

YOU FOUND A WHAT???! URBAN SCROUNGING AND SEARCHING FOR THE ALL FLESH MUST BE EATEN RPG

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Ammo's getting low, only five shells left. Been drinkin' rain water for the last three days, and haven't eaten since the day before yesterday. Well, kid, it's time to go see what we can find out there. Yeah, yeah, it'll be bad. Real scary. Zombies everywhere. But if we don't find more food and ammo soon, we'll be too weak to run, and too low on ammo to shoot our way out. Get up! Go on, get up! Now's as good a time as any. It's getting dark. We'll have plenty of cover. Just follow me. Stick to the shadows. Don't silhouette yourself. Don't let 'em see ya. Just take a deep breath. Everything'll be fine. Just fine...

At some point in most AFMBE scenarios, players will find their characters getting low on ammo, fuel, food and water, or all that and more. Sure, the characters can search, but what exactly do they find? Obviously, the entirety of human manufacturing endeavors is free for the picking if you can get past the gangs, zombies, and other survivors. In lieu of winging it, the following guidelines are suggested.

In searching urban areas or other areas of human habitation, the following factors come into play:

Type of Scrounging:

1. Look for specific item(s): **Targeted Search**
2. Look for any useful item: **General Search**

Search Method

1. **Look in buildings** – very difficult, but better chance of finding usable items
2. **Look in habitations** – difficult, wider range of items, but condition highly variable
3. **Look for zombies carrying the desired item(s)** – normal, but requires combat, and condition of item(s) highly variable, usually in need of repair
 - **New Skill: *Zombie Baiting***: One of more characters distract the zombie(s) while their buddy tries to snatch the desired item.

Using skill *Survival (Urban)*:

1. Skill level + Intelligence: knowing where to look
2. Skill level + Perception: noticing useful items
3. Skill level + Strength: breaking into search areas by brute force
4. Skill level + Dexterity: squeezing through small openings into search area
5. Modifying Quality: Situational Awareness: Targeted Search
6. Modifying Quality: Luck: General Search

Alternatively, use your local equivalent of Survival (Urban). Scrounging, Looting, and Pilfering are good skill substitutes. Or just use **Notice** or **Streetwise**.

Outcome of Search (Combined Table)

Modifier	Difficulties	Result #	Targeted Search	General Search
No roll	Routine	N/A	Roll on Random Item chart, below.	Junk/raw materials
+5 or more	Easy	9-10	Adequate: Find item or similar item. Item needs minor repairs.*	Roll 1D10 + 7 on Random Item chart, below.
+3 to +4	Moderate	11-12	Decent: Find item sought. Item needs minor repairs.*	Comfort items (entertainment, personal grooming)
+1 to +2	Average	13-14	Good: Find item sought. Item is serviceable.	Long Term Survival (camping/survival gear)
No modifier	Challenging	15-16	Very Good: Find item sought. Item is in excellent condition.	Long Term Survival (preserved food, clean water)
-1 to -2	Difficult	17-20	Excellent: Find item sought. Item is in mint condition.	Immediate Survival (hand weapon or missile weapon)
-3 to -5	Very Difficult	21-23	Extraordinary: As above, but with extras (ex. ammo, spare parts., etc.)	Immediate Survival (firearm, ammunition)
-6 to -9	Heroic	24+	Mind-boggling: As above, with more extras (ex. cache of items or item and related items)	Perishable items (fresh gourmet food, complex pharmaceuticals, working high maintenance machinery, such as jet aircraft)
-10 or more	Near Impossible	30+	Supply Dump	Everything and more

*Minor repairs – item malfunctions on roll of 1 on 1D10 until repaired.

ALTERNATELY: For each level of success, allow a roll on the Random Item chart below. Roll 4D6 for each find in a **General Search** or 1D6 in the specified category for each find in a **Targeted Search**.

Random Item(s): Roll 4D6 to determine category of find. If more detail or an extra random element is desired, roll an additional 1D6 to narrow the find.

Roll	Item(s) found
4	Ammunition (arrows/bolts, bullets, shells). Roll 1D6
	1: arrows or crossbow bolts
	2: small caliber pistol
	3: large caliber pistol
	4: small caliber rifle
	5: large caliber rifle
	6. shotgun shells (1 = 410 gauge, 2-3 = 20 gauge, 4-6 = 12 gauge); other gauges possible: 16 gauge, 28 gauge, 10 gauge, 8 gauge, flechette rounds, non-lethal shells (rubber, wooden dowels, etc.), etc.
5	Alcohol, tobacco, narcotics
	1-2: alcohol
	3: smokeless tobacco
	4: cigarettes/cigars
	5: "mild drugs" – marijuana, prescription drugs
	6: "heavy drugs" – heroin, PCP, cocaine
6	Food/water (clean water, preserved food)
	1-2: potable water (jugs, cans, bottles, etc.)
	3-4: "survival" food (dehydrated – just add potable water!)
	5-6: MREs
7	Tools (mechanical, electrical, wood, manual labor, specialty)
	1: mechanical – automobile or other machinery
	2: power tools – torches, arc welders, saws, drills, etc.
	3: woodworking – chisels, squares, knives, etc.
	4: manual labor – shovels, axes, post-hole diggers, etc.
	5: electronics – computers, radios, etc.
	6: specialty – military, gunsmithing, blacksmithing, etc.
8-9	Parts (spares, repair items, etc.)
	1-3: common item (tires, Fix-a-Flat, JB Weld, caulking, paint, etc.)
	4-5: less common items (machined parts, springs, sprockets, etc.)
	6: rare items (laboratory equipment probes, empty IV bags, etc.)
10-11	Transportation (bicycle, car, truck, etc.)
	1: muscle-powered (skateboard, bicycle, scooter, pogo stick)
	2: spare tires, car batteries, etc.
	3-4: civilian vehicle (car, pickup truck, motorcycle)*
	5: utility vehicle (bulldozer, cherry-picker, cable TV van)*
	6: other (military, custom, specialized)*

*Vehicle may contain other items at the ZM's discretion.

12-14	Comfort/Vanity items (furniture, perfume, personal grooming items, lamps, paintings, etc.)
	1-3: furniture
	4-5: other household items (curtains, lamps, blankets, computers, etc.)
	6: non-medical grooming items, household cleaners, etc.
15-16	Entertainment (books/magazines, games, electronic games, radio, etc.)
	1: written material
	2: recorded material (audio CDs or cassette tapes)
	3: radio (1-4 = AM/FM, 5 = CB radio, 6 = short wave)
	4: electronic media (television, computer, etc.)
	5: portable electronic game
	6: other (pornography, home stereo system, DJ turntables, musical instruments, CD players, tape recorders, non-portable game systems, etc.)
17-18	Clothing (street clothes, sneakers, light boots, caps, light jackets, etc.)
	1: footwear*
	2-3: clothing (street casual, grunge, formal, etc.)*
	4: light jacket*
	5: hat(s), cap(s)*
	6: costume(s)*
	*Roll yet another 1D6 – if the roll is greater than the character’s Strength, the clothing fits, albeit baggy if the roll is much higher
19-20	Shelter (building supplies, secure area)
	1-2: wood: plywood, lumber, etc.
	3: sheet metal, cement, high-density polyethylene sheets, etc.
	4: nails, screws, etc.
	5: intact secured building or room
	6: securable attic or crawlspace
21	Survival (packs, flashlights, matches, knives, tents, BDUs, LBE, cold weather clothes, batteries, etc.)
	1: pack, rucksack, LBE, BDU, etc.
	2: matches, lighters, flint/steel strikers, etc.
	3: tools (hatchets, folding shovels, gun cleaning kit, knife sharpener, etc.)
	4: cold weather survival gear or other abnormal environment (i.e. wet suit)
	5: batteries (disposable or rechargeable)
	6: medical supplies (1-2 = medicine, 3-6 = first aid)
22	Hand weapons, missile weapons (bow, crossbow, slingshot, etc.)
	1: edged, small (knife)
	2: edged, large (machete)
	3: blunt, small (sap, blackjack, etc.)
	4: blunt, large (baseball bat, pipe, etc.)
	5: exotic (sword, flail, mace, halberd, etc.)
	6: missile weapon (bow, crossbow, slingshot, etc.)*
	*may have ammo at ZM’s discretion

23	Fuel (gasoline, diesel, kerosene, alcohol, etc.)
	1: grain alcohol (useable in vehicles with carburetors)*
	2-3: unleaded gasoline*
	4: diesel*
	5: kerosene*
	6: leaded gasoline*
	*Roll 1D6 – on a 1, the fuel is contaminated and needs to be filtered
24	Firearms
	1: handgun (revolver). Roll 1D6. The higher the roll, the higher the caliber.*
	2: handgun (semiauto.) Roll 1D6. The higher the roll, the higher the caliber.*
	3: shotgun (pump, semiautomatic, single shot, double barrel, etc.)*
	4: sporting rifle. Roll 1D6. The higher the roll, the higher the caliber.*
	5: non-sporting rifle (semiautomatic carbine, sawed-off shotgun, etc.)*
	6: assault rifle (M-16, M247 SAW, M-14, etc.)*
	*May have ammo and/or accessories at ZM's discretion.

Optional Tables:

What is the condition of the find?

Roll 1D10	Condition of item(s)
1-2	Perfect/mint/still in box (can be used immediately)
3-6	Used but serviceable (can be used immediately, may malfunction – on a roll of 1 on 1D10 each time used until cleaned/repaired/etc.)
7-8	Used but needs minor repairs (can be used immediately, but will malfunction)
9	Used but needs major repairs (cannot be used immediately)
10	Unusable (scrap it unless you can rebuild it)

Modifiers to condition of the find

+1	Per two months after the collapse of civilization
+1 to +2	Minor exposure to the elements (inside, but roof leaks)
+3 to +5	Major exposure to the elements (laying in open field)
-2	Warehouse
-1	Private home

How much is found?

Roll 1D6	Result
1	Not enough for one
2	Enough for one
3	Enough for 1D3 + 1
4	Enough for 1D6
5	Enough for 1D6 X 1D6
6	Enough for you and all your friends and your friends' friends.

This last table is deliberately vague, obviously.