

SMACKIN' ZOMBIES DOWN: Modifying *Zombie Smack Down!* for Use Outside of the Ring

By [TexasZombie](#)

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While reading through the AFMBE sourcebooks, it occurred to me that one could make *Zombie Smack Down* a lot more interesting if the wrasslers could actually get out of the ring to whup some zombie butts.

SO, with that in mind, a few suggested are presented here:

1. Replace "Heat" with regular old Essence. "Heat" can be recovered not only in the ring, but also by just waiting around and resting like everyone else. Maybe a wrestler could also regain Essence by remaining "in character" or something like that.

2. Doing Wrestling Moves on zombies (or anyone else, for that matter) outside of the ring can be dangerous. Dropping onto one's back or knees with an opponent on a cement floor would be damaging to all involved. Maybe Wrestling heroes take 1/2 the damage (or even 1/4 the damage) to themselves that they deliver to an opponent in such situations. Just running up and punching someone wouldn't cause this. I'm just thinkin' that jumpin' off the roadside equivalent of a turnbuckle and landing on someone in the middle of the road would *hurt*. Bad.

3. Keeping in mind that a lot of the special moves aren't really usable outside of a choreographed ring match, *some* of the qualities, moves and maneuvers would be very useful in an over-the-top Deadworld.

In all cases, the definitions of these should be broadened to encompass "combat" as a whole rather than performance wrestling. For example, Pins and Holds could also be expanded to include a zombie's grasping attack, being trapped beneath rubble, or squeezing through a crawlspace in a hurry.

For example:

Qualities: Giant, Heat (or rather, Essence) Channeling, Highflier, Hooker, Hoss, Intelligent Feet, Intestinal Fortitude, Ruthless Aggression, and Testicular Fortitude.

Moves: Cheap Shots, Drivers, Holds, Slams, Strikes.

Some of the leaping stuff looks like it'd be at least as dangerous in the middle of the street to the wrestler as to a bandit, but, to each their own. Leaping down to strike an opponent in a time-honored method of attack in action movies.

"Heat" Maneuvers: Combination Move, Dramatic Comeback, Escape, Open a Can of Whup Ass, Power Out, Reverse, Shrug It Off, Stubborn SOB.

One could also make the case that in many cases the damage for some of these types of attacks could be increased from the base damage in situations where one is fighting for one's life rather than performing for a crowd and (presumably) not trying to kill anyone.

In this case, one might consider handling Wrestling attacks like the Martial Arts skill in the AFMBE corebook, modifying damage based on the skill level of the attacker.

eMail comments to: evilovertord668@yahoo.com

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None of my work is their fault. They're nice folks.

This Rules Mod Inspired By:

Enter...Zombie King (aka Zombie Beach Party), ADV Films, 2004.

And would not have been possible without:

Zombie Smack Down! Eden Studios, 2004.

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