Dead Space - All flesh must be eaten - All Tomorrows Zombies Add-On
Created by Anubi7e at deviantart.com
22th of Mars 2011

The PDF that you are reading is my attempt at a supplement for All flesh must be eaten - All Tomorrows Zombies, the Dead Space Edition. My only reason for making this is because I wanted to make something cool and entertaining that I wanted to play myself. I hope that you will have as much fun playing it as I had making it.

Most of the data is taken from deadspace.wikia.com, everything else I could not find any info on is my imagination filling in the blanks. I used inspiration from modern Sci-fi and bits and pieces from All Tomorrows Zombies to make a setting that I myself wanted to play in. I also added a few things of my own to make the game more entertaining.

You will need the core book and the supplement All Tomorrows Zombies to play.

Special Thanks
To my friends (you know who you are!) who helped me with the play testing, for the grammar and spelling checks and for the good times had. And big thanks to the developers of the amazing Dead Space games, as well as Eden Studios for making All flesh must be eaten, keep up the good work! Also thank you, the reader for taking time to read through this boring text, now get to the game! GO!

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Brief History
The Year is 2511, humanity has fled into space, leaving the overpopulated earth behind, searching new riches and a new place to live. The only way to gain resources to survive in the cold void of space is to search new planets for resources. It was then that new form of deep-space mining were born, a groundbreaking new type of mining that would later be referred to as "planet cracking", because this is exactly what is done, breaking planets into pieces and harvesting its valuable minerals. This type of mining is now the backbone of humanity’s economy, and mining has never before been so profitable, resulting in millions of new workers suiting up and taking their families into space. But there were some planets that were never meant to be cracked open...

Religion
The most prominent of all religions in 2511 is The Church of Unitology. The Church of Unitology was founded 200 years ago by Michael Altman. The Church of Unitology is a religion based on the belief that an alien artifact (known as the Marker) will bring about eternal life and join together all humanity as they all enter paradise as one. People are aware that there are Markers in the universe, and the Unitology church uses the well known shape and form of the Marker for their church interiors such as pillars and obelisks.

The Church praises the teachings of Michael Altman who led the massive religious movement in which he established Unitology as a major religion. The growth of the Unitology was greatly accelerated when Altman was mysteriously murdered. Many of the faithful followers suspected the hand of the government in his assassination, and his subsequent martyrdom only furthered their expansion and radicalization.

While the exact details of much of the religion’s theological and doctrinal basis remain undisclosed, Unitology was originally based on scientific ideology, but soon became religious, they consider the Marker to be evidence that human life originated from outside of Earth. This marker disappeared over hundred years ago, and the Church of Unitology and its followers has been awaiting its return ever since. Some believe that EarthGov has something to do with the disappearance of the Marker as well as the assassination of Altman.
The Unitologists refuse to allow their member’s bodies to be buried or cremated, instead preserving them aboard space ships and stations, held in stasis or frozen in cryo. The human body must be untouched after death, as it is the "vessel" for the member's convergence. Upon death, if the body is intact and the Unitologist has lived an unselfish life, all the bodies will one day be reborn with ascended spiritual and physical prowess, and will live in unity as a single consensus. It is heavily encouraged by members that they keep their bodies in the best shape possible upon death.

A commonly spoken phrase within the Church of Unitology is "Altman be praised", used similar to "go with god" or "thank god", in order to praise the Saint of Michael Altman, in addition "by Altman" is commonly used as a strong emphasis word.

"Altman be praised"
—The Church of Unitology
Living in 2511 - "Life in Deep Space"
In the 26th century, life continues as usual, but with a few new perks and qualities. The people aboard a space station is more often than not the people working on the station itself, and since ships and space stations are so big, they inhabit all sorts of people, not only scientists, miners and the military, but also other types of individuals, such as priests, cleaners, chefs and teachers. Such people and their professions are all an important part of life on a station.

Life on a space station is a risky one indeed, with the threats of meteor showers and hull breaches, but in the event of such happenings the station security always has security measures and information available at your service.

People live in large spaceships or space stations, and the standards on such settlements hold surprisingly high standards. Spaceships are uncommon for civilians to own and purchase in this day and age, not because of rarity, but they are very expensive, both to buy and to maintain. And as such, most of the spaceships in the world belong to the Earth Government (now called EarthGov) or to one of the many mega-corporations, such as the Concordance Extraction Corporation (CEC). Needless to say, a lot of things are controlled by large mega corps and the EarthGov aboard many the spaceships and space stations. All but the most private stations have a contract with EarthGov, supplying stations with trained security forces, for a price.
Life standards aboard the space stations are high. Food and water is available to all, schools and workplaces are within walking (or mag-train) distance. There also are nightclubs and shopping malls in most of the stations and almost every station have a bar that people can go to have a drink and relax. One thing that should be said about the food however is that it is rarely fresh, food is manufactured and shipped into every corner of space, as a side effect, most groceries and food are frozen and stored in cryo before being opened up and brought onto the space stations although because of the advanced storage methods in the 56th century, people seldom notice any difference.

Ships and station interior are decorated according to the user’s wishes and can even be fitted with color-changing wall art, your living room will never look boring ever again! And no other human settlers can brag about waking up end enjoy the spectacular view of space in all its glory right outside of their own bedrooms.

**Zero Gravity**

Another technological everyday situation aboard (and outside of) space stations are the zero gravity (commonly referred to as zero-g). The zero-g is present in many areas, the most common being in and around the engine rooms of larger vessels, where the absence of weight can be helpful.

All workers and civilians living aboard space stations are required to take mandatory courses in microgravity control, so that people know how to react in case of emergency.

On a more everyday note, Zero-G Activity is a name for sports and activities that takes place in zero-gravity environments and are very popular in this day and age, and is almost used everywhere. Even schools and daycares utilize the zero gravity for gymnastics classes and similar. Zero-g basketball is tremendously popular aboard both space-stations and military establishments alike.

Rules for zero gravity and vacuum can be found on p. 64-66 in *All Tomorrows Zombies.*
Technology Level and Gear
Since humanity has continued to evolve in the 26th century, all kinds of technology is available to the players, included (but not limited to) advanced plasma weapons and cybernetic implants (rules for cybernetics can be found on p.24-31 in All Tomorrows Zombies).

Most of the technology available to civilians in this day and age has been developed to make life (both in space and on other planets) easier. But there are huge leaps taken in other departments as well, such as advanced combat weaponry, state-of-the-art mining equipment, superior hospital gear, and last, but not least the space ships and stations surrounding us all during our daily lives.

The RIG - Resource Integration Gear
The RIG suits come in several different forms (and shapes and designs) ranging from those worn by military to those worn by standard workers and civilians. Each RIG displays the user's current health (shown as a hologram over the user’s spine) in color (turquoise for a healthy individual, yellow for wounded and red is for deadly wounds). All versions give out a flatline sound if the wearer dies, alarming nearby RIGs. In addition to this, the RIG also serves as a modern communication device, allowing audio and video communication to other RIG wearers as well as saving and handling data files. The RIG can be programmed to display a variety other things as well, such as the amount of Stasis left, oxygen supplies for spacewalks and so on. The health indicator can be turned off to allow a more stealthy approach (this feature is often used by the police during covert operations).

The RIG probably is the most important piece of equipment for any citizen in the 26th century, containing your Id, info and personal data. The RIG also keeps track of your security clearance and known licenses.
**Stasis Module**
The Stasis module is a defensive supplementary accoutrement to any personnel. It appears to cause temporary time dilation by slowing down light and mass, making targets (and objects) move extremely slowly for a brief period of time, effectively “freezing” them.

Stasis has a wide array of uses, among others to help doctors in surgery (to slow down blood-flow) and to repair heavy machinery (while it is still running). Stasis is prohibited for use without proper permits.

The Stasis module itself comes in a wide variety of shapes and forms (shoulder and palm mounted, to name a few) but the tech is still the same. The Stasis can slow down objects as large as a smaller car, but larger objects remain unaffected.

A stasis device holds five uses of stasis and can thereafter be recharged at any stasis station (they are often located in the medical facility or mechanical quarters). One use takes up one charge. Using the stasis (dex+per to hit) makes it discharge a blue sphere of energy (with a range of up to 10 yards), when the object is hit, it is put in stasis for D4 rounds, if a character is hit, everything he carry is also affected.

During stasis the characters speed is decreased to 1 and it can’t attack or defend itself, due to moving in slow-motion, the person however still thinks clearly and can otherwise try to act (requires a difficult dexterity test) this includes pressing buttons and picking up various objects. Every turn the victim may roll a hard constitution test to break out of the stasis.

Objects in stasis move slowly (and even falls slowly) enough to be picked up and handled without the need to roll for it. The same goes for large moving objects (such as a rolling boulder), anything in stasis moves so slowly that anyone will have the time to get out of its way or simply dodge it. This even applies to airborne objects, that will remain in the air if hit with Stasis.

“The only reason for time is so that everything doesn’t happen at once”
—Albert Einstein
Kinesis Module

The Kinesis module (Also known as the "G.R.I.P.") is a modular plug-in device designed for use with the RIG when repairing heavy machinery and for lifting and handling heavy objects and hazardous materials, such as radioactive barrels and explosive substances. The kinesis is also used by police and hospitals (mainly the mental healthcare) to keep inmates and the like subdued for an extended period of time without the use of handcuffs and different sets of strapping (although for safety, sometimes both are used at the same time). Like the stasis module, any Kinesis Module is prohibited for use without proper permits.

The Kinesis module was typically used aboard space stations to move heavy objects like conduits, engines, pallets, and other such objects. In zero-g, the kinesis module is able to move certain very large (and otherwise heavy) objects, such as solar panels and bulkheads, as long as they are fitted with a suitable G.R.I.P. -point (shown to the right).

Upon activation it creates a small transparent beam that extends forward up to 10 yards, creating an artificial gravity field strong enough to lift heavy objects and moving them around without difficulty. The module draws power from the users RIG, and don’t need to be recharged.

The Kinesis module can lift (and throw) dead objects weighing no more than 200kg. It takes one turn to pick something up and another one to throw it. Upon activation (picking an object up using dex+per) the object is drawn to the wearer, or is simply held in place. Throwing objects is done with an (dex+per) or an alternative appropriate skill roll, damage depends on the weight of the thrown object (if the object is sharp or pointy, the damage is slashing). If an opponent gets hit, he most roll (str+con) of be knocked down.

<table>
<thead>
<tr>
<th>Weight (kilograms)</th>
<th>Damage (Blunt)</th>
<th>Max Range (yards)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Less than 5kg</td>
<td>D4</td>
<td>40</td>
</tr>
<tr>
<td>Up to 25kg</td>
<td>D6</td>
<td>35</td>
</tr>
<tr>
<td>Up to 50kg</td>
<td>D8x2</td>
<td>25</td>
</tr>
<tr>
<td>Up to 100kg</td>
<td>D10x3</td>
<td>20</td>
</tr>
<tr>
<td>Up to 150kg</td>
<td>D10x4</td>
<td>15</td>
</tr>
<tr>
<td>Up to 200kg</td>
<td>D10x5</td>
<td>10</td>
</tr>
</tbody>
</table>

**Weapons and equipment**

The majority of the weapons listed here are not really weapons, but mining and repair tools. They use the rules for improvised weapons (both guns and hand weapons), or uses an alternative appropriate skill, such as Mechanic or Craft (tools) when used.
### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon type</th>
<th>Range (yards)</th>
<th>Damage</th>
<th>Capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arc Welder</td>
<td>5/10/15/20/25</td>
<td>D6x6*</td>
<td>15</td>
</tr>
<tr>
<td>Contact Beam</td>
<td>10/50/100/250/500</td>
<td>(D6+1)x4 Energy</td>
<td>8</td>
</tr>
<tr>
<td>Force Gun</td>
<td>5/10/15/20/25</td>
<td>D10x4 Blunt</td>
<td>5</td>
</tr>
<tr>
<td>Javelin Gun</td>
<td>10/30/50/100/200</td>
<td>D10x4 Slashing, Piercing</td>
<td>6</td>
</tr>
<tr>
<td>Line Gun</td>
<td>6/20/40/80/160</td>
<td>D8x5 Energy</td>
<td>5</td>
</tr>
<tr>
<td>Plasma Cutter</td>
<td>3/10/20/60/120</td>
<td>D6x4 Energy</td>
<td>10</td>
</tr>
<tr>
<td>Pulse Rifle</td>
<td>10/100/200/600/800</td>
<td>D8x5 Bullet</td>
<td>40</td>
</tr>
<tr>
<td>Rivet Gun</td>
<td>3/6/9/12/15</td>
<td>D6x4 Slashing, Piercing</td>
<td>30</td>
</tr>
<tr>
<td>Seeker Rifle</td>
<td>15/75/225/900/1000</td>
<td>D8x5 Bullet</td>
<td>20</td>
</tr>
<tr>
<td>Torch Flamethrower</td>
<td>10/15/20/25/30</td>
<td>D6x3*</td>
<td>15</td>
</tr>
</tbody>
</table>

*Special, check weapon entry.

### Arc Welder

The Arc Welding Gun is an engineering tool for repairing structural damage in armor plating and dense metal. Can be used to wield shut metallic doors meld tough materials together. When fired it launches a blue arc of lightning that travels through the air and into the target. Anyone in contact (any conducting ability) with the target is also affected. Damage rolled is done to both to life points and endurance points.

Wielding shut a standard metal door takes about a minute as well as a (dex+engineering) test, or an alternative appropriate skill, and takes 5 charges of ammo.

### Contact Beam

Part jackhammer and part energy wrecking ball, this tool is extremely powerful and is commonly used to pound a stubborn rock into pieces, softening it so it can be extracted in different ways. By holding in the trigger, a loaded shot can be charged up. For each turn loaded, the damage multiplier is increased by 1 (number of rounds used is also increased), up to a maximum of (x6). For example, a fully loaded round (taking 2 turns) would make (D6+1)x6 damage and use up 3 rounds. When loaded it can also be pressed to the ground, releasing kinetic energy in all directions, making Blunt damage instead, but in a D6 yard area, everyone on the ground not wearing Magnetic Boots is affected, this attack may be dodged as normal.

### Force Gun

The Force Gun is a short-range kinetic booster device that is used to create controlled one-way-explosions for use in unstable caves etc. When fired it creates an intense shockwave travelling at mach-speed. Due to the broad shockwave, anyone shooting the force gun gets +3 to the roll on short and medium range, this blast can hit multiple foes if they are standing too close to each other (within a 45 degree area from the firing point), all struck by the shockwave must make a difficult constitution test, or be knocked down. It has an alternative firing mode, causing the gun to release a thick energy beam, dealing D10x4 Energy damage, both attacks use the same ammo.
**Javelin Gun**

It comes in a variety of forms, but the typical design looks like a high-tech spear gun. The Javelin Gun is built to fire Titanium Spikes at high speeds, capable of piercing dense metal and ore, and even penetrating solid rock. The Javelin Gun was built for destroying smaller asteroids. The titanium spikes carry a single-use arc charge that can be triggered after deployment with the alternate fire. Triggering the charge (via wireless command) will electrify the titanium spike, making blue lightning arc off the spike to anything nearby causing D6x6 damage in a D6 yard area. Anyone in contact (any conducting ability) with the target is also affected. Damage rolled is done to both life points and endurance points. The charge must be triggered before another Titanium Spike is launched.

The user may use the Javelin Gun to nail an opponent to a surface or nail an object to another (or any combination of the two), treat this as a standard strike test with a -2 penalty, if it succeeds the target is pinned to the object, the target can attempt to get loose by taking a difficult strength test, if the target gets lose he still takes D6 damage from ripping his own flesh.

**Line Gun**

The Line Gun is a wide-beamed slicer and is used for cutting down rocks and ore to smaller pieces as well as clearing mine shafts and tunnels. It fires a 4-foot broad plasma line traveling through the air. Due to the broad cutting surface, it ignores penalties to hit an enemy’s legs. It can also be used to deploy laser-mines to cut through soft earth and stone, dealing D10x3 Energy damage in a 2D6 yard area, shredding anything inside the area of effect. The mine can be set to detonate anywhere from one turn to one hour after deployment. Both fire modes uses up one Line Rack round each. The Line Gun is a built for easy carrying, and folds in when not in use, taking up less space.

**Plasma Cutter**

A high-energy mineral cutter in a handy package. The Plasma cutter has a wide array of uses as it can be found in hospitals, serving as a surgical sterile cutting device, and is often used to cut apart smaller pieces of ore within mining operations. It is small enough to be fried with one hand, and it often is. It can rotate the barrel freely (90 degrees) to allow for easier cutting. Due to this, it reduces penalties for called shots by 1. The Plasma Cutter uses standard plasma energy rounds.

**Pulse Rifle**

An advanced military three-barreled assault rifle/machine gun that can be equipped with multiple kinds of ammunition and is capable of semi auto, burst (5 shot bursts) and fully automatic fire.

Can also be fitted with a grenade launcher for crowd control, though this is unusual aboard space stations, mainly because the risk of blowing out a window, causing everyone in the room to be sucked out into space.
It uses standard issue Pulse rounds, but can be equipped with other types of round, including explosive and hollow-point rounds.

**Rivet Gun**

The Rivet Gun is designed to attach panels and smaller bulkhead support, or for when Arc Welders are unavailable. The Rivet Gun is small as a large handgun and can be fired with one hand, it resembles a nail gun but with a steadier build. By using rail gun technology the Rivet Gun fires high velocity rivets that can nail items to each other over distance.

The user may use the Rivet Gun to nail an opponent to a surface or nail an object to another (or any combination of the two), treat this as a standard strike test with a -2 penalty, if it succeeds the target is pinned to the object, the target can attempt to get loose by taking a difficult strength test, if the target gets lose he still takes D6 damage from ripping his own flesh.

*"Do not use in the presence of small children"*

—Safety Manual

**Seeker Rifle**

The Seeker Rifle is a powerful heavy sniper rifle and riot control device that is meant for accuracy at long range, and for taking out hard-to-reach targets. The rifle is a built for easy carrying, and folds back when not in use, taking up less space. It comes equipped with a +2 Gun scope (giving +2 on aiming tasks). Due to its supreme striking force, anyone hit with a round from the Seeker Rifle must make a difficult constitution test or be knocked down.

The seeker rifle uses standard rifle rounds, but can be equipped with other types of ammunition, including explosive and hollow-point rounds.

**Torch Flamethrower**

The industrial one-hand-grip Torch Flamethrower uses liquid hydrazine to produce an intense flame, between 500 and 4000 degrees Celsius and is used to melt deep space ice found within comets, the fuel is self-sufficient and does not need oxygen or even an atmosphere to burn. It can still be put out using water or a fire extinguisher. When fired the weapon spits out a burst of high-intensity flames. When struck, the victim is engulfed in flames and takes D6 damage per turn until extinguished. Should the tank explode, it erupts into a blazing fireball, dealing D6x6 damage in a D6 yard area, also setting them and the environment on fire.

*A laugh is a terrible weapon*

—Kate O'Brien
**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Laser Pick</td>
<td>D4x(str) Energy</td>
</tr>
<tr>
<td>Plasma Saw</td>
<td>D10x(str+2) Energy</td>
</tr>
<tr>
<td>Forearm Plasma Saw</td>
<td>D6x(str) Energy</td>
</tr>
<tr>
<td>Ripper Blade</td>
<td>D10x5 Slashing, Piercing</td>
</tr>
</tbody>
</table>

**Laser Pick**
The Laser Pick (also referred to as the Rock Cutter) is a mining instrument designed to mine and cut ore from smaller rocks and is used in all types of mining operations. Can be used two handed to give a +1 to the damage multiplier.

**Plasma Saw**
A power tool used to cut into and split high-consistency ore. When activated, the saw projects a stream of suppressed plasma that takes the shape of a chainsaw blade that will remain active and extended until the saw is deactivated. The plasma saw comes in a wide variety of shape and forms. The plasma saw comes equipped with a flashlight affixed on the top. Can be used two handed to give a +1 to the damage multiplier.

**Forearm Plasma Saw**
A smaller version of the original plasma saw fitted on a gauntlet, requiring no hands to use. Perfect for when you need both your hands free. It can, however, be used two handed (by pressing on the mounted arm with the free hand) to give a +1 to the damage multiplier.

**Ripper Blade**
Designed to hack and slice through solid rock, the Ripper is an extremely dangerous tool. In less skilled hands, it’s an accident waiting to happen. Capable of ejecting incredibly sharp diamond-coated tungsten blades at up to 17,000 RPM (revolutions per minute) it is able to cut through anything in front of it. The Blade itself is attached to a miniature gravity tether and spins free from obstructions at a distance of up to 4 yards. The Ripper can hold and store up to 3 blades at once. The blade can be launched (range 3/6/9/12/15) and does D10x6 slashing, piercing damage, it uses (dex+per) or an alternative appropriate skill to aim and fire.

"Any tool is a weapon if you hold it right"
—Ani DiFranco
Space Suits, Upgrades and miscellaneous equipment
There are a variety of tools, suits and gear available for use aboard many of the space stations, and many of them comes with multiple modifications and upgrades available (this include weapons and tools). The gear listed can be used to create custom gear (the Automatic Retraction Helmet could, for example, be combined with a gasmask to create an easy-to-take-off ventilation mask). There is no cost listed, due to most of this equipment is strictly forbidden for civilians to utilize (and purchase). But this is a survival horror game after all, and cast members are likely go get hold of a lot of things even without permission and authorization. Here follows a list of additional equipment and other gear in addition to those listed in the AFMBE core book and the supplement All Tomorrows Zombies.

Automatic Retraction Helmet
A self-separating, folding helmet that can be opened up, causing it to split into two parts and fold back onto the back of the rig and chest, making social interaction easier (when you can actually see the person you are talking too). Additional uses include closing it during combat to stop someone from strangle you, dealing D10 Slashing damage and making them lose their grip.

Internal Light Source
A series of holo-lights are located on the harness of the user or his gear. The character always has constant lighting to guarantee that he sees everything that is going on around him.

Magnetic Boots
Magnetic boots are heavy boots that can be made magnetic, activating the boots allows the user to attach to the floor or hulls of a spacecraft and to ensure that they do not sore away into deep space during zero-g. The user gains +4 to resist being drawn out into space during the event of a hull breach and to resist knockdown.

Toolkit (Specific)
Depending on the type of work, a toolkit can vary from simple electrical tools to ammo packs and gun-cleaning kits. It holds easy-to-use practical tools for your line of work. It adds a +2 bonus for its intended purpose, such as repair-work or programming. It gives no bonuses to combat-related tasks of any kind.

Zero-G Stabilizer and Propelling Boosters
A propulsion system integrated in the suit with thrusters located on the feet, clavicles and back that enables the user to navigate in a zero-g environment and to move around effortlessly. In zero-g the user can move in 360 degrees at up to speed 20, or activate the propulsion systems turbo boost, catapulting the suit and its wearer into speed 40 but only in relatively straight paths.

Suits and Armor
Here is a rough sample of the many suits available to the players, there are many more to be found around the universe. Most space suits have an armor rating of (D8x2) +5, additional if upgraded.
Engineering Suit
Integrated Gear: Dermal Armor 10, Vacuum Sealed with a one hour air tank, Magnetic Boots, Internal light source and a Toolkit (Mechanical).
The Engineering Suit is a full-body exosuit used during heavy maintenance repairs near machinery and vehicles of all kind, and is extremely durable and sturdy against damage, it covers the body tight enough to be used in a total vacuum and comes with the standard gravity boots. It has an armor value of (D8x2) +15.

Advanced Engineering Suit
Integrated Gear: Dermal Armor 10, Vacuum Sealed with a two hour air tank, Magnetic Boots, Internal light source, Toolkit (Mechanical), Zero-g Stabilizer and Propelling Boosters and a Automatic Retraction Helmet.
An upgraded form of the original Engineering Suit, the Advanced Engineering Suit is used during important tech-ops when more advanced equipment is needed. It has an armor value of (D8x2) +15.

Hacker Suit
Integrated Gear: Magnetic Boots, Toolkit (Hacking), Zero-g Stabilizer and Propelling Boosters, Gasmask w. Automatic Retraction Helmet Upgrade and a 30 minute air tank.
An un-official suit made by slapping on high-tech gear on regular clothing and fortifying them, it is used for computer related work in hard to reach areas (often in Zero-g) for when added mobility is a must. It has an armor value of (D6+6).

Military Suit
The Military suit is an advanced combat suit, often given to SWAT-teams, and is made for combat inside space stations and (like the Hacker Suit) is not made to be worn outside in space. It offers supreme protection during normal circumstances. It has an armor value of (D8x3) +18.

Advanced Military Suit
An upgraded form of the original Military Suit, the Advanced Military Suit is used during high-stakes mission requiring the best gear there is. It has an armor value of (D8x3) +18.

Miscellaneous Gear - The things you never knew you needed.
Health Pack

Health Pack (or simply med-kit) comes in small, medium, and large. Each container is filled with stabilizing substances that heal wounds within minutes and instantly restores lost life points. Any health pack used heals and stabilizes the user, and takes one turn to use. Small health packs can be found in most bathrooms around stations, while medium and large are in use mostly in hospitals and emergency supply rooms.

<table>
<thead>
<tr>
<th>Type</th>
<th>Life Points Regenerated</th>
</tr>
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<tbody>
<tr>
<td>Small</td>
<td>D6 + Stabilization</td>
</tr>
<tr>
<td>Medium</td>
<td>2D6 + Stabilization</td>
</tr>
<tr>
<td>Large</td>
<td>4D6 + Stabilization</td>
</tr>
</tbody>
</table>

Teether Gun

The Teether Gun is a state-of-the-art grapple gun with a 50 yard fiber-rope that can hold up to 500kg. When fired it instantly latches on to any surface using smart-technology coating. The gun comes pre-equipped with another grip on the stock, enabling the gun itself to hold on to walls or other objects, functioning as an anchor.

It is used to make getting around in zero-g easier and to climb and zip along buildings. This technique is sometimes used by security SWAT-teams for infiltrating purposes.

One may also use it as a weapon using (dex+per) or an alternative appropriate skill to aim and fire. If the target is hit he is stuck and can try to get loose by rolling a difficult strength test (with a -2 penalty or if someone can cut him loose). This trick is useful for reeling in space personnel drifting off in zero-g.

Multi-Purpose Mechanical Glove

The Multi-Purpose Mechanical Glove (or MMG) is a sleeve-long exoskeleton covering the arm of the wearer. It enables the user to manipulate dangerous materials without risk of injury.

The MMG increases the users strength attribute by +1, and grants a +2 bonus to mechanical work due to increased manual dexterity and its built-in toolkit. It renders the user immune to extreme heat and electricity directed through the arm, the armor value is (D8x2)+5. The MMG is powered by an external energy source carried on the users back, connected via an energy cord. If used as a weapon the glove does D6x(str+1) damage (the strength bonus is included in the weapon profile).
The Marker
The mysterious artifact worshipped by the Church of Unitology is really an alien artifact capable of immense destruction. There are many Markers in existence, and how many there really is are truly a mystery. All these Markers are manmade copies, reversed-engineered from the original alien Marker found on Earth. No one knows of this of course, except for the scientists working with it and the people covering it up, as well as all those people affected by it. The people in charge of these Marker goes through a great deal of trouble (using a great number of tricks, tactics and methods) to keep the Markers hidden, which is possibly why no one has seen a Marker in over 200 years, or simply no one has survived to tell the tale.

The Markers are somehow connected with the Necromorph "infection" as the Necromorphs never appear without the presence of a Marker.

All Markers possess a mysterious aura of influence. The trigger for this aura is unknown, though strange things happen when the Markers are "disturbed" in one way or another. Being influenced by the Marker can drive both humans and animals alike insane. It can cause insomnia, depression and even full blown dementia as well as massive hallucinations, driving people to kill themselves and the people around them. These individuals act completely insane, sometimes laughing hysterically while losing the grip on their body and mind. The time it takes for the Marker to influence the minds and bodies of the people are highly irregular, sometimes the change is instantaneous taking minutes or even seconds, and sometimes it is a slow, agonizing process, taking weeks or even months to establish, slowly driving man and animal alike insane. A very few ("lucky") people is immune to this influence but no one knows why, and it is likely to remain a mystery.
The Necromorphs

The Necromorphs are the reanimated corpses of the dead, revived and reshaped into horrific new forms by a recombinant extraterrestrial infection. These creatures are extremely aggressive, violent and sadistic by nature and will attempt to kill any non-Necromorph creature on sight. Necromorphs “live” to create more death, to spread the infection to others. The Necromorphs come in a variety of forms and shapes, all horrific and gruesome to behold. They are all fearsome combatants and cunning opponents, they use group tactics to sneak up on their victims and attack when they are vulnerable.

The only way to kill the Necromorphs is to cut them apart, to dismember them, only then will they stay down. The Necromorph weakness is its limbs (this is a +4 Power), any damage dealt to anything other than the arms or legs are halved (round down). The Necromorphs do not need organs to survive, so ordinary Slashing and Bullet damage is not doubled.

The head is, contrary to popular belief, not a weak spot. If the head is decapitated, it still moves on, and the Necromorph gains +1 to strength and goes into a homicidal rage (even more so than before).

Sometimes the Necromorphs (often Slashers) prefer to “play dead”, this is often done when losing a limb, it simply collapses and waits for the victim to drop its guard and to come closer. Roll (dex+stealth) versus the opponents (per+notice).

During the outbreak, the Necromorph hordes slaughter anything in its path to make vessels for new Necromorphs. The bodies that do not become new Necromorphs are turned into Corruption, a meaty (and sticky) substance that grows on walls, floors and ceilings. The Corruption nurtures the Necromorphs (also healing them at a speed of constitution dead points/hour) and makes it very difficult to move around (speed for non-Necromorphs is halved). Larger Necromorphs grow in the Corruption and forms large abominations, sometimes the source of the large Drag Tentacles, whipping and grappling nearby victims dragging them to a swift death.

All Necromorphs have an tougher form, called Enhanced Necromorphs, that have +1 in strength and +10 Dead points. This form can easily be recognized by its black skin and their yellow glowing eyes.

When describing the Necromorphs, be creative! Necromorphs, even the ones of the same type, never look alike, so play around a bit, add cosmetic mutations and keep the cast members guessing. Make them fear the thing that just ran out from the darkness...
**Story Ideas, Tips and Tricks**

**Waterworld** - This story takes place on a lone moon in deep space called Phason.

The surface of Phason is completely covered with water. Instead of zero gravity and vacuum, the cast members face crashing oceans, blistering storms and a never-ending stream of rain. The moon Phason has an extremely high rate of valuable minerals and ore beneath the ocean floor, making it very interesting in the eyes of the planet cracking industry. However, due to the vast amounts of water on the moon, other methods must be deployed, making way for more traditional methods.

The mining ship the cast members are a part of have set up a mining station on the seafloor, complete with a surface station and a bottom-to-surface service elevator. To get around the moon and to the other mining stations, the mining crews utilize jet skis and smaller boats, as well as submarines and flying transport ships to transport gear and personnel from the surface to the mining ship that orbits the moon. Treat the space suits as diving equipment and be careful on what hides in the deep.

**Possible story ideas are:**

- Space pirates or terrorists have their eyes on the mining operation, or perhaps it is the cast members who are the invaders, looking for valuable gear or treasure.
- A Marker is found on the ocean floor and strange things starts to happen...
- An accident in the seafloor station causes a massive breakdown, and the cast members are sent to repair the damages and investigate what really happened.
- Or any combination of the three suggestions... Be creative!
The good old mine - "We dug too greedy, and too deep."

This story can be set anywhere in the galaxy, on a warm mining planet with many different digging facilities. There are a lot more outdoor areas, so there are no vacuum to worry about. The gravity is still present though, as well as mile high drops into the mines below.

The planet the mine is located on is too large to crack open, so the mining corporations have set up large scale operations on the planet. The mine is a smaller part of the larger mining colony, and so this mine is further away, requiring flying transports to reach. Most transports are small spaceships, but down in the mines the only transports available are the mining tricks and drilling platforms, for faster scouting missions quad bikes are used.

Possible story ideas are:

- The mine is actually a penalty workplace where convicts work off their time, the cast members could be guards during a large-scale riot, or even the prisoners themselves, trying to break out.
- Strange creatures have been seen in the mines and dead bodies have been found. The cast members (perhaps EarthGov or mercenaries) are there to find out what is happening, and who (or what) it is that's killing the miners.
- An earthquake hits and destroys the transports, the cast members must find their own way off the mining site, but with the brutal environment it won't be easy...
- The larger colony loses communication with the mine and sends in the cast members to find out what is going on, the bad news: a ship transporting a Marker have crashed in the area...
- Or all of the above...

The Dangers in Space

On the next couple of pages you will find stats for many of the Necromorphs that the cast members can run into, including two extremely tough "Boss Creatures", these boss creatures are tremendously powerful and can if used wrong be unfair to the players, or even impossible to beat if used the wrong way, so use them with caution.
All creatures have been made using the zombie creation rules and zombie aspects found in *All flesh must be eaten, All Tomorrows Zombies, Enter the Zombie, Arrg! Thar Be Zombies, One of the Living* and last but not least, *Atlas of the living dead*.

Some of these aspects are explained below, the rest are included in the creature profile. The ones not straight out explained are stats and/or attack-changing, also included in the profile, so don't worry if you find an aspect you don't recognize.

**Bulletproof** - Reduces bullet damage taken, remove all damage multipliers. The bullet only deals damage rolled, for example: a Seeker Rifle does D10x6 damage, but against a creature with bulletproof, it does only D10 damage (does not work against explosive or hollow-point bullets).

**Vacuum sealed** - The Creature can function in the vacuum of space without problem.

But the Necromorphs are far from the only dangerous things the cast members can encounter. This is a horror game, and just throwing monsters at the players will get boring eventually. Use the environment to your advantage, use the vacuum and zero-g to make some interesting puzzles or intense situations, and remember that crazy survivors with live firearms can be just as deadly as any monster.

In space, no one can hear you scream.
Slasher

Str: 3     Int: 1
Dex: 3     Per: 2
Con: 2     Will: 2

Dead points: 30
Speed: 10
Power Level: 52 (58)

Skills
Brawling 2, Stealth 2, Climbing 2

Attacks
Claws D6x3 Slashing, Piercing
Bite D4x3 Slashing
Spit (females only) uses (dex+per)
3 damage/turn (until washed away or treated), if the eyes are hit the victim is blinded for D4 hours,
range is constitution yards.

Weak Spot: Limbs (4p)
Getting Around: As in life (5p), The Lunge (3p), Climbing (2p)
Strength: Dead Joe average, Increased strength (2p), Claws (8p)
Constitution: Fresh one
Senses: Like the living (1p), Night vision (2p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the Dead (-2p)
Weight: Life-like
Special: Bulletproof (4p), Vacuum sealed (3p), females only: Spitter (6p)

Info and Notes
Slashers are the most common form of Necromorphs, the Slasher is recognized by its enlarged clawed limbs
that spurt fourth from its back. Sometimes it develops extra limbs that tear through its own abdomen,
leaving the inner organs hanging outside of the body. Their mouths are filled with sharp serrated teeth and
the rest of their bodies go through a gruesome transformation, leaving them transformed and horrifying to
behold. Some “female” Slashers have the Spitter aspect (6p).
Leaper

**Statistics**

- **Str:** 3
- **Int:** 1
- **Dex:** 4
- **Per:** 2
- **Con:** 3
- **Will:** 2

- **Dead points:** 34
- **Speed:** 18
- **Power Level:** 77

**Skills**

- Brawling 2, Stealth 2

**Attacks**

- Claw/Tail D6x3 Slashing, Piercing
- Bite D4x3 Slashing

**Weak Spot:** Limbs (4p)

**Getting Around:** The quick dead (10p), The Lunge (3p), Leaping (6p)

**Strength:** Dead Joe average, Improved strength (2p), Claws (8p)

**Constitution:** Fresh one

**Senses:** Like the living (1p), Night vision (2p)

**Sustenance:** Who needs food? (8p)

**Intelligence:** Animal cunning (4p), Teamwork (4p)

**Willpower:** The every-zombie

**Spreading the love:** Only the dead (-2p)

**Weight:** Life-like

**Special:** Bulletproof (4p), Vacuum sealed (3p), Wall-crawling (2p), Undead flexibility (3p)

**Info and Notes**

Leapers have the ability to leap long distances (8 yards forward and 4 yards up) toward their prey. They have no legs, instead spurting a ling snake-like tail with a large blade at the end. The Jaw line is split and large bone-fangs emerge from their open mouths. Even though they have no legs and crawl around, they are extremely fast and agile, capable of surprising victims and finish them off with a fast and brutal kill. They have no problem with zero-g environments, it enables them to jump even further.
Lurker

Str: 2    Int: 1
Dex: 4    Per: 2
Con: 1    Will: 2

Dead points: 18
Speed: 10
Power Level: 64

Skills
Brawling (+2 Grapple) 2, Stealth 2

Attacks
Tentacle Attack D6x3 Slashing, Piercing
Spike attack (dex+per) D4x2 Slashing, Range 3/5/8/10/13

Weak Spot: Limbs (4p)
Getting Around: Like in life (5p)
Strength: Dead Joe average, Claws (8p)
Constitution: Fresh one
Senses: Like the living (1p), Night vision (2p)
Sustenance: Who needs food? (8p)
Intelligence: Animal Cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Life-like
Special: Bulletproof (4p), Vacuum sealed (3p), Wall-crawling (2p), Undead flexibility (3p), Spikes (2p), Spike attack (1p)

Info and Notes
The lurker appears as a deformed, mutated baby and attacks by using three spiked tentacles that grow out of their backs, capable firing small, barbed projectiles at range. It often crawls around in ceilings and on walls, waiting.
Pregnant

Str: 4  Int: 1
Dex: 3  Per: 2
Con: 4  Will: 2

Dead points: 47
Speed: 10
Power Level: 51

Skills
Brawling 2

Attacks
Large Claws D8x4 Slashing

Weak Spot: Limbs (4p)
Getting Around: Like in life (5p)
Strength: Strong like a bull (5p), Sword arms (4p)
Constitution: Hardy specimen (5p)
Senses: Like the living (1p), Night vision (2p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Dead weight (-2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Nest of Swarmers

Info and Notes
The Pregnant is a huge beast with an enormous sac that extrudes from their abdomens, the contents of which are other, smaller forms of Necromorphs which burst forth when the sac is damaged. Sometimes, the Pregnant cuts its own belly, to spill out its “children”.

Nest of Swarmers - When the torso (and or stomach) is damaged, the Pregnant spaws forth 2D6 Swarmers. The Swarmer is a small lump of flesh and claws that attack in swarms (like the name implies). Swarmers have only 1 death point, Dex 2, Brawling 2 and makes D6 damage, they move around by jumping at speed 2.
Exploder

Str: 1  Int: 1
Dex: 3  Per: 2
Con: 1  Will: 2

Dead points: 18
Speed: 10
Power Level: 45

Attacks
Suicide Explosion D6x6
(when hit Fear test with -4)

Weak Spot: Limbs (4p)
Getting Around: Like in life (5p)
Strength: Ninety-pound weakling (-3p)
Constitution: Fresh one
Senses: Like the Living (1p), Night vision (2p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Withered Corpse (2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Undead flexibility (3p), Explosive personality (5p), Improved Explosion

Info and Notes
The Exploder is a thin, weak creature, its left arm has transformed into a yellow glowing, explosive pustule, and the right arm has elongated and spurted claws, it limps forward and tries to explode close to its prey just like a suicide bomber.

Improved Explosion - The damage done by explosive personality is increased to D6x6 and the range is 2D6 yards. A Fear test with -4 is still required.

Cyst and Crawler
There is a smaller version of the Exploder called the Crawler. The crawler is a small infant baby with a swollen stomach that crawls around in the ceilings and walls, exploding when its victims comes too close. It does the same damage as the Exploder but has 10 Dead Points, Speed 4 and the Wall crawling aspect.
There also is another form of exploding Necromorph, called the Cyst that grows in Corruption, and functions like a living landmine, capable of spitting its load onto anyone coming close (range 5 yards). It has 10 Dead points and cannot move at all.
The Cyst and Crawler have the same stats as the Exploder, but can take a lot less punishment.
Puker

Str: 3    Int: 1
Dex: 3    Per: 2
Con: 4    Will: 2

Dead points: 43
Speed: 10
Power Level: 64

Skills
Brawling 3

Attacks
Claw Attack D6x3 Slashing, Piercing
Acid Puke (dex+per) 5 damage/turn (until washed away or treated), if the eyes are hit the victim is blinded for D4 hours, range is constitution yards).

Weak Spot: Limbs (4p)
Getting Around: As in life (5p)
Strength: Dead Joe average, Improved strength (2p), Claws (8p)
Constitution: Hardy specimen (5p)
Senses: Like the living (1p), Night vision (2p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Life-like
Special: Bulletproof (4p), Vacuum sealed (3p), Spitter (10p), Improved spitter

Info and Notes
The Puker looks like a mutated human with an enlarged mouth dripping with corrosive bile, its arms are strong with large claws on each hand. It uses it puke to hurt, maim and kill its victims in a shower of lethal gore.

Improved spitter - The range of the puke is increased to 10 yards.
Brute

Str: 8  Int: 1
Dex: 3  Per: 2
Con: 5  Will: 2

Dead points: 82
Speed: 10
Power Level: 72

Skills
Brawling 4

Attacks
Slam D4x8 Blunt
Bite D4x8 Slashing

Weak Spot: Limbs (4p)
Getting Around: As in life (5p)
Strength: Monstrous strength (10p), Improved strength (2p)
Constitution: Hardy specimen (5p), Improved constitution (2p)
Senses: Like the Living (1p), Night vision (2p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Dead weight (-2p)
Special: Bulletproof (4p), Vacuum sealed (3p), In-Bodied armor (6p), Hard to kill (5p)

Info and Notes
The Brute is a horrific combination of flesh from multiple corpses fused together into one huge monstrosity. It possesses an armored exoskeleton on its upper body for defense, it also possesses a pair of vestigial arms on its back. The Brute is exceptionally strong and powerful, and as such it can easily throw people and objects around.
Armor Value: (D8x3)+18 (does not cover from the back).
Infector

Str: 3    Int: 1
Dex: 4    Per: 3
Con: 2    Will: 2

Dead points: 30
Speed: 12/ 16 (flying)
Power Level: 59

Skills
Brawling (Stab the head +2) 3
Stealth 2

Attacks
Tongue Stab D4x3 Slashing

Weak Spot: Limbs (4p)
Getting Around: As in life (5p)
Strength: Dead Joe average, Improved strength (2p)
Constitution: Fresh one
Senses: Like a hawk (3p), Night vision (3p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Withered corpse (2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Flying-wings (3p), Undead flexibility (3p), Wall crawling (2p), Infection

Info and Notes
Infectors look like a headless bat made from dead human tissue, it has a long spiked tongue that it uses to infect others with, it stabs the victim through the forehead, cracking its skull and morphing it from inside. The infector has two leathery wings and can fly.

Infection - With a called shot to the head -4, if the user dies, the Infector can instantly transform the victim into a Necromorph, the transformation takes only 3 turns to finish (the kill counts as one), in which time the body violently explodes into mutation and transforms into its new form. The Infector can also transform dead bodies (within the same timeframe). The victim transforms into a certain type Necromorph depending on the person, a pregnant woman turns into a Pregnant, a baby into a Stalker and so on. The infector sometimes creates Enhanced Necromorphs.
Stalker

Str: 4    Int: 1
Dex: 4    Per: 3
Con: 3    Will: 2

Dead points: 38
Speed: 18
Power Level: 77

Skills
Brawling (+2 Charge) 2, Stealth 4, Acrobatics 3

Attacks
Headbutt D4x4 Blunt
Claws D6x4 Slashing, Piercing
Bite D4x4 Slashing

Weak Spot: Limbs (4p)
Getting Around: The quick dead (10p), The Lunge (3p)
Strength: Strong as a bull (5p), Claws (8p)
Constitution: Fresh one
Senses: Like a hawk (3p), Night vision (3p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Life-like
Special: Bulletproof (4p), Vacuum sealed (3p), Undead flexibility (3p), Stealthy (2p)

Info and Notes
Stalker bares long, razor sharp claws, and an exposed inner chest and ribcage that is spread open to expose sharp spikes and thick bone plates. The head has been mutated, showing two separate sets of eyes and a thick bone plate protecting the skull, large tusks. The Stalker attacks its prey by flanking it and using group tactics, they approach slowly and quietly in order not to be discovered whilst they get closer, making them a lot harder to notice. The Stalker is a pack-creature and communicates by high-pitched whistles and clicking noises. It is not uncommon for the Stalker to dodge incoming attacks and retreat into the shadows to strike at a later time. The Stalker can during combat use one turn to leap into hiding instead of attacking, rolling (dex+stealth) versus (per+notice).

“Cleaver girls”
—Crazy survivor
Divider

**Str:** 4  **Int:** 1  
**Dex:** 3  **Per:** 2  
**Con:** 2  **Will:** 2

Dead points: 34  
Speed: 10  
Power Level: 52

**Skills**
Brawling 2

**Attacks**
Punch D4x4 Blunt  
Kick D4x5 Blunt (if hit, it also establishes a grapple).  
Whip D4x3 Blunt (Can also grapple with, range 10 yards, still makes regular damage, the tentacle has str 4 and can be cut off (10 death points to sever, armor D6+1).

**Weak Spot:** Limbs (4p)  
**Getting Around:** As in life (5p)  
**Strength:** Strong like a bull (5p)  
**Constitution:** Fresh one  
**Senses:** Like the living (1p), Night vision (2p)  
**Sustenance:** Who needs food? (8p)  
**Intelligence:** Animal cunning (4p), Teamwork (4p)  
**Willpower:** The every-zombie  
**Spreading the love:** Only the Dead (-2p)  
**Weight:** Withered corpse (2p)  
**Special:** Bulletproof (4p), Tentacle Whip (2p), Grasping feet (5p), Vacuum sealed (3p), Dividing

**Info and Notes**
A Divider is an extremely tall, thin Necromorph that is strong and hardy with long arms and a bald head. The Divider seems to be built up by numerous other small Necromorphs.

**Dividing** - If one limb is dismembered, the creature falls apart in a symphony of crackling noises when the bones move apart from each other and D4 small Necromorphs erupts to attack, they look like the former limbs but have a mind of their own. They have the following stats: 10 dead points, Str 2 Brawling 2, Speed 4 and will always try to grip or strangle its victims, making D6 damage/turn during a grapple. If the victim dies, the Necromorph takes control of its body by connecting to the central nervous system.
The Pack

Str: 1    Int: 1
Dex: 4    Per: 2
Con: 1    Will: 2

Dead points: 13
Speed: 12
Power Level: 49

Skills
Brawling 2

Attacks
Claw Attack D6 Slashing, Piercing

Weak Spot: Limbs (4p)
Getting Around: Like in life (5p), Leaping (3p)
Strength: Ninety-pound weakling (-2p), Claws (8p)
Constitution: Desiccated (-1p)
Senses: Like the living (1p), Night vision (2p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Life-like
Special: Bulletproof (4p), Vacuum sealed (3p), Undead flexibility (3p)

Info and Notes
A member of the Pack has a less mutated body than most other Necromorphs, having only mutilations of its abdomen, hands and face, which have its skin pulled off but still retaining its human form, they also have long, sharp claws on both hands. They are created from the bodies of small children, ages of 6 to 10, making them horrible to behold, these savages that were once happy children. They hunt in large packs, thereby giving them their name.
Guardian

Str: 7    Int: 1
Dex: 3    Per: 2
Con: 8    Will: 2

Dead points: 80
Speed: None
Power Level: 63

Skills
Brawling 2, Notice 2

Attacks
Reaching Claw D6x7 Slashing, Piercing
Pod Spike attack (dex+per) D4x2 Slashing, Range 3/5/8/10/13

Weak Spot: Limbs (4p)

Getting Around: Stuck
Strength: Monstrous strength (10p), Claws (8p)
Constitution: Tough as nails (10p), Improved constitution (2p)
Senses: Like the Living (1p), Night vision (2p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Dead weight (-2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Extra dead points (1p), Pod launcher

Info and Notes
Guardians, as the name implies, are the guardians of the Necromorphs, a result of the infection when other Necromorphs anchors a (sometimes alive) human to the Corruption growing on the walls. The guardian is large and extremely tough, but can't move at all, and can only attack those who come within reach (5 yards).

Pod Launcher - The Guardian can once per turn launch a Pod (range 10 yards). Upon landing, the Pod grows a long tentacle that can shoot spikes the same way a Lurker can. The tentacle has 5 dead points, Dex 2, Per 2 and can't move.
Twitcher

Str: 4  Int: 1
Dex: 4  Per: 3
Con: 3  Will: 2

Dead points: 38
Speed: 60
Power Level: 68

Skills
Brawling 3, Dodge 3

Attacks
Claws D6x4 Slashing, Piercing
Bite D4x4 Slashing

Weak Spot: Limbs (4p)
Getting Around: The quick dead (10p), The Lunge (3p)
Strength: Strong as a bull (5p), Claws (8p)
Constitution: Fresh one
Senses: Like a hawk (3p), Night vision (3p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Dead Weight (-2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Displacement (4p), Improved speed (4p), Impossible speed

Info and Notes
The Twitchers are the result of the Necromorph infection contaminating the corpses of people who were equipped with Stasis modules (such as soldiers or security personnel). They are physically similar to Slashes, but the Stasis modules in their flesh have a terrifying side-effect. Twitchers are able to react at incredible speeds, moving several times faster than any other Necromorph, making them very hard to hit before they close in to melee range. It also causes them to have highly unpredictable and spastic movements, and their features seem to blur as they move when seen close up. They sometimes carry what’s left of their armor.

All attackers get -2 on close combat rolls and -4 on ranged combat rolls against the Twitcher.

Impossible speed - The Twitchers speed is unmatched in terms of movement, it triples its natural movement speed.
Grabber

Str: 3  Int: 1
Dex: 3  Per: 2
Con: 2  Will: 2

Dead points: 30
Speed: 2
Power Level: 48

Skills
Brawling (+2 Grapple) 3, Stealth 4

Attacks
Serrated Blade D8x3 Slashing
Bite D4x3 Slashing
(two attacks/turn)

Weak Spot: Limbs (4p)
Getting Around: Slow and steady, The Lunge (3p)
Strength: Dead Joe average, Sword arm (4p), Improved strength (2p)
Constitution: Fresh one
Senses: Like the living (1p), Night vision (2p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the Dead (-2p)
Weight: Life-like
Special: Bulletproof (4p), Vacuum sealed (3p), Impossible Reach

Info and Notes
Consisting of a seemingly inconspicuous human corpse, looking somewhat damaged, the Grabber uses the element of surprise (dex+stealth vs. the victims per+notice) by extending the mutated corpse's head an impossibly long distance towards it’s victim and tries latching on and butcher them. The body can only move a little, crawling and turning as the head and serrated claw attacks.

Impossible Reach - The Grabbers tentacles can move around at amazing speed and attack anyone in the room, it has a combat range of 10 yards and does not suffer strength penalties for its long "limbs". In addition to this, the Grabber may attack twice during each turn, one for the head and one for the blade.
Flyer

Str: 2   Int: 1
Dex: 4   Per: 3
Con: 2   Will: 2

Dead points: 26
Speed: 12/ 16 (flying)
Power Level: 55

Skills
Brawling 2

Attacks
Slash D6x2 Slashing, Piercing

Weak Spot: Limbs (4p)
Getting Around: As in life (5p)
Strength: Dead Joe average, Claws (8p)
Constitution: Fresh one
Senses: Like a hawk (3p), Night vision (3p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p) Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Withered corpse (2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Fly-wings (3p), Undead flexibility (3p), Wall crawling (2p)

Info and Notes
The flyer looks like a smaller Infector with a more noticeable head and a spiked tail. It preferably stabs its victims in the back and uses hit-and-run tactics. It usually skinny and have long greasy hair.
Drag Tentacle

Str: 7    Int: 1
Dex: 3    Per: 3
Con: 4    Will: 2

Dead points: 59
Speed: 17
Power Level: 51

Skills
Brawling 2, Notice (+2 Touch) 2

Attacks
Tentacle whip D4x7 Blunt

Weak Spot: All
Getting Around: As in life (5p)
Strength: Monstrous strength (10p)
Constitution: Hardy specimen (5p)
Senses: Like a hawk (3p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Dead weight (-2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Undead flexibility (3p)

Info and Notes
Drag Tentacles are very large and long tentacles appearing around corruption, but it does seem to have an extremely long range of grasp, making escaping it difficult to evade. It is unknown what sort of Necromorph they are attached to, but it is without a doubt a very large creature.
Flytrap

Str: 4  Int: 1
Dex: 3  Per: 3
Con: 4  Will: 2

Dead points: 47
Speed: 14
Power Level: 58

Skills
Brawling 2, Stealth 4

Attacks
Tongue Slap D4x3 Blunt
Toung Grapple, range 10 yards, still makes D4x3 damage, the tentacle has str 4 and can be cut off (10 death points to sever, armor D6+1).

Weak Spot: All
Getting Around: As in life (5p)
Strength: Strong like a bull (5p)
Constitution: Hardy specimen (5p)
Senses: Like a hawk (2p), Night vision (3p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Dead weight (-2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Wall crawling (2p), Undead flexibility (3p), Trapping Flesh (3p), Entrail Whip (2p), Meaty Camouflage

Info and Notes
The flytrap is a predator that hunts in and around the Corruption, creeping around in the ceiling and sends its tongue to attack its unsuspecting victims. It looks like a sack of meat with a spine ripped apart, giving it a hideous maw, from this maw it spurts a long clawed tongue.

Meaty Camouflage - The flytrap disguises itself as Corruption whenever it gets a chance. When hiding or sneaking in Corruption, near Guardians and/or other dead Necromorphs (using them as camouflage) it gets a +5 bonus to its (dex+stealth) roll.
Graverobber

Str: 9    Int: 1
Dex: 3    Per: 2
Con: 5    Will: 2

Dead points: 96
Speed: 10
Power Level: 63

Skills
Brawling 4

Attacks
Slam D4x9 Blunt
Claw stab D6x9 Slashing
Bite D4x9 Slashing

Weak Spot: Limbs (4p)

Getting Around: As in life (5p)
Strength: Monstrous strength (10p), Improved strength (4p)
Constitution: Hardy specimen (5p), Improved constitution (2p)
Senses: Like the Living (1p), Night vision (2p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Dead weight (-2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Hard to kill (5p), Extra dead points (1p)

Info and Notes
The Graverobber has a bear-like stance and possesses three jawless heads and pincers. The back sprouts enormous limb-mounted blades. Standing approximately 3 meters tall, the Graverobber appears to be made from a huge pile of corpses, formed together into a flesh-and-bone battering ram capable of immense destruction.
Slither

**Str: 2**
**Int: 1**
**Dex: 3**
**Per: 3**
**Con: 4**
**Will: 2**

Dead points: 39
Speed: 18
Power Level: 67

**Skills**
Brawling (+2 Grapple) 2

**Attacks**
Claw Attack D6x3 Slashing, Piercing
Blood Suck D4x3 Slashing
(if hit, it also establishes a grapple).

**Weak Spot: Limbs (4p)**

**Getting Around:** The quick dead (10p), The Lunge (3p)
**Strength:** Dead Joe average, Claws (8p)
**Constitution:** Hardy specimen (5p)
**Senses:** Like a hawk (3p) Night vision (3p), Infravision (6p)
**Sustenance:** Who needs food? (8p)
**Intelligence:** Animal cunning (4p) Teamwork (4p)
**Willpower:** The every-zombie
**Spreading the love:** Only the Dead (-2p)
**Weight:** Life-like

**Special:** Bulletproof (4p), Vacuum sealed (3p), Wall crawling (2p), Spikes (2p) Drilling straws

**Info and Notes**
The slither is a snake-like creature, incredibly fast and lethal, moving forward by crawling along the floors or walls.

**Drilling straws** - The Slithers mouth is filled with thin tentacles tipped with circulating razor-sharp teeth. When attacking it burrows its tentacles deep into the victims flesh, sucking out its blood and ripping apart muscles, causing considerable agony. If the victim is hit, it is also grappled.
Tripod

Str: 7    Int: 1
Dex: 3    Per: 2
Con: 5    Will: 2

Dead points: 88
Speed: 18
Power Level: 87

Skills
Brawling 4

Attacks
Slam D4x8 Blunt
Mouth Scythe D6x8 Slashing, Piercing

Weak Spot: Limbs (4p)
Getting Around: The quick dead (10p), Leaping (9p)
Strength: Monstrous strength (10p), Claws (8p)
Constitution: Hardy specimen (5p), Improved constitution (2p)
Senses: Like the Living (1p), Night vision (2p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie
Spreading the love: Only the dead (-2p)
Weight: Dead weight (-2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Wall crawling (2p), Hard to kill (5p), Spikes (2p), Extra dead points (1p)

Info and Notes
The Tripod is a very large Necromorph, walking around on its two enlarged arms, it possesses no legs, but has a long clawed tail instead. Despite the lack of legs it still reaches a formidable height of around 3 meters. It can leap long distances (12 yards forward and 6 yards up) using its long limbs. The Tripod can spurt a large scythe from its mouth, similar to a scorpion tail, with it uses to impale its victims.
The Tormenter - Boss Fight

Str: 12  Int: 1
Dex: 4  Per: 3
Con: 12  Will: 2

Dead points: 146
Speed: 18
Power Level: 101

Skills
Brawling 4

Attacks
Strike D4x12 Blunt
Claw Slam D6x12 Slashing, Piercing
Bite D4x12 Slashing

Weak Spot: Limbs (4p)

Getting Around: The quick dead (10p)

Strength: Monstrous strength (10p), Improved strength (10p), Claws (8p)
Constitution: Tough as nails (10p), Improved constitution (10p)
Senses: Like a hawk (3p), Night vision (3p)
Sustenance: Who needs food? (8p)
Intelligence: Animal cunning (4p), Teamwork (4p)
Willpower: The every-zombie

Spreading the love: Only the dead (-2p)
Weight: Dead weight (-2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Extra dead points (1p), Wall crawling (2p),
In-Bodied armor (6p), Hard to kill (10p), Improved dexterity (2p)

Info and Notes
The Tormenter is an extremely large, brutish Necromorph with a similar look to a Brute or a Stalker, but
with one exception, the Tormenter is freakishly huge, close to 5 meters tall and 8 meters long and is
composed of flesh from at least a couple dozen corpses, the head is twisted to have a long mouth full of
serrated fangs and a pair of mandibles on the sides of its mouth, along with spikes and bones coming out of
its back, resembling a spinal cord. If one looks close enough at the head of the Tormenter, a stretched
human face can be distinguished. Even though the Tormenter is so big it is surprisingly slim and agile,
making in even more terrifying. The Tormenter also has long, spider like hind legs that it uses to crawl
around at amazing speeds.
Armor Value: (D8x3)+18
The Hive Mind - Boss Fight

Str: 22  Int: 4
Dex: 3  Per: 3
Con: 12  Will: 7

Dead points: 196
Speed: 30
Power Level: 152

Skills
Brawling 2

Attacks
Tentacle Strike D10x22 Blunt
Bite D10x22 Slashing

Weak Spot: Special
Getting Around: As in life (5p)
Strength: Monstrous strength (10p), Improved strength (30p)
Constitution: Tough as nails (10p), Improved constitution (10p)
Senses: Like a hawk (3p), Night vision (3p)
Sustenance: Who needs food? (8p)
Intelligence: Problem Solving (15p), Long term memory (5p), Improved intelligence (4p), Teamwork (4p)
Willpower: Will of Iron (8p)
Spreading the love: Only the dead (-2p)
Weight: Dead weight (-2p)
Special: Bulletproof (4p), Vacuum sealed (3p), Improved dexterity (2p), Hard to kill (10p)
Titan Tentacles (4p), Enormous Fangs (4p), Extra dead points (1p), Roar

Info and Notes
The Hivemind is a monstrosity, the largest Necromorph ever seen, towering close to 30 meters tall and weighing countless tons, it is a walking monolith of destruction. During Combat it will spurt D4 Drag tentacles, each fighting on their own. When a tentacle is severed, the Hivemind roars into the sky and in pain opens up its chest and head piece, revealing the yellow/golden insides for D6 rounds. Only hits to the head or body during this time will damage it, all other damage (unless total destruction of the whole body) will be ignored.

Roar - The hive mind will sometimes lower its head and give off a mighty roar, capable of knocking down opponents, everyone in the vicinity must make a difficult constitution test or be knocked back 2D6 yards.