

RANDOM ENCOUNTERS FOR AFMBE RPG

Original (non-Eden) concepts © 2002-2009, eviloverlord668@yahoo.com

No copyright infringement is intended.

All Flesh Must Be Eaten, icons, personalities, and images are copyright 2000 Eden Studios. All Flesh Must Be Eaten is a trademark of Eden Studios. Use of the All Flesh Must Be Eaten trademark on this site has been expressly granted by Eden Studios, but Eden exercises no editorial review or responsibility for the content of this site. Requests for such permission should be directed to eden@nycap.rr.com.

Three types of random encounters are presented below. Following the three versions are a few encounter ideas.

Version 1 contains a series of tables, the first three of which are for specific time frames (I've used George Romero's three "Dead" movies as examples, but I'm not sure how accurate that is. "Dawn of the Dead" could conceivably have taken place days to weeks to months after "Night of the Living Dead").

Version 2 is more general, and is arranged by locale. It is more generic with regard to time frames, but could work any time during the first few years of the dead folks getting up and causing trouble.

Version 3 isn't really random encounters or a chart. It is a rough guideline about how many zombies a group of characters might attract in various locations and circumstances. It's good for use when players would rather bash zombies than interact with other survivors.

Other than Version 3, numbers of individuals in encounters are not specific. This is best left to the ZM. However, the following suggestions are offered:

- Near major highways and urban areas, civilians and military encounters could be with groups ranging in number from dozens to thousands, though the group may not be traveling coherently and may instead be strung along for quite a distance.
- In smaller towns and rural areas, encounters will typically be smaller in number for humans but greater in number for animals. For example, packs of coyotes and wild dogs can number from dozens to a hundred or so animals. Fortunately, coyotes are VERY unlikely to be a threat to a healthy and uninjured human. This author has routinely confronted groups of dozens of coyotes during his career as a wildlife biologist and has never once seen the pack demonstrate aggressive behavior no matter how large it is. Wild domestic dogs, on the other hand, are much more dangerous as they have been bred to not fear humans.
- Encounters with human refugees will peak within one to two months of the time the Rise becomes accepted to the population as fact. Afterwards, refugee populations will begin to drop steadily due to famine, thirst, and disease. This decline will be accompanied by a corresponding rise in the zombie population. Refugee camps and squatter villages will become death traps in relatively short order.
- At the same time, encounters with surviving humans are likely to become more and more dangerous as time goes on due to the decreasing amounts of food, ammunition, medicine and other supplies along with increasing pressure from the growing zombie population. People who are hungry and frightened revert to a tribal mentality, and are much more likely to demonstrate hostility

to other "tribes" as modern evidence shows in areas of the world that have experienced breakdowns in government and infrastructure.

- Human encounters in uninhabited rural areas, especially in resource-poor environments (i.e. pine forests, tundra, desert) are most likely to be with very small groups. This is because larger groups will rapidly strip their territory of available resources (i.e. food, animal and plant) in relatively short order and either disperse into smaller groups or starve. Encounters with zombies in these areas are likewise going to be with smaller numbers. Larger numbers of zombies will gradually disperse, and local terrain and wildlife will begin to reduce the numbers further. One can imagine vultures, dogs, and coyotes taking a heavy toll on slow, uncoordinated corpses that are becoming mired in bogs, trapped in brush thickets, or crippled by falling into ravines.
- Zombies may have a hard time sneaking up on survivors in rural areas during daylight hours. If the zombies are decomposing to some degree with associated odors, vultures will be attracted to them. The vultures will most likely circle overhead and wait for the zombie to die. The zombie is already dead, but the vultures won't know that. It is possible that a zombie with significant mobility problems may attract an attack. Vultures will kill wounded prey if given the opportunity, as will scavenging eagles and hawks. Basically, anything that is willing to eat carrion will see zombies as a food source in pretty short order. Even ground squirrels and wild pigs like Roadkill Surprise...
- More on all this later. Watch for the "Living With The Dead" page coming soon.

Version 1:

Roll 2d6. Subtract 2 if encounter is in rural area; add 2 if encounter is in urban area.

Table 1: Night of the Living Dead (Early Rise)

Roll - Encounter

0-3 Animals (Go to IV)

4-6 People (Go to V)

7 Zombies (Go to VI)

8 None

9-10 Zombies (Go to VI)

11-13 People (Go to V)

14 Animals (Go to IV)

Table II: Dawn of the Dead (mid-Rise)

Roll - Encounter

0-4 Animals (Go to I)

5-6 People (Go to V)

7-8 Zombies (Go to VI)

9 None

10-12 Zombies (Go to VI)

13 People (Go to V)

14 Animals (Go to IV)

Day of the Dead (Late Rise)

Roll - Encounter

0-4 Animals (Go to I)

5 People (Go to V)

6-7 Zombies (Go to VI)

8 None

9-14 Zombies (Go to VI)

For Tables IV, V, and VI, roll 2d6. If encounter is from Table I, subtract 2. If encounter is from Table II, add 1. If encounter is from Table 3, add 2.

Table IV Animals

2-7 Domestic (harmless) - example: sheep, cows, horses, chickens, tame pigs

8 Domestic (dangerous) - example: dogs, feral pigs

9-11 Feral (harmless) - example: deer, rabbits, quail, wild turkey, ducks

12 Feral (dangerous) - example: rattlesnakes, coyotes, bears, alligator

13 Exotic (harmless) - example: escaped zoo antelope, llamas, emus

14 Exotic (dangerous) - example: escaped zoo lion pride, tiger, hyena mob, rhinoceros

Table V People (Go to Table VII after determining type of encounter)

2-5 Civilians/Refugees/Squatters (roll d6 - on a 1-3, the group is local; on a 4-6, the group is from somewhere else; locals know more about the surrounding area, obviously, and may be a better source of information than out-of-towners)

6-7 Police (roll d6 - on a 1-3, the unit is under command, also, a 1 indicates the unit is under direct military command as conscripts/draftees/levies; on a 4-6, the unit has deserted or is out of communication with higher command; add 1 to the roll for each month after the Rise)

8-9 Militia (roll d6 - on a 1-4, the militia is just civilians with better arms and equipment; on a 5-6, the militia is professional with regular military training - and possibly military equipment)

10 Military (roll d6 - on a 1-4, the unit is under command; on a 5-6, the unit has deserted or is out of communication with higher command; add 1 to the roll for each month after the Rise)

11-13 Looters/Survivors (roll d6 - on a 1-4, the encounter is with "professionals" such as an outlaw gang or prison escapees; on a 5-6, the looters are just frightened civilians looking for desperately needed supplies)

14 Hidden enclave (roll d6 - on a 1-3, the enclave is civilian; on a 4-5 the enclave is civilian government; on a 6 the enclave is military; if the enclave is military or government, roll d6 again - on a 5-6, there are zombies present for some sort of nefarious research)

Table VI Zombies

2 1d6 zombies

3-5 1d6 X1d6 zombies

6-9 1d6 X 10 zombies

10-11 1d100 zombies

12-13 1d100 X 10 zombies

14 Zombie Hoard (1000+)

Table VII. Roll 2d6. If encounter is from Table II, add 1. If encounter is from Table 3, add 2.

Roll - Attitude

0-3 Helpful (will assist to one degree or another, even if it's simply by not attacking)

4-7 Neutral (probably won't help, but not likely to attack, would like to ignore characters)

8-11 Hostile (might attack if situation is favorable, if opportunity presents itself, or if tensions rise)

12-14 Violent (will attack)

If needed, the following two tables are provided for structures and vehicles. The chances of rarer structures and vehicles is much greater than in the real world (for example, the number of private homes versus number of military bases, or number of private cars versus number of military vehicles). This is for two reasons: simplicity and variety/cinematography. Modify as desired and use common sense (i.e. subways are underground and not typically found in the middle of residential neighborhoods). Your mileage may vary.

Table VIII: Buildings

Roll 3d6. For non-military buildings that are or where occupied after the Rise, roll d6. On a 1-2, the structure was not fortified or reinforced. On a 3-6, it is/was. To see if buildings are currently occupied, roll d6. On a 1-4 it is, on a 5-6 it is not. Add 1 to the roll for each month after the Rise.

Roll Structure (examples)

3-8 Residence (private homes, apartments, condos, public housing, trailer parks, hotels, motels, high rise apartment buildings and condos, resorts, spas, gated communities, mansion, retirement home)

9 Barn or Warehouse (warehouse districts, impound yards, feedlots, small farm, ranch, docks)

10 Public works (i.e. electrical substation, water treatment plant, school, university, government building, parking lots, cemetery, storm drains and tunnels, utility/steam tunnels, garbage dump, landfill, vehicle/supply depots, bus station)

11 Ruins (burned, collapsed, bombed, exploded, looted and smashed and emptied, mass grave, firebreak, corpse incineration pit, killing/freefire zone, toxic waste dump, scrap yard)

12-14 Office/Businesses (offices, strip malls, office parks, services, grocery stores, department stores, hospital, clinic, funeral home, veterinary hospital, kennel, high rise office buildings, pub/bar, military surplus/outdoor supply store, vehicle/equipment rental)

15 Mall (shopping mall, outdoor civic arena or indoor auditorium, sporting arena, amusement park, public park or greenbelt, museum, art gallery, golf course, country club, dance hall, zoo)

16 Relocation center (rescue station, FEMA installation, tent city, roll again to see what is serving as the relocation center)

17 Industrial or Scientific (factory, laboratory, gravel pit, mine, airport, shipyard, dockyard, rail yard)

18 Military staging area or Military base (airfield, depot, marshalling area, bivouac, convoy, field command, permanent installation, underground bunker, bomb shelter, naval fleet)

Table IX: Vehicles

Roll 3d6 for type, then roll d6 for use (1-3 occupied/claimed; 4-6 abandoned; add 1 to the roll for each two months after the Rise)

Roll Vehicle (examples)

3-12 Civilian/personal (car, pickup truck, SUV, motorcycle, bicycle, small airplane, minivan, recreational vehicle, four-wheeler ATV, ultralight aircraft, fishing/bass boat, skiff/john boat)

13-14 Business (moving truck, delivery van, news van, novelty monster truck, semi, tow truck, commercial plane including airliner, traffic helicopter, cargo barge, fishing trawler, freighter, train, subway, bus, limousine, lawn service truck)

15 Utility (cherry picker/electrical pole truck, bulldozer or other construction vehicle, dump truck, garbage truck, parking meter patrol vehicle, golf cart)

16 Police (police cruiser, prisoner transport van, animal control truck, prison bus, police helicopter, surveillance van, financial institution armored car/truck, armored government sedan, SWAT van)

17 Fire/EMS (fire truck, ambulance, hearse, Fire Marshall's (red) pickup truck)

18 Military (jeep, HMMWV/HumVee/Hummer, APC, Deuce-and-a-half truck, battle tank, attack helicopter, Coast Guard cutter, SSBN/ballistic missile submarine)

Version 2:

Various Random Encounter Charts for the "All Flesh Must Be Eaten" RPG, years 1-5 after the Rise

Roll 3d6

Countryside

3-4 Dogs (50% feral)

5-7 Game (deer, rabbit, etc.)

8-11 Herd (cattle, horses, etc.)

12 Predator (puma, lion, etc.)

13 Local civilians *

14 Refugees **

15 Survivalists *

16 Looters **

17 Military patrol/Militia*

18 Zombies (1d6 X 1d6)

* Unlikely to be overtly or immediately hostile, but may not be helpful either.

** More likely to be overtly or immediately hostile, and very unlikely to be helpful.

Small Town

- 3 Dogs (50% feral)
- 4-5 Local civilians*
- 6 Military deserters**
- 7-8 Refugees**
- 9 Squatters**
- 10 Survivalists*
- 11 Fire, Ruins, Debris
- 12 Looters**
- 13 Military post/Militia*
- 14-18 Zombies (1d6 X 1d6)

* Unlikely to be overtly or immediately hostile, but may not be helpful either.

** More likely to be overtly or immediately hostile, and very unlikely to be helpful.

City

- 3 Dogs (50% feral)
- 4 Rescue station (Roll d6 - 1-2: still in operation, military present*; 3-6: overrun, 1d100 zombies in immediate area)
- 5 Military patrol** (looking for looters and zombies)
- 6 Looters**
- 7 Fire
- 8 Military action***
- 9 Sniper attack***
- 10-12 Zombies (dozens)
- 13-15 Zombies (hundreds)
- 16-18 Zombies (thousands)

* Unlikely to be overtly or immediately hostile, but may not be helpful either.

** More likely to be overtly or immediately hostile, and very unlikely to be helpful.

*** Definitely/always immediately hostile and very unlikely to engage in any other type of interaction.

Version 3:

In formerly high-population urban areas, for every fifteen minutes the characters are exposed and moving openly or engaged in noisy physical activity (boarding up windows, for example), there is an 80% chance that 1d6X10 zombies will be attracted to the movement and sounds. Once zombies are attracted, every fifteen minutes another 1d6X10 zombies will arrive on the scene.

In suburban areas, for every fifteen minutes the characters are exposed and moving openly, there is a 70% chance that 1d3X5 zombies will be attracted to the movement and sounds. Once zombies are attracted, every fifteen minutes another 2d6 zombies will be attracted.

In populated rural areas, for every hour the characters are exposed and moving openly, there is a 10% chance of attracting 1d6 zombies. After the first zombies are attracted, there is a 10% chance every fifteen minutes of attracting 1d3 more zombies.

In unpopulated rural areas, there probably aren't that many zombies around unless animals are subject to becoming zombies. If that's the case, the characters are majorly screwed... If not, there is a base 1% chance per day of attracting one or more zombies. In a national park, it is more possible there could be dead folks about that out in the desert fifty miles from the nearest road and sixty miles from the nearest town.

Obviously, it pays to be quiet and stay out of sight as much as possible. If the characters are taking efforts to move silently, under available cover, use padded hammers, operating at night, etc. the chances above are cut by $\frac{1}{4}$ to $\frac{1}{2}$.

In any event, there's also the possibility of human predators lurking behind the zombies waiting to move in to loot the area and take out any survivors, dead or otherwise (i.e. "Dawn of the Dead"). Predatory and scavenging animals could also be a factor. I like the idea of swarms of wild dogs and coyotes picking away at a zombie mob that has congregated outside a farm house full of tasty survivors.

Encounters:

Rural Area: Deer stand (hard to spot in a tree above the party). Two redneck zombies are lurking overhead ready to drop on the party in their bloody safety orange vests (one redneck died of a heart attack, then killed his buddy as his buddy was giving him CPR - they've been stuck up in the deer stand since then). A search of the deer stand will yield 2 rifles, 1 handgun, roughly 30 rounds of ammo for each gun, and half a case of hot beer, 1 spotlight with 12 volt battery, two folding chairs, three mildewed porno magazines.

Small Town: A moving van is abandoned in front of a looted department store. Inside the van are 15 famished and lethargic zombies who were forced inside during the first few hours of the Rise. At some point the driver of the van bailed out or was killed and wandered off. If anyone opens the door they'll have only a few seconds to get out of the way before the dead folks inside get up and start trying to have lunch with their rescuer. If instead a character taps or knocks on the side of the van they'll be rewarded a few seconds later with a series of muffled thumps and scratches.

Rural Area or Small Town: Elephant stampede. Freed from a nearby zoo by a kind hearted zoo keeper, the elephants are on the move. I have no idea what elephant stats would be in AFMBE, but would advise anyone in the way to move aside as quickly as possible. If the ZM is feeling particularly evil, the elephants could be fleeing from a brown bear or something else big and nasty.

Small Town or City: 6d6 zombies fighting to get inside a parked car. It cannot be seen if anyone is alive inside the car. There is a 50/50 chance of a living victim inside; otherwise the zombies are just confused by the movement of the dead occupants trying to get out. At any rate, on a 1-4 on a d6, there is some sort of useful loot inside the car.

City: The party turns the corner and is confronted by a crowd of thousands of the walking dead all moving towards them starting at a distance of two hundred yards. If the party is careful, they may manage to avoid the zombies. To stand and fight, however, is to die if the party isn't inside a tank.

Anywhere: Military aircraft overflies and spots the party. Waggles wings in greeting, but does not return. This is a good encounter if the characters are inclined to wait for someone to come and help. They'll still be waiting days later when the same plane flies back over again. Conversely, it could lead the characters to an intact military base or staging area.

Rural Area - Ocean/Coastal: Tent cities and shanty towns built on the decks of oil tankers and freighters. These ships are the "urban centers" of sea people colonies consisting of hundreds to thousands of fishing boats and barges linked together at least part of the time into a massive raft of humanity. Think of it as a cross between Dodge City in 1885 and a pirate fleet.

Rural Area: The characters are wandering through the woods on foot and cross one too many fences. They've wandered into a game park or wildlife preserve. There may be predators or angry herbivores about. Some of the animals will be fairly tame and docile around humans and may wander into camp looking for food (not too bad if it's a Thompson's gazelle, but way bad if it's an elephant or rhinoceros in the middle of the night).

Anywhere: A graveyard. If the characters listen carefully they'll hear the faint sounds of thumps and bumps coming from under the ground as the dead thrash about inside coffins and crypts.

Author's Note: Contrary to popular imagery, at least in the United States, the vast majority of legal burials will be in coffins interred in cement vaults followed by burial. Granted, the dead rising literally from their graves is an enduring and creepy-cool image, but it's not likely to happen in the U.S. On the other hand, realism in a game about zombies is a relative thing, and this author would be hard pressed to say if a zombie trapped inside a grave was or wasn't more realistic than a zombie breaking out of said grave. To each their own zombies, right? This is the Fulci version of that age-old AD&D roleplaying question: What's more realistic? A female halfling with an 18/78 strength score, a female halfling with an 18 strength score, a female halfling with a 17 strength score, a female halfling with any strength score, or any halfling of either sex?

Notes:

I still haven't decided which of these I like better, so I use all three depending on the setting, scenario and mode. Version 3 is fun when used in conjunction with looting/supply expeditions. Steve Jackson Games' "Mall of the Dead" works pretty well with Version 3 if the gaming session calls for zombie stomping instead of roleplaying. It also works well with the adventure in the Zombie Master Screen from Eden Studios if the characters fight their way clear of the building and try to escape on their own at street level.