and influential people of the Rotter Lands, rumors also persist of entertainment involving forcing children to fight for their lives against the Living Dead.

Necropolis is a city of the Living Dead, where the Rotters loyal to the Church of the Eternal Prophet gather, and where thousands of the normal Living Dead roam the streets.

Several **Oil Refineries** dot the Rotter Lands, and a majority has seen settlements develop around them. Often the targets of raiders, controlling such a vast amount of fuel means the difference between predator and prey in the Rotter Lands.

The Railroads dotting the United States landscape were always a boon to the growth and success of the country, and now they are just as vital to its survival. The Unified Towns have reestablished several rail lines in its bid to reunite the Rotter Lands, and several independent towns have begun establishing their own claims to the miles of tracks that run through, or near, to their territories. As though raider attacks on the lines weren't dangerous enough, wars between the rail-towns have been on the rise.

Not all Rotters follow the Church of the Eternal Prophet, and **Rotter Town** is a prime example. Comprised of a melting pot of Rotters, Brutes, and humans, Rotter Town (governed as its name suggests), struggles to establish peaceful relations between humans and Rotters

Sanctuary, a midwestern city originally controlled by UniMed following the outbreak, it is now a place where only the brave or psychotic dare venture. Filled with hardened survivors besieged by Living Dead and Rager alike, even the most powerful raider gangs avoid entering.

The Pantheon is the ruling council of an extremely powerful and influential shadow organization of

paranormally gifted individuals. Claiming to be behind the outbreak, The Pantheon moves to eliminate all who stand in their way and establish their own New World Order.

The Pits are the arenas where the Lords of Dionysus wager as children are forced to fight for their lives against the Living Dead. The location is a constantly moving affair, and even the most skilled bounty hunters in the Rotter Lands have yet to shut it down.

The Revenants are a massive army of Rotters loyal to the Church of the Eternal Prophet. Scouring the Rotter Lands in armed and armored vehicles, they attack and eliminate entire survivor towns, turning many of the residents into Living Dead slaves.

The Rotter Lands occupy what was once the central and Midwest United States. When the outbreak forced the survivors to flee the heavy population centers of the east and west coasts, the main route of escape was to the center of the continent. In the years that followed, settlements have formed across the territory, though no central form of government has yet to be established.

The Unified Towns were formed by Ollie Resnick, and now encompass 10 survivor settlements. Dedicated to reuniting what remains of the United States under a common banner, the towns are torn by their own share of internal politics and covert operations against each other.

Unified Towns Parcel Service was originally formed as an independent organization to facilitate trade and communication between the settlements. Since coming under the control of the Unified Towns, the parcel service has questioned Ollie's true intentions.

The conglomerate known as **UniMed** has long had a deep relationship with Division-M, first coming into contact with them through the company's government contracts into genetic research and augmentation. In the years leading to the outbreak, UniMed secretly worked with Division-M to study the Living Dead. Since the outbreak, they have become central to the United Protectorate.

The new body of government formed by Division-M, the **United Protectorate** controls Nevada and California. Based at Area-51, it fights a desperate war against the Federal Commonwealth for control over the former United States.

Valhalla is a marauder town based around the Ponca City oil refinery in Oklahoma. Several hundred men strong, with dozens of armored vehicles at their disposal, the forces of Valhalla ply the Rotter Lands, taking what supplies they need from weaker settlements, and bringing those unlucky enough to survive the raids as slaves.

Way Stations pepper the Rotter Lands. Usually nothing more than a single building, they are considered neutral territory and are open to all travelers in need of food and rest.