

SAVAGE WORLDS ZOMBIE SQUAD



ZOMBIE SQUAD



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Published in January 2018

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KICKSTARTER BACKERS

We would like to thank all our amazing backers, who helped make this project come alive.

John Doyle, Brian Habenicht

Karlen, joshua m eaves, Seth Hartley, James Sugrue, Greg McWhirter, Sophie Worner

Paris Conte, Matt Benjamin, Sean Huempfer, Mario Cordova, SeeleyOne, Jeffrey Kreider, Matthew Stark, Aaron Blank Cameron, Guillaume Tirefort, Thomas Ladegard, Wansumbeats, Karen Ryan, George Burch, xBobble, William Scott, Paul Hayes, Brian, Mark O'Mealey, Nbaer, mitchell, The JollyGM, Anthony Dale Mackenberg, NecroNuke9, Trip the Space Parasite, Jan Stals, Mikael, Tim Westlake, dragonwolf, Antony Tyler

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HARDENED CRIMINALS

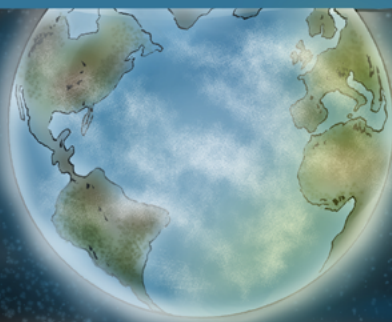
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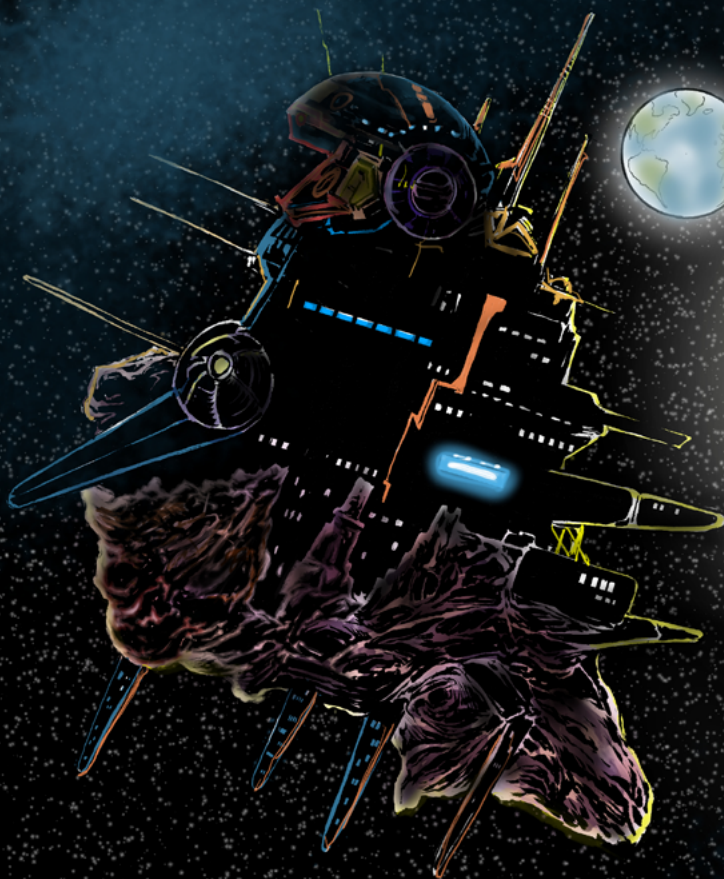
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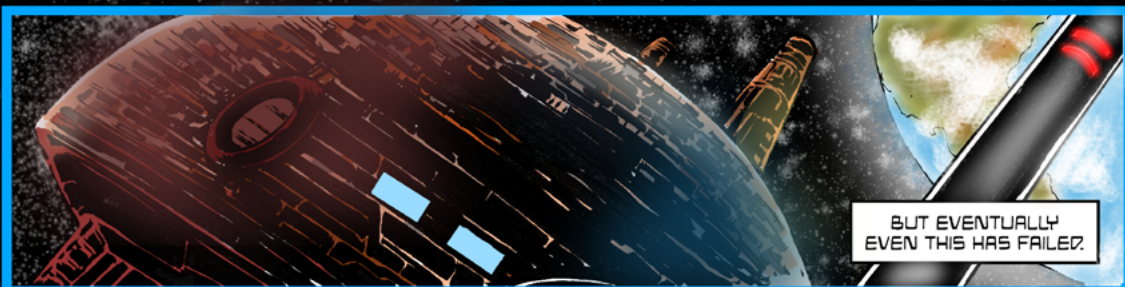
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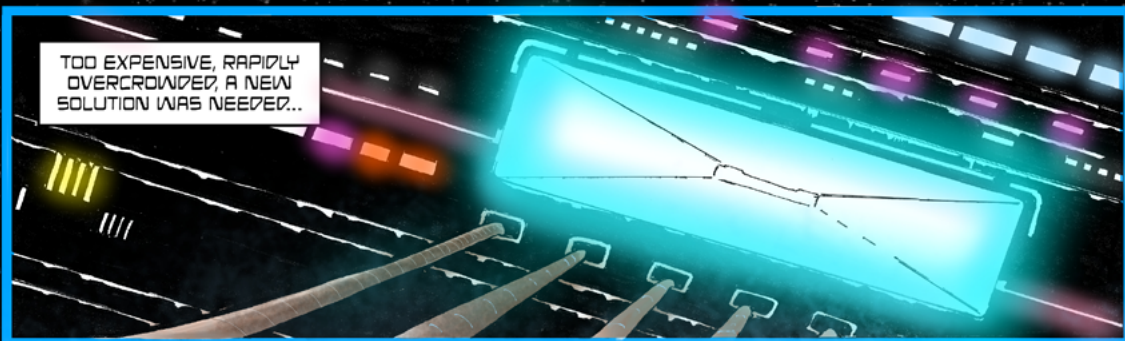
OVERPOPULATION, CRIME
AND WAR HAS CALLED FOR
A DRASTIC SOLUTION.



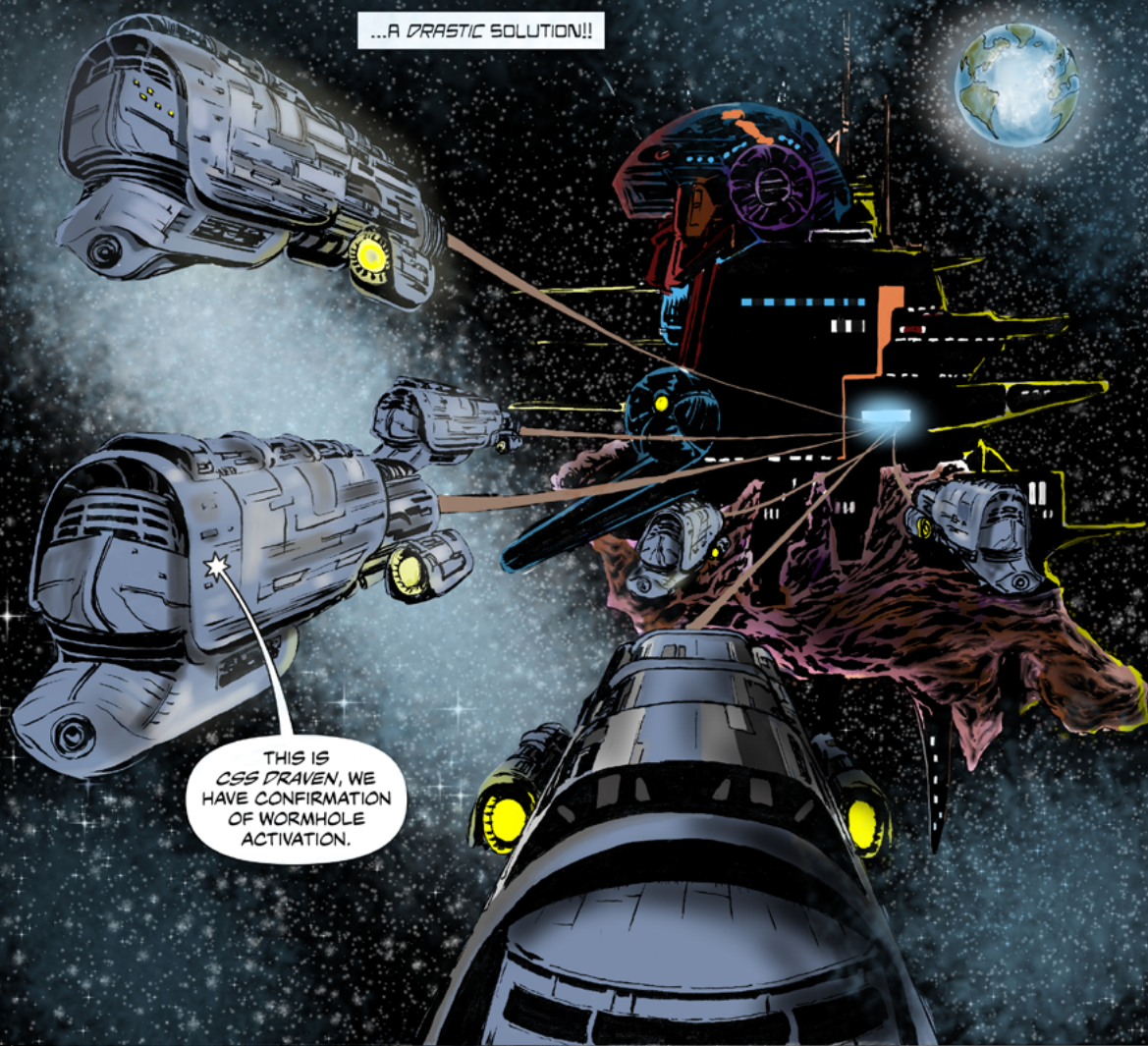
A PRISON STATION, BUILT
INTO AN ASTEROID AND
SET IN FAR ORBIT.



BUT EVENTUALLY
EVEN THIS HAS FAILED.



TOO EXPENSIVE, RAPIDLY
OVERCROWDED, A NEW
SOLUTION WAS NEEDED...



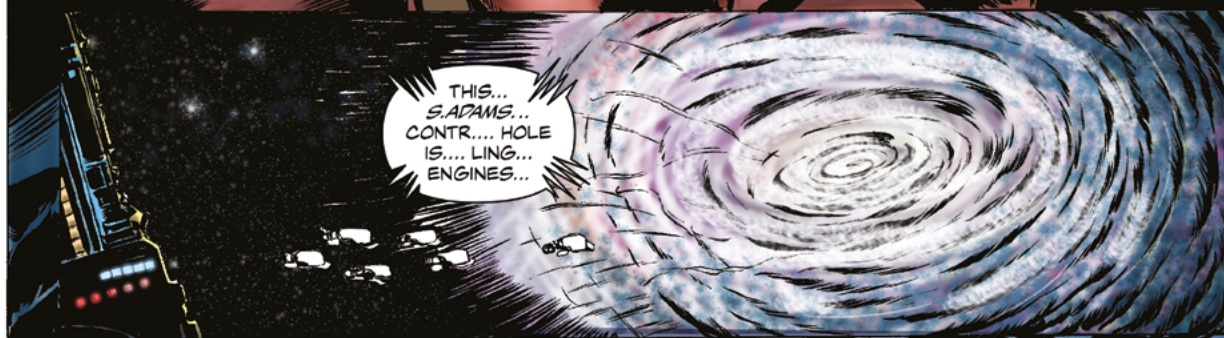
...A *DRASTIC* SOLUTION!!

THIS IS
CSS DRAVEN, WE
HAVE CONFIRMATION
OF WORMHOLE
ACTIVATION.



OK CAPTAINS,
ANCHORS LOCKED,
LET'S TAKE THIS SLOW
AND EASY. PREPARE TO
ACCELERATE ON MY
MARK... 3..2..

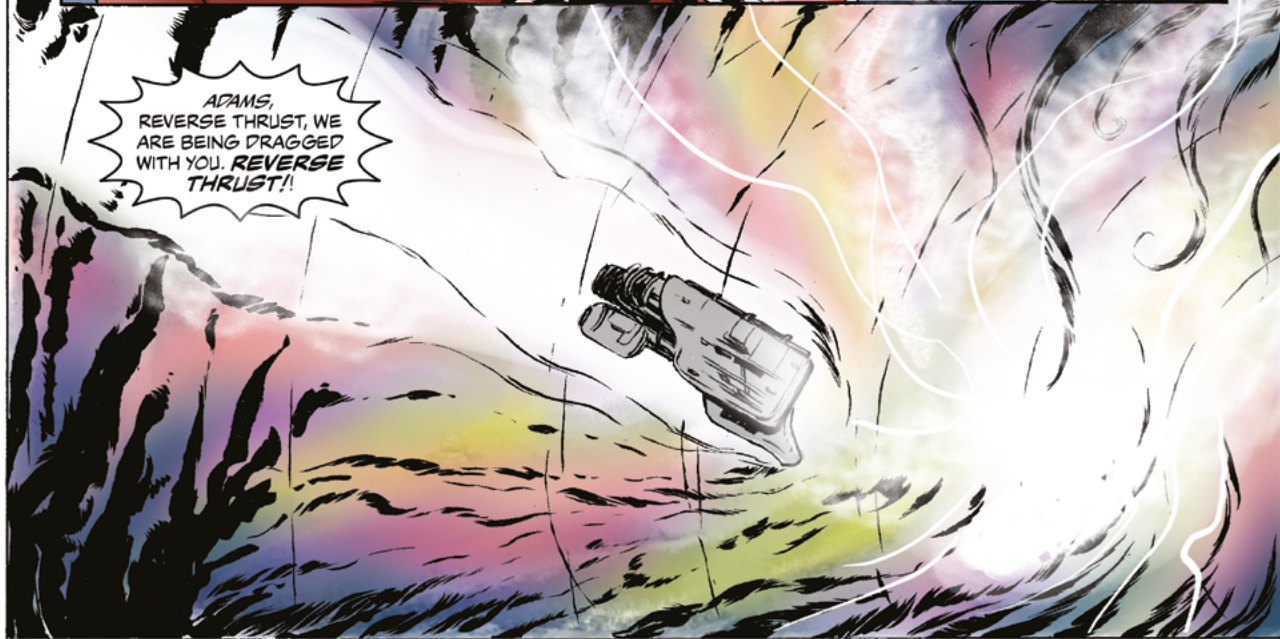
CSS ADAMS,
WAIT FOR MY
MARK!



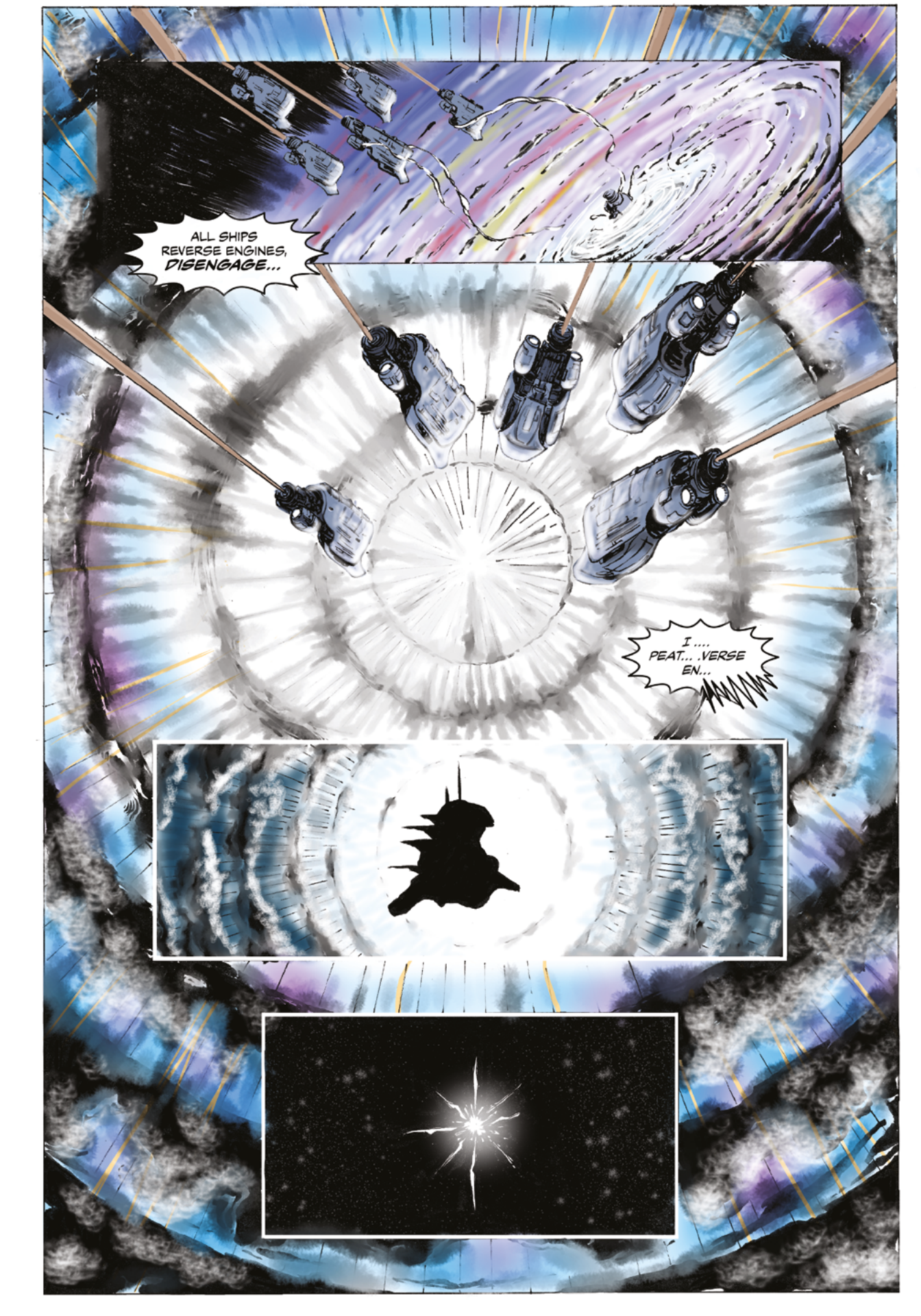
THIS...
S. ADAMS...
CONTR.... HOLE
IS.... LING...
ENGINES...



ALL SHIPS
REVERSE THRUST!
I REPEAT, REVERSE
THRUST!

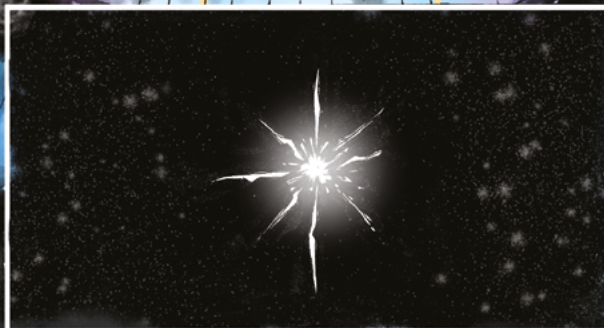
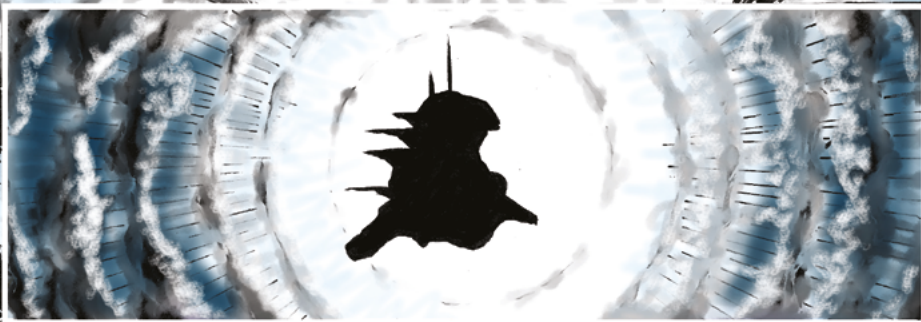


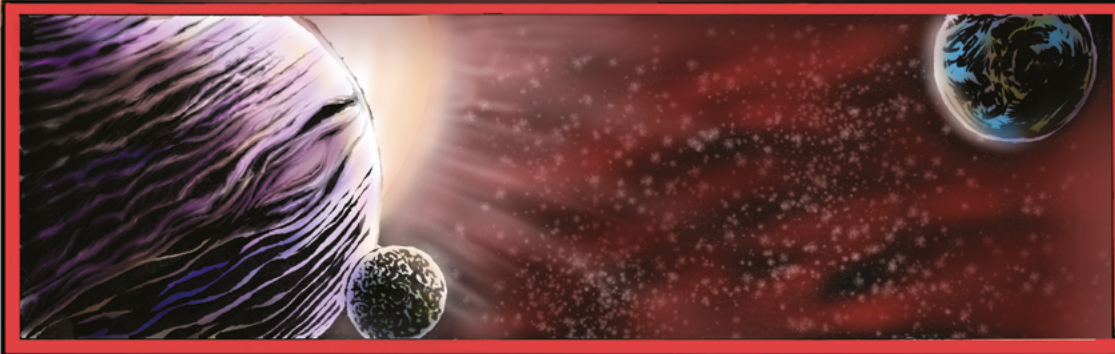
ADAMS,
REVERSE THRUST, WE
ARE BEING DRAGGED
WITH YOU. REVERSE
THRUST!!



ALL SHIPS
REVERSE ENGINES,
DISENGAGE...

I
PEAT...VERSE
EN...





THE VOID, 2147

DAWN

Lara climbed into her bed and bounced on her knees, using the mattress as a trampoline. She giggled as her grandfather followed her into the room. The rambunctious seven-year-old had been running at light speed all day, and it would take a minor miracle to get her settled down enough to sleep. He palmed the door control, and it slid silently from its pocket in the wall, sealing and pressurizing the room with a slight hiss.

"All right, all right," he said, smiling. "At least put your head on the pillow for three seconds."

She did as she was told, but the giggling continued. He sat on the edge of the bed and looked down at her in amusement and the sort of fatigue that can only come from dealing with an overstimulated child all day. "I'm not tired," Lara warned him.

"I can see that." He smiled. "How about a story? Would that help?"

She screwed up her face. "As long as it's not the one with the Talvan squidges."

"Skidjes," he corrected gently. "And no, tonight we won't talk about Talvan insects. I had a different story in mind."

Lara pulled her covers up to her chin and nodded eagerly. "All right!"

Her grandfather leaned back against the slim pressed-carbon headboard and interlaced his fingers around his arthritic knee. Even with medical advancements, old age and a life in the mines still took a toll on the body. "Do you know what's going to happen tomorrow?"

"No."

"Tomorrow, the Alliance is going to recognize humans as an official sentient species. Do you know what that means?"

She shook her head, her black hair rumpling against the pillow. "No."

"That means that we'll be free to trade and travel the same as all of the other races here in the void, and that we'll no longer be considered just interlopers from another place."

"Intalopper... inter... intyloopers..." Lara sighed in exasperation. "That word. What does that mean?"

He straightened her hair. "When humans first arrived here, we weren't invited. We just travelled through an old system gate, which was supposed to take the Hub and deposit it out in space where it could fend for itself. Only things didn't quite work out the way people planned. The Navy ships and the Hub got sucked through, see, and ended up travelling through the gate to a place nobody quite expected. The gate collapsed behind the ships and the Hub, and there was no going home."

"The Hub," she repeated. "That's where we live."

"That's right." He nodded, pleased that she was showing interest. It was important for her to know her species' history. "The Hub was once a prison, did you know that?"

"I knew that! But it's not anymore."

"No, not anymore."

"Grandpa, were you in the Navy?"

He shook his head. He had known this question would come someday. "No."

"Were you a prison guard?"

"No, Lara."

Her dark eyes widened, becoming as round as the moons orbiting Vandos. "You were a prisoner?"

He nodded. "Yes, Lara. I was."

"What did you do?"

Her grandfather hesitated, then admitted, "Bad things, my dear. I did bad things in my youth. When the Hub went through the gate all those years ago - fifty-eight years ago, to be exact - I was a very angry young man who made very poor decisions. But I made one good decision when I married your grandmother. And then we had your mother, and now there's you." He tapped her nose.

Lara smiled. "That's my nose!"

"Yes it is, and I'll take it if you're not careful." She covered her face with her hands, only her sparkling eyes still visible around her fingers. He chuckled. "Now... where was I? Oh, yes. When the Hub came through, we were a bad surprise for the alien races who already lived here. Nobody wants a prison to suddenly show up in their home space. They were understandably a little nervous about us."

"But the Talvans came to greet us," she prompted. "And the Navy shot them!"

"Yes, the Navy thought they were attacking and responded with force. That was quite unfortunate, because the Talvans were acting as emissaries to welcome us to this quadrant. You see, before we came and named the place the Gamma Celia System, and before we named Vandos and started building our mining colony, the Talvans were already here, along with all of the other aliens we've met. The Talvans were being friendly, though, and the Navy shot at them. Lucky for the Talvans, our weapons were too weak to get through their defences, so they never even had to shoot back. They just had to hunker down behind their shields and wait for the Navy to give up."

"Did they?"

She grinned at him impishly. She knew the answer perfectly well. "Yes, they gave up." He tickled her neck, and she laughed, kicking her feet. He shook his head at her, and at himself for getting her revved up again. She was never going to fall asleep at this rate.

"The Talvans were our friends, weren't they, Granddad?"

He nodded. "Yes, they were. They gave us three whole star systems to occupy, and they let us explore them and map them and build colonies for mining and farms -"

"Like the farm where daddy works," she interrupted.

He had never really approved of his daughter taking up with a dirt farmer, but he kept his opinion to himself. "Yes. Just like that. And when the alien council wanted to eject us from the void, the Talvans used their votes and their political savvy to not just keep us here, but to get us seats at the table. They were the first alien species to give us a chance. Don't you think it's good to give people a chance, Lara?"

She nodded. "Until they kick you."

He couldn't argue with the logic. "Well, true."

"The other aliens were mean." She pushed her bottom lip out as she said it.

"Yes, they were." He blinked away images of the invasion, the memories of the attacking Quoli and Daxek forces he couldn't quite leave behind. He had lost his wife in those attacks; she had been just one of the three thousand humans left dead and dying. He had only survived because he'd been deep below the surface in one of the titanium mines. Sometimes he still had nightmares about those days. He cleared his throat. "But the Talvans stepped in to protect us again, and the bad aliens left us alone."

"Thank gosh!" she enthused.

He chuckled. "Yes. Thank gosh. Do you know what happened next?"

She squinted one eye. She had heard this story before, at least parts of it, and she knew some of the answers. "We made other friends?"

"Yes, exactly it. The Talvans helped us meet and trade with the Ashaara, and we gained a great deal in that arrangement. We grew stronger, and then we could start to defend ourselves without as much Talvan intervention. That was good, because the more we explored and reached out into the void, the more the other aliens distrusted us, until we ended up going to war again."

Lara's eyebrows furrowed. "Stupid Vrak-C."

He nodded. "Yes. Mean, stupid old Vrak-C. They took the Ghost Planet Juvains and started to make slaves out of the people there. It was a very bad business, and when we sent diplomats to work it out, the Vrak-C wouldn't talk. They just shut us out and kept being horrible to their people."

She chewed her bottom lip, and he wondered if maybe politics and war might have been a poor choice for a little girl's bedtime story. Then again, she was her mother's daughter, and his Mira had always loved to hear stories about battle. He looked at his granddaughter, trying to determine whether he should stop or if he should continue.

Impatiently, she urged, "What then? Granddad, what then?"

He smiled. "That's when your mother and her team come in."

Lara clapped her hands. "Yes! Tell me about it."

"Well." He shifted on the mattress. "Your mother, as you know, is a very brave woman, and she and her special forces unit went to Juvains and helped to destroy the Vrak-C stronghold there. They were all driven underground and we humans were able to liberate all of the poor people that they had put in chains. Your mother fired the first shot that opened the first slave pit lock. Did you know that?"

She nodded her head, excited. "Yes! She's a hero!"

"Yes, she is. And she'll be very distressed if she realizes how late I've let you stay up these last few days." He rose and smoothed her covers over her knees. "So your mother and her comrades went and saved the slaves, and

they humiliated those mean, ugly Vrak-C people and won the day. That's why we are now about to be officially recognized by the Alliance, and why humanity is now a welcome presence here in the void, not just on the Hub and down on Vandos, but all through the systems that we've explored."

"I want to explore," she told him.

He kissed her forehead. "Someday, maybe you will."

"And I want to fight mean aliens and save people, like Mama."

He smiled. "Perhaps you will," he told her, "But not yet. Good night, little one."

"But your story isn't finished!"

"It is for now." He stood and selected one of her soft toys from the shelf above her bed. It was a cartoonish version of a blue, six-tentacled alien with googly eyes, and it was her favorite.

"Your stories don't have good endings," she complained, stifling a yawn.

"No? Well, that's just because the story isn't finished yet. We're still writing it. We're at the dawn of a new day."

He handed her the toy, and she squeezed it in her arms, cuddling it as she rolled onto her side. "It's not dawn, silly," she said, closing her eyes. "It's night time."

"Yes. Night time. Time for all good little girls to go to sleep."

He opened the bedroom door and looked back at her as he dimmed the lights. She mumbled to him, "Good night, Granddad."

"Goodnight, Lara."

20 YEARS LATER

The rubble was still smouldering, thin wisps of smoke rising to be sucked away into the void. The hole in the ship's skin was gaping, and only the rapid deployment of pressurization countermeasures had kept it from imploding. She stood at the edge of the hole, her magnetized boots holding her securely in place despite the fluctuating artificial gravity and the vastness of space just beyond her fingertips.

She was fairly certain this wasn't how her Granddad had wanted his story to end.

One of her comrades in the Zombie Squad approached. His voice was clear over the communicator in her helmet, and he sounded grim. "Captain," he said. "We've found no survivors on this level."

Lara nodded. "And on the other levels?"

"Green Team reports five casualties and two hundred survivors."

"Get an evacuation team assembled. I want those civilians out of here before the Trak-Vex come back."

"Yes, Captain." He saluted and released the magnetization on his boots, using hand grips to manoeuvre to the hatch on the level above.

She called to him, "Smith." He turned to face her. "Make sure that the boys don't loot this time. I don't want any more complaints heading back to the Hub."

His crooked smile flashed through the faceplate on his helmet. "I'll try, but you know how it is... this battalion was hardly made up of the best and the brightest. Once a criminal, always a criminal."

"That includes you, you know."

"I know."

She frowned. "That was an order, Smith."

He hesitated, then nodded. "Yes, Captain."

She watched him go, then turned her attention back out into the void. There were no signs that the enemy was returning, which was something of a relief, but she knew better than to relax. It had been a long war, and it was just going to get longer.

CHARACTER CREATION

Character creation in *Zombie Squad* follows a similar process to that in the *Savage Worlds Deluxe* book. The major changes are that the characters in *Zombie Squad* are criminals.

Your adventures through the Galaxy begins with a cold dank cell on an ice planet on the fringes of the *Gamma Celia System*. You await your execution for a crime you did (or did not) commit. Whatever the circumstances and whether you are guilty or not you were sentenced and here you are.

As the blaring alarm goes off informing the inmates it's time to wake up, you swing your legs from the bunk and the cold metal floor of your cell sends a signal as your feet make contact. This signal switches off the wake up alarm and now only hours separate you from your method of execution.

PLACE OF BIRTH

In the first step of character creation, you select your place of birth, where you were brought up and lived during your early life. Different locations around the Galaxy will offer unique dangers and experiences and these are reflected here. Every character may pick one of these for free.

THE HUB

The Pipes – Life amongst the garbage chutes and water pipes of the Hub has hardened you to a life of poverty. You gain +2 to Survival rolls.

The Grey Zone – The busy civilian zones of the hub are filled with Habs and trade markets, so it's easy to just blend in and be overlooked. You gain +2 to Stealth rolls when attempting to blend into crowds.

Above it all – You were one of the wealthy few that inhabited the penthouses and upper apartments. You gain +2 to Persuasion when talking to authority figures.

CITY

Streetwise – Brought up on the streets of the city you got to know the business of the criminal classes. You gain +2 to Streetwise rolls in the Cities of Hub controlled space.

In the Middle – You lived an ordinary life which was never hard but was also never too much of a holiday, you quickly learnt how best to get what you need at a price you could afford, so gain +2 to Persuasion.

The Sheltered – You lived in the suburbs, the gated communities far from the crimes and common areas of the city. Your days were spent preparing for the life of a high born, so you gain +2 to Persuasion when engaging with the elite.

COLONY

Worker – The life of a worker is not easy, and many go down with diseases or injuries, you have seen many come and go unable to work the hours and in the often dangerous and toxic environments. You have been toughened up and gain +1 Toughness.

Foreman – Your parents were foreman and ran working parties. Life was a bit sweeter than the standard workman and there are always the extra benefits. You have the Command edge.

Boss – Your Parents were the Boss, a mine, factory or production plant owner. Maybe they weren't so bad or maybe they were despised either way you lived in relative luxury (for a colony) with protection against rebels or disgruntled workers. You gain the Rich edge.

PORT

Scrubber – You were brought up around the dock areas, scrabbling for whatever work you could get to put food on the table. You have seen many things, get along with many people and know a secret or two. You have the Charismatic edge.

Loader – You worked the docks loading and unloading the ships as they came into port, the work was hard but often paid well, especially those jobs that needed to be done fast with no questions asked. You gain +1 to Toughness.

Trader – Your family worked the ports as Traders selling and buying goods from all over the galaxy. You gain +2 Persuasion when bartering or making deals.

WAYSTATION

Aux – You loaded and unloaded ships as they came into port, working the large supply vessels for the cities and the Hub. You have a good understanding of ship systems and supply routes throughout Hub controlled space and gain +2 when using knowledge related to these subjects.

Admin – The everyday running of a waystation, making sure the ships are registered and everything is above board and legal. You gain a +2 when dealing with legal documents, understanding boarding information and licenses.

Control – You oversaw the running of the station, its facilities, reactors, and defences, it was you who decided if a ship would get clearance to dock or if they were a threat. You receive the Command edge.

FLOTILLA

Vagrant – You spent your early life in the bowels of a ship, amongst the pipes and conduits. The dark places can be dangerous and decent people are rarely seen, but there is a thriving black market if you know where to look. You pay 10% less on items bought in black markets.

Citizen – Brought up on one of the many ships that make up a Flotilla, you have a good knowledge of ship layout and systems and gain a +2 when using knowledge of either.

Coordinator – Your family were coordinators, controlling the movement through the Flotilla and the systems that hold the whole thing together. Watching for smugglers and Pirates and even Alien aggression. The position demands respect and you gain the Charismatic edge.

ATTRIBUTES

As part of basic training you gain a d6 Agility and may select one other attribute at d6.

SKILLS

As part of basic training you gain d4 in Shooting and Fighting. Each origin will list another two skills, which you also get at a starting level of d4.

CAREERS

All Human characters must go through basic military training at boot camp. This instils in them discipline, respect for authority and the ability to survive in the uncaring universe of Zombie Squad.

The first step in character creation is to select your origin; after boot camp, did you stay in the military? If so which of the five arms of the military did you choose *ground pounders*, *medical corps*, *military intelligence*, *navy* or *special operations*? If not which role within *civilian society* did you perform?

Edges gained through Careers and your selected Zombie Squad role ignore all normal requirements.



CIVILIAN CAREERS

After boot camp, you returned to normal life, secure in your ability to protect yourself and humanity and took a regular job.

DRIVER

Whether it was taxis, a courier service or public transport, your life was behind the wheel.

Skills: Driving and Notice

Edges (choose one): Ace or Quick

FIXER

You are the face, the schmoozer, the one with the gift of the gab. Your way with words has kept you out of many a scrape, until that is you did something that ended up with you on death row.

Skills: Persuasion and Streetwise

Edges (choose one): Attractive or Strong Willed

GUNFIGHTER

You became a gun for hire, working for gangs, organised crime or mercenary organisations.

Skills: Notice and Intimidation

Edges (choose one): Ambidextrous or Two-fisted

INVESTIGATOR

You have an inquisitive mind and always sought the answers to questions. You may have been a private cop, a P.I. or an amateur sleuth, but you always trusted your gut.

Skills: Investigation and Streetwise

Edges (choose one): Connections or Investigator

LEADER

Your time in the military inspired you to become a leader, whether in a gang, business or politics.

Skills: Persuasion and Intimidation

Edges (choose one): Command or Charismatic

MARKSMAN

You kept up with your shooting after you left the military, whether at the range, hunting or as a sniper for organised crime.

Skills: Notice and Stealth

Edge: Alertness

MARTIAL ARTIST

Once you left boot camp, that discipline stayed with you, and seeking to find something to replace it, you found martial arts.

Skills: Intimidation and Notice

Edge: Martial Arts

PILOT

You were a civilian pilot, flying aircraft, spacecraft and the like.

Skills: Piloting and Repair

Edges (choose one): Ace or Alertness

PIRATE

You fell into crime after boot camp, joining a crew of pirates raiding ships and stealing cargo.

Skills: Intimidation and Piloting

Edges (choose one): Acrobat or Steady Hands

ROGUE

Shady gangs and criminal groups were your employees after the military.

Skills: Climbing and Stealth

Edges (choose one): Assassin or Thief

SCIENTIST

You pursued a life of science after basic training.

Skills: Knowledge (Science) and Investigation

Edges (choose one): Scholar or McGyver



CYBERNETIC OPERATIONS

The Cybernetic Operations unit are a specialised unit for the control and repair of Cyber enhanced soldiers, and the takedown of enhanced enemy units.

Skills: Knowledge (Cybernetics), and Repair

Edges (Choose one): Cyber Tolerant or Geared Up



GROUND POUNDERS

After boot camp, you stayed in the military, choosing service as the 'boots on the ground' part of the Human military; marines, medics, special forces etc.

AFV CREW

The character was a gunner, driver or mechanic of an Armored Fighting Vehicle (AFV). These are the tanks, missile launchers, ground to orbital lasers and other mobile heavy weapons used by the military.

Skills: Driving, and Repair

Edges (Choose one): McGyver, Nerves of Steel or Steady Hands

INFANTRY

You were a foot soldier, one of the rank and file. There are many specialised units in the military, and while yours is not one of those, you do outnumber all the rest.

Skills: Throwing and Notice.

Edges: Choose a single Combat edge

INFANTRY SUPPORT

You wielded the heavy weapons in the military, from man portable rocket launchers to mortars and called in air or orbital support.

Skills: Repair and Notice

Edges: Marksman

MARINES

First in and last out, the Marines are the shock troops of the Zombie Squad universe.

Skills: Stealth and Notice

Edge: Hard to Kill

OFFICER

Officers make decisions which affect the welfare of their troops and decide on tactics and strategy.

Skills: Knowledge (Battle) and Notice

Edges: Command



HUB DEFENSE

Stationed on the Hub, Colonies, and Cities throughout the Gamma Celia system the HDF are the Police of the Hub controlled star systems, having to deal with everything from Pirates and Smugglers to local disputes.

Skills: Intimidation and Notice

Edge: Choose a single Combat Edge



MEDICAL CORPS

After boot camp, you stayed in the military, joining the Medical Corps.

MEDIC

Receiving advanced training in saving lives and healing injuries, the field medic is an important member of the military. Mostly seen on the ground with the troops or staffing field hospitals or based at military hospitals, medical centres or med-bays on naval ships.

Skills: Healing and Knowledge (Medicine)

Edge: Medic!



MILITARY INTELLIGENCE

Military Intelligence is the branch of the armed forces which find information and relay it to the rest of the military.

INTELLIGENCE ANALYST

You were trained in data interception, hacking and data collation to aid in briefings for command staff.

Skills: Knowledge (Computers) and Investigation

Edges: Investigator

FIELD OPERATIVE

You were out in the field, risking your life to gather information for the military.

Skills: Notice and Investigation

Edges (choose one): Investigator, Linguist, Connections or Scholar



NAVY ORIGINS

After boot camp, you stayed in the military, joining the navy. These are the crews of the capital ships, smaller vessels and the fighters of the military; the pilots, engineers, ordnance crews and breach teams.

BREACH TEAM

You were one of the naval staff who don spacesuits, clamber aboard breaching pods and are blasted through space to cut your way into

the hull of an enemy ship and engage with their crew in close combat and commit sabotage to bring the battle to a close quickly.

Skills: Notice and Repair

Edges: First Strike

ENGINEER

The technical crew of the navy. They keep ships running smoothly, fix the engines when they go wrong, fill up the vending machines etc.

Skills: Repair and Knowledge (Engineering)

Edge: McGyver

GUNNER

Your job is to fire, repair and reload the lasers, particle accelerators and missile launchers of the navy.

Skills: Notice and Repair

Edge: Pin Point Accurate

OFFICER

Command crew of the navy. You decided on strategy and battle tactics.

Skills: Knowledge (Battle) and Notice

Edge: Command

NAVAL CREW

You were part of the 'general crew' of the navy, normal sailors, and those who keep the ships running smoothly.

Skills: Knowledge (one field best suited to your role on the ship) and Repair

Edges: Choose one.

PILOT

Your military service involved flying spacecraft, making bombing runs, shifting cargo or taking part in furballs fighting with aliens and pirates.

Skills: Piloting and Notice

Edges (choose one): Ace or Rocket Jock

SENSOR OPS

Dedicated training in using the sensors of all types of ships, they can identify threats and track trajectories of escaping ships with ease.

Skills: Notice and Knowledge (Sensors)

Edge: Eye in the Sky



SPECIAL OPERATIONS

After boot camp you stayed on in the military and were recruited into special operations. You were the deniable resources, the black ops units and those who used equipment too specialised for ordinary personnel.

BLACK OPERATIVES

Top secret black ops military units equipped with the best gear, the SAS and the Green Berets of the Zombie Squad universe.

Skills: Stealth and Survival

Edge: Assassin

KIN SUPPORT

You received training in repair and programming of the military's cadres of artificially intelligent robots (nicknamed 'kin').

Skills: Knowledge (Kin) and Repair

Edge: Kin Friend

POWER ARMOR PILOT

Your character piloted a suit or power armor during his time in the military.

Skills: Repair and Piloting

Edges: Hardsuit Pilot

RANGER

You were trained in recon, scout and often sniper work.

Skills: Stealth and Tracking

Edges (choose one): Assassin, Woodsman or Marksman

SWARM OPERATIVE

Your time in the military was spent controlling, repairing and controlling drones; from the nanite tank buster swarms to the tracked autocannon gun platforms and the flying 'eye in the sky' recon machines, as well as the clouds of drone fighters used by some naval ships.

Skills: Knowledge (Drones) and Repair

Edge: Swarm-Queen

CRIME & PUNISHMENT

At this point the character committed or was accused of the crime which led to them being on Death Row.

Your crime is decided by you, as well as whether or not you are guilty. We suggest you discuss this with your GM, but we stress the crime must fit the punishment and it should be serious. Also if you decide you are innocent you must come up with a reason why you were accused. If you decide not to share this with the party it is your choice.

You are given the choice of death or the Zombie Squad.

Obviously your character will be choosing the Zombie Squad - otherwise why are we here?

What you do now is take a look at the Zombie Squad Roles and pick one that takes your fancy. You may only pick one and you cannot change your role once you have chosen it.

ZOMBIE SQUAD ROLES

Zombie Squad Roles represent a package of Edges, Skills, and special abilities that reflect the training and experience that a character is given once he joins the Zombie Squad.

Note that Edges added by a Role are regardless of any Requirements; you simply ignore them and take the Edge. Additionally, starting Skill dice aren't subject to linked Attribute cost limitations (though spending points to raise them later is still double if they are higher than their linked Attribute).



THE BOOSTER

The Booster is the Scout, Recon expert, Tracker and Sniper of the group and can be indispensable on most missions. Boosters tend to have a Special Operations background giving them the skills needed to act in any environment and with knowledge of survival and stealth.

BOOSTER SPECIAL ABILITIES

Assassin

You gain the Assassin Edge, and enjoy a +2 on Fighting, Shooting and Throwing rolls. *If you already have the Assassin Edge, this ability stacks with it.*

Duck, Dive, Dodge, Dip, and Dodge

You gain the Dodge Edge, are quick on your feet and gain +2 Parry. *If you already have the Dodge edge, this ability grants Improved Dodge.*

Fast Talker

You gain the Charismatic Edge, and have a further +2 to Persuasion. *If you already have the Charismatic Edge, this ability stacks with it.*

Ghost

When hiding from someone who is actively searching for you, they receive a -2 to Notice you. If you are stationary this rises to -4. You gain a dice type in Stealth.



Shadow Walker

You gain a dice type in Stealth. You also gain a +2 bonus to Stealth if you are in shadow or a darkened area.

BOOSTER EQUIPMENT

In addition to standard equipment, a Booster has Finline, Tracker, Lockpicks.



THE FIXER

The Fixer is the hacker, Mechanic, Driver and Pilot of the squad. Most come from a Cy-Ops, or other background, giving them the skills they need in computers, tech and vehicles.

FIXER SPECIAL ABILITIES

Drive Anything

You gain a dice type in Driving and Piloting.

Hotshot Pilot

You are in your element when behind the stick of a ship. You gain the Ace Edge and a further +2 when doing evasive manoeuvres.

Jury Rig

You can fix something once per session with whatever scrap you have or can find. You gain the McGyver Edge

Just Once More

You can fix something beyond repair to work one last time before being totally broken. This 'final repair' will last for a number of minutes equal to the characters Smarts die type, and will cost a Benny.

Ship Systems

You know Ships and gain a +2 when using any Ship Systems. You also gain the Rocket Jock Edge.

FIXER EQUIPMENT

In addition to standard equipment, a Fixer has Laptop.

THE GUNSLINGER

The Gunslinger is the weapon expert of the group, often coming from a military background which gives them the skills they need in using most forms of ranged weapons.

GUNSLINGER SPECIAL ABILITIES

Dead Shot

Gain a dice type in Shooting and have +2 to Shooting attacks that don't involve aiming.

Eagle Eyes

You gain a dice type in Notice, and gain a +2 when attempting to shoot someone at extreme range.

Quickdraw

You get to draw two cards for Initiative and choose the highest on the first round of combat when you are Shooting. This represents you quickly readying your weapon and firing.

Sharp Shooter

Once per session you can re-roll a Shooting roll when using a Ranged weapon. This does not cost a Benny.

Suppressive Fire

You gain a dice type in Shooting, and have +2 to all combat actions when the Squad is laying down Suppressive fire.

GUNSLINGER EQUIPMENT

In addition to standard equipment, a Gunslinger has an additional Pistol and a Rifle.



THE RONIN

The Ronin is the melee and exotic weapons expert and works well with the Gunslinger to create an unbeatable frontline. Can come from many backgrounds which give them the skills to wield both melee and ranged weapons expertly.

RONIN SPECIAL ABILITIES

Bull Rush

You gain the Fleet-Footed Edge and have a +2 to Fighting when charging someone bigger than you.



Deadly

Everything in your hands is a deadly weapon. Gain the Improvisational Fighter Edge and has +2 to Damage. with Fighting Weapons only.

Dual Wield

Can use two one handed melee weapons without incurring the off hand penalty.

Follow up

Once per session after a successful hit with a Melee weapon you can follow up with a second attack. If this attack hits then keep following up until you roll a miss.

Take Down

You can choose to either damage or knock down an opponent. Treat this is a Push, with the damage roll substituting for the characters Strength.

RONIN EQUIPMENT

In addition to standard equipment, a Ronin has two additional Melee Weapons, and an additional Pistol.



THE WITCH

The Witch has a GV chip implanted in the brain stem, this allows them to use Giga-Voodoo.

Giga-Voodoo is a mystery, no one is really sure how it works, only a small portion of the human population can make it happen. A fusion between the Chip and the brain's electrical impulses causes the Witch to be able to manipulate the base energy of quantum physics (Q-Energy) they can manipulate matter, create fire or control their own bodies (or those of others) at will. This energy is channelled through dedicated biotechnology and/or cybernetic devices to further enable the manipulation of such energy – some such devices exist which are designed to enhance the resultant energies.

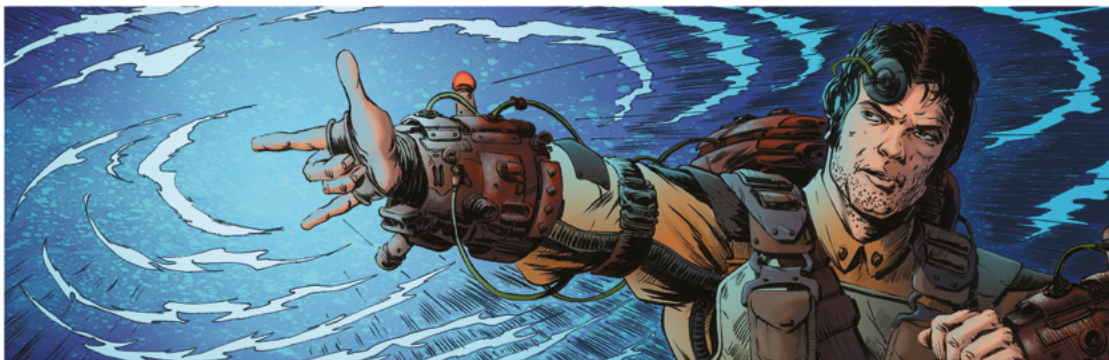
WITCH SPECIAL ABILITIES

AB: Giga-Voodoo

This it is the base ability of the Role. It uses the Giga-Voodoo (Smarts) skill, which you gain here at d6.

Giga-Awareness

You gain the *Danger Sense* edge. Your use of quantum energy allows you to predict possible outcomes and likely events with uncanny precision.



Quantum-linked

Your connection with quantum energy allows you to recharge Power Points at a rate of 1 every 30 minutes.

Giga-Wizard

You gain the Wizard edge, allowing you to reduce the Power Point cost of your Powers for each raise on the Giga-Voodoo roll.

Giga-Power

You have an additional 5 Power Points beyond that given by the Giga-Voodoo Arcane background. You can take the *Power Points* edge with your advances as normal in order to gain more.

WITCH EQUIPMENT

In addition to standard equipment, a Witch has a single Amp (choose design).

THE CYBORG

When a character dies, their brains may be removed and transferred into the frame of a robot. This is a great way to continue to play your character. In order to become a Cyborg, you must take the **Cyborg** Edge, with all appropriate restrictions and requirements.

The only restriction is that Witches may not be given a Cybernetic body. They could have one, but it is forbidden under various legal and ethical conventions.

When the transfer is complete the corporation, as a way of thanks to the loyal soldier, will deposit 10,000 BC into the characters account. This will be added to any funds that the character managed to save when they were alive.



What this means in game terms follows:

A Cyborg body will cost a number of Strain points equal to your Spirit die.

Attributes: Agility d4, Smarts as the original character, Spirit as the original character, Strength d4, Vigor d4

Skills: As per the original character

Pace: 4; **Parry:** as per original character;

Toughness: 4

Special Abilities

- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.

- **Environmental Weakness (Electricity):**
Robots suffer +4 damage from electrical attacks.

You may then modify your character as you like based on your available funds and using the Custom Robots rules in the *Science Fiction Companion*. You have three Attribute points to spend (which cannot be used to alter Smarts or Spirit), and the body can hold up to 5 points of Robotic Modifications.

FINISHING UP

TRAITS

Your hero starts with the attributes determined through the previous steps, but has 5 points with which to raise them. Raising an attribute by one die type costs 1 point.

You have 15 points for additional skills. Each die type in a skill costs 1 point up to the linked attribute. Going over the linked attribute costs 2 points per level.

Charisma is equal to the total bonuses or penalties given by Edges and Hindrances.

Pace is 6".

Parry is equal to 2 plus half Fighting.

Toughness is equal to 2 plus half Vigor.

EDGES & HINDRANCES

You gain additional points for taking up to one Major Hindrance (2 points) and two Minor Hindrances (1 point each).

For 2 points you can:

- Gain another attribute point, or
- Choose an Edge

For 1 point you can:

- Gain another skill point, or
- Increase starting funds by 100%

GEAR

Start with BC 500 with which to buy any equipment you require, this is in addition to the equipment assigned to you in your role within the Zombie Squad.

Standard equipment is a Zombie Squad Uniform, Rifle + 2 clips of ammo, Pistol + 2 clips of ammo, Dagger/Knife, Bagman, 5 Nutri-Bars, 2 Stims, Backpack, Rebreather, Night Vision Goggles, and Commlink.

BACKGROUND DETAILS

Fill in any other background details you care to add.

SKILLS

The following skills are added to Savage Worlds Zombie Squad.

KNOWLEDGE (DRONE)

The character is knowledgeable in the workings of Neural Network Linked drones.

KNOWLEDGE (KIN)

The character knows and understands the particular systems and coding of Kin. It is still the Repair skill to fix the mechanics of a Kin.

HINDRANCES

These are additional Hindrances and modifications to existing ones found in Savage Worlds Deluxe.

The following Hindrances are not found in *Zombie Squad*:

NEW HINDRANCES

The following New Hindrances are added in *Zombie Squad*:

DINOSAUR SQUAD

Major or Minor Hindrance. As mankind travelled through the unknown region of space, some enterprising military personnel left CFEP's (Cryogenically Frozen Emergency Personnel) in various hidden places. These were Zombie Squads who were frozen and left in order to fulfil some future need. You are one of these people. Dubbed 'Dinosaur Squads' by others in the military, they have the *Low Tech Minor Hindrance* if they were frozen 50+ years ago, and the *Low Tech Major Hindrance* if they were frozen 100+ years ago. Technology and culture move on and these folk haven't due to being frozen.

SIR! YES SIR!

Major Hindrance. Basic military training, instils discipline and respect of command, so much so that when anyone with the Leadership edge gives an order you will obey. You can try to

ignore your automatic response to the order and will succeed if you roll a raise on a Spirit test.

EDGES

These are additional Edges and modifications to existing ones found in *Savage Worlds Deluxe* and the *Science Fiction Companion*.

BACKGROUND EDGES

The following Edges are found in *Zombie Squad*:

A Fickle Master

Requirements: Novice

By expending a Benny, you can change one situation per session. For example the corridor is a dead end, you use Fickle Master and spend a Benny to place a door there. Each time you use Fickle Master the GM can also use it too; do for example, that door at the end of the corridor is actually locked!

Requisition (Grade I)

All members of the Military can obtain gear from the Quartermaster. These are often replacements or extra gear for certain missions. The gear you have is never yours, it will always belong to the military. Losing, breaking, or selling gear is frowned upon, as is the use of illegal or unsanctioned weapons or items.

The Zombie Squad is a little different in that you are given more leeway over what gear you acquire from elsewhere. As a group of criminals who are officially dead you will be sent on missions with low survival rates and if it means that using that unsanctioned weapon or black-market software is going to help you get the job done then they will turn a blind eye to this. Also, traditionally Penal Battalions have been given the worst of the gear as the military reason that if the squad is wiped out then the gear they have lost was of higher value than the actual squad members and that is unacceptable.

Requirements: Zombie Squad or other military or paramilitary group, Novice

You may requisition one piece of equipment valued up to BC10k at the beginning of a mission.

Requisition (Grade II)

As Requisitioned (Grade I), with the following changes.

Requirements: Zombie Squad or other military or paramilitary group, Seasoned

You may requisition one piece of equipment valued up to BC100k at the beginning of a mission.

Requisition (Grade III)

As Requisitioned (Grade I), with the following changes.

Requirements: Zombie Squad or other military or paramilitary group, Veteran

You may requisition one piece of equipment valued up to one million BC at the beginning of a mission.

COMBAT EDGES

The Giant Killer Edge is not found in *Zombie Squad*.

Pin Point Accurate

Requirements: Novice, Shooting d6+

You are very accurate with large scale vehicle weaponry and receive a +2 to Shooting rolls when using them.

PROFESSIONAL EDGES

The following professional edges are added in *Zombie Squad*.

Eye in the Sky

Requirements: Novice, Notice d6+

This edge means you can use sensors to their best effect. This gives a +2 to Notice rolls and Tracking rolls when trying to locate a target, determine trajectories of fire and escape and so forth.

Hardsuit Pilot

Requirements: Novice

This edge gives you a +2 on combat and maneuver actions taken while wearing a suit of power armor.

Kin Friend

Requirements: Novice, Smarts d6+

You have a knack when it comes to Kin. This edge adds +2 to all Knowledge (Kin) and Repair rolls that pertain to controlling, repairing or controlling AI Kin.

RANK	BENEFITS
Private 1st Class	+1 die step to any Attribute. If your Attribute is d12, then you gain a +1 to it instead.
Corporal	New Edge. You must meet the requirements for it as normal.
Sergeant	New Leadership Edge. You must meet the requirements for it as normal.
Master Sergeant	+1 die step to any Attribute. If your Attribute is d12, then you gain a +1 to it instead.
Lieutenant	New Edge. You must meet the requirements for it as normal.
Captain	New Leadership Edge. You must meet the requirements for it as normal.
Major	+1 die step to any Attribute. If your Attribute is d12, then you gain a +1 to it instead.
Commander	New Edge. You must meet the requirements for it as normal.
Colonel	New Leadership Edge. You must meet the requirements for it as normal.
General	+1 die step to any Attribute. If your Attribute is d12, then you gain a +1 to it instead.

Medic!!

Requirements: Novice, Healing d6+

You have advanced medical training which provides a +2 to Healing and Knowledge (Medicine) rolls.

Rank

Requirements: Zombie Squad

Taking this edge means the character has been promoted. This can have a number of effects depending upon how many times it is taken, as shown on the Rank Table which follows.

All characters begin at the rank of **Private**, which is not shown on this table, as it is the base level. You do not have to take this edge if you do not want your character to rise into the upper echelons of the Zombie Squad.

Levels in Rank may be awarded by the GM in addition to normal experience points if their actions are deemed worthy of promotion.

Swarm Queen

Requirements: Novice, Smarts d6+

You have received formal training in the use of Neural Network Linked drones. This adds +2 to all Knowledge (Drones) and Repair rolls that pertain to controlling, repairing or reprogramming drones.

ARCANE BACKGROUNDS

The only Arcane Backgrounds present in Zombie Squad is Giga-Voodoo. This is described in more detail on Page 44.

EQUIPMENT

Most of the equipment found in the Zombie Squad universe is found in the *Science Fiction Companion*. However, there are some exceptions.

CURRENCY

Currency in the Hub controlled Star Systems is called Bits, an off shoot from Earth currency which was BitCredits (BC). These BitCredits are a form of electronically farmed currency that is controlled by the Hub hierarchy and banking guilds. A BitCred card is an oblong of plastic with the users genetic and bio-rhythm information embedded into it.

Other currencies can be information, precious metals, minerals, and favours and these all vary in value depending on who you are dealing with. It is also illegal to trade in anything other than BitCredits in Hub controlled space.

ALIEN CURRENCIES

There are many different sentient races in the galaxy and most have their own currencies,. There is a universal currency system in place that some of the other Races recognise, but not all. Those alien traders that will sell to humans will accept the currency and most will also barter for goods and buy unwanted items and weapons.

The Universal Credit System (UCS) or also called UCreds are accepted on most planets within the Hub controlled Star Systems as well as many alien cities and ports. The exchange rate may differ between BitCredits and UCreds depending on where you go but for most places it is currently 1.3 BitCredits to every UCred.

ARMOR

BATTLE SUIT

The Battle Suit is a heavier form of Combat Armor, comprising of a full ceramic battle suit, lightweight and customisable with various pieces of gear. A battle suit adds +9 Armor and negates 6 points of AP from ballistic attacks (15lbs, BC1200)



MINING OVERALLS

Heavy duty gear used by Miners in the colonies, thicker and more durable than Flak and often fire and cold resistant and insulated. Comes with helmet, gloves and grav boots. Mining overalls add +9 to Armor. (18lbs, BC1600)

STEALTH ARMOUR

The Stealth Armour has a light reflective and anti-sensor coating. It also acts as a null field and cannot be viewed with heat or cold sensors. This adds 2 Armor and +4 to Stealth vs heat or cold sensors. (8lbs, BC1200)

ZOMBIE SQUAD UNIFORM

The standard uniform of the Zombie Squad is a Flak armor full body suit with a built in Kevlar chest protector. This has the Death's Head on the lapels, but no other identifying features.

This is 2 points of Armor over the limbs and head (+4 Armor vs bullets). The Torso enjoys 4 points of armor (+8 vs bullets) and it negates 4 AP. from bullets as well. (20lbs, not available to purchase)

GEAR DESCRIPTIONS

BAGMAN

The Bagman is standard gear for all members of The Zombie Squad and attaches to the wrist. The display shows life signs and location markers for the squad, and will also give basic atmospheric read outs and danger probability. It also holds 3 stim packs which will trigger when the wearers life signs hit a certain point. These stims stabilise the wearer and will cancel out a Wound. (1lb, unavailable outside of the Zombie Squad).



ENVIRO-TENT

A tent designed to protect the user from environmental dangers such as heat and cold and atmosphere changes. Has unique construction that allows the tent to be erected on any surface even water. (6lbs, BC900).

FINELINE

150ft of Fineline which is ultra - strong and thin cable. Adds +2 to climbing attempts. (2lbs, BC800).

GRAV BELT

Allows user to move around in zero-g environments, or to make the area around the wearer a zero-g environment which would allow the user to float. (4lbs, BC2000).



HARRISON 'HAIL MARY' SERUM

For Matthew Harrison

Created by a sadistic scientist Dr Matteus Harrison who hasn't been seen since knowledge of the serum became public knowledge 10 years ago.

Prohibited from public use, even the army are reluctant to use it. Tests have shown that while it does provide a boost to the user's system, it's very short lived and the side effects can be absolutely brutal, some have been listed as extreme mental collapse leaving the user a dribbling wreck requiring months of physical & mental readjustment. The serum gives the user the equivalent of the *Berserk* and *Frenzy* edges at the same time for exactly six rounds. At the end of this time the player suffers from the results of a single roll on the Injury Table. This injury will last for d6+6 months and cannot be negated.

LIGHT STICK

Sticks that when shaken will light up and illuminate a 20-ft. radius for 30 minutes. (1lbs, BC20).



MAG BOOTS

Large heavy boots that have a magnetic sole and allows the wearer to attach themselves to metal flooring or hulls. Used for ship maintenance and often seen on colonies, ports, and waystations (6lbs, BC1000).

MAG GRAPNEL

A small gun shaped launcher that releases a grapnel attached to 150ft of Fineline. The grapnel has both a magnetic head and claws that act like a normal grapnel hook. (4lbs, BC1000).

STIMS

Instant healing in a small syringe. Inject to heal a wound. (1lb for three, BC500 each).

SURVIVAL GEAR

A selection of survival gear, this includes light-sticks, compass, 5 days of MRE's, heat pads, disposable rebreather good for 30 minutes, 2 stims, flares and heat blanket. (6lbs, BC600).



TRACKER

A handheld device that allows the user to track movement, can be attached to a weapon or held in the hand. The device will show a blip on a screen and emit an audible bleep which will indicate proximity to the user by getting louder the closer the movement gets. (2lbs, BC800).

TRANSLATOR

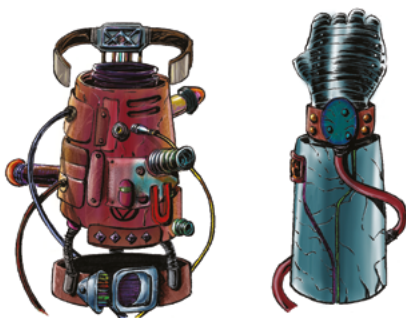
A small translator device that can quickly translate 99% of known alien languages into the closest human equivalent. (2lbs, BC800).

WITCH GEAR

These are all devices that connect to the users Q-Chip and allow the Witch to adjust their Giga-Voodoo powers. As they each connect to the users Q-Chip they each have a corresponding level of Strain which is added to the wearers total when connected.

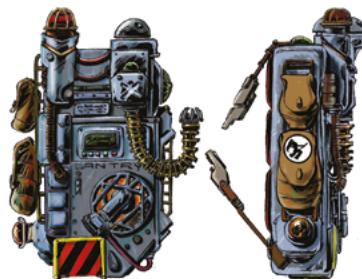
AMPS

You can use as many amps as you wish, but in order to use them they have to be connected to the Q-Chip which raises the wearers Strain.



GIGA-GAUNTLETS

The G-Gauntlets double the range of a power that is used through them. *Strain 2.* BC12k.



GIGA-PACK

The Giga-Pack doubles the effects of the wearers powers; damage, etc. *Strain 4.* BC24k.



GIGA-HAT

The G-Hat doubles the duration of a Power used while the device is being worn. *Strain 3.* BC18k.



GIGA-TORQ

The G-Torq halves the Power Point cost of using and maintaining Giga-Voodoo powers. *Strain 1.* BC6k.

BROOMSTICK

Similar to amps the broomsticks allow the Witch to direct their power and to convert power into an energy. The broomstick is just one form these can take and are considered a bit of a joke by some and an insult by others.

The broomstick allows use of the *Blast* and the *Bolt* powers. All the wielder has to do is put the Power Points into it, point the broomstick and let the energy loose, they do not need to have the Blast or Bolt powers themselves. *Strain 2.* BC12k.





CYBERNETICS

Cybernetics had been established on Earth by 2032 with advancements in medical care for soldiers on the field of battle. This progressed into the private medical sector in 2038 allowing the wealthy to solve medical issues such as blindness, limb loss etc. By 2040 it became a fashion statement among groups of body modders, enhancing their bodies and pushing the boundaries of cybernetics. These body hackers turned cybernetics into a revolution and soon an underground market of Cyber-crackers building and modifying cyber parts began to grow.

By 2055 most of the new cybernetics built by hackers became mainstream but still the underground market flourished, often by producing overclocked chips and illegally enhanced limbs and organs. A wave of crime by illegally enhanced 'cyber criminals' flooded the cities. The so called shadow walkers or runners

as some were called considered themselves freedom fighters, but often their fighting injured or killed civilians, which in turn led to clamp downs by law makers and increased fines and sentences for anyone found in possession of illegally enhanced cybernetics.

When the Hub arrived in the void the station and naval vessels already had Cybernetic Creation Stations (CCS, or Cribs as they are sometimes called). These stations look like large glass and steel sarcophagi that can perform surgery to implant, enhance and remove cybernetics, the station even replicates parts and chips similar to early 21st century 3D printers, using spools of atoms and nanite materials instead of plastic.

All military units have access to Cybernetics and military prisoners will often have any cybernetics 'deactivated' when charged and imprisoned for obvious reasons. Once they have been accepted in the Penal battalions these cybernetics will be reactivated and the unit members will once again have access to cybernetic enhancements, especially the Giga-Voodoo chips.

All of the Cybernetics from the *Science Fiction Companion* can be found in the Zombie Squad universe with the following additions.

TYPE	STRAIN	COST
Audio Enhancement (1): Improves the hearing above the normal human level and gives the wearer the ability to pinpoint location of sounds exactly. This serves to give a +2 to appropriate sound-based Notice rolls.	1	BC10.5K
Quantum Chip (1): The Chip that allows the wearer to use their mind to affect and alter quantum energy. This grants the Arcane Background: Giga-Voodoo Edge.	3	BC18K
Sensor Pack (1): This acts as a Small Sensor Suite, but rather than being handheld it is integrated into the wearers body and brain.	2	BC17.25K

WEAPONS

The following weapons exist in the Savage Zombie Squad universe.

ASSAULT RIFLES



ST. JERNSTROM ASSAULT RIFLE

For Morgan Stjernstrom

Named after a brilliant weapons manufacturer, **Morgan St. Jernstrom**, who was tasked with making a very heavy weapon for the Zombie Squads. The idea was to make an assault rifle hit harder, more often and penetrate armour easier. All the first prototypes where either too heavy to be effective or needed to use smaller calibers, neither was satisfactory for either St. Jernstrom nor for the ones who ordered the weapon.

After a lot of tinkering a highly effective gas vent was installed to counter the very kicks the weapon made when firing full auto as well as a bigger magazine for the ammunition. The weapon is rather bulky but it worked as intended.

The weapon could spread a spectacular amount of bullets in full auto mode with the high caliber ammunition without a problem. The gas-vent was very effective as well, countering the kicks from the weapon.

Damage: 2D8+1; **Range:** 24/48/96; **RoF:** 4; **AP:** 2; **Shots:** 32; **Special:** Do not suffer -2 with full auto; **Cost:** BC1500

Notes: The St. Jernstrom do have a flaw, which is why so many have abandoned it now. Although some do like the damage this beast can make and still prefer the Saint (as many call it nowadays). The weapon heats up while firing full auto and no heat sink can fix it.

For every dice that turns up a 1, it cumulate heat up to maximum of 3 and then it just ceases to work and needs a Repair check with -2. Each attempt takes 15 minutes with the proper tools. Without proper tools it is an additional -2 for the Repair check and it also takes an additional 15 minutes.

HEAVY REVOLVER



TYNDALL ARMS "TERMINATOR"

For Matthew Tyndall

The Terminator is one of the most popular handguns among the Zombie Squad, purely down to its immense stopping power.

Damage: 2d6+1; **Range:** 12/24/48; **RoF:** 1; **Shots:** 6; **Notes:** AP4, Revolver; **Cost:** BC500

VEHICLES

The following vehicles have been created using the *Science Fiction Companion* for use in your Savage Zombie Squad games.



JET BIKE

This Jet bike is sold as a 'sports' model and is noted for its terrific speed but poor handling.

Light Vehicle: Size 2, Acc/TS 50/600, Climb 2, Toughness 13(2), Crew 1, Cost BC22.5k, Remaining Mods 2

Notes: Crew Reduction x1, Aircraft, Jet Plane, Exposed Crew, Boosters x1, Reinforced Chassis x2

Weapons: None



LEISURE BIKE

The leisure bike uses anti-grav technology to create a vehicle perfect for touring and pleasurable journeys.

Light Vehicle: Size 2, Acc/TS 30/100, Climb 2, Toughness 9 (2), Crew 1, Cost BC42.5k, Remaining Mods 3

Notes: Crew Reduction x1, Aircraft - Anti Grav, Exposed Crew, Luxury Features

Weapons: None



MILITARY BIKE

Armed and armored, this anti-grav vehicle is often used by military forces as fast-attack vehicles, scout vehicles and courier duties.

Light Vehicle: Size 2, Acc/TS 30/100, Climb 2, Toughness 11 (4), Crew 1, Cost BC342.5k, Remaining Mods 0

Notes: Crew Reduction x1, Aircraft - Anti Grav, Exposed Crew, Armor x1

Weapons:

- Fixed Light Laser
- Missile Launcher with 12 Light Missiles



MILITARY TROOP CARRIER

This skimmer uses anti-grav to avoid low obstacles and carry a six-man squad into a hot zone.

Heavy Vehicle: Size 6, Acc/TS 15/35, Toughness 28 (9), Crew 8, Cost BC674k, Remaining Mods 3

Notes: Hover Vehicle - Anti Grav, Speed x2, Sensor Suite, Shields, Targeting System, Armor x2, Reinforced Chassis x2

Weapons:

- Light Laser
- Missile Launcher and 12 Light Missiles



SPACECRAFT

SHIP SIGNATURES

A Ship's Signature or Sig is the way other ships, space ports etc will recognise you. All ships are registered and given a coded signal, this signal is constantly being emitted and can be picked up by scanners. Ships that do not have Sigs are considered either Pirates or fair game to salvagers.

Signatures can be hacked and changed to hide identity, this is highly illegal and considered an act of piracy, but exchanging your ship's sig for that of another could help evade pursuit or even attacks.

SHIP MODIFICATIONS

All the Starship Modifications from the *Science Fiction Companion* can be found in Zombie Squad, with the notable exception of FTL Drives. Travel between stars is done via Gates, and as such an FTL Drive has never been developed.

SAMPLE SPACECRAFT

The following are some example spacecraft of the Zombie Squad universe.



FIGHTERS

Fighters are fast one man vessels normally held in defence of space stations or Naval Fleets. Impractical for space flight outside of a system as they are not built for storage or long term life support.

Small Starship: Size 6, Acc/TS 70/900, Climb 3, Toughness 22 (7), Crew 1, Cost \$5.57M, Remaining Mods 0

Notes: AI, AMCM, Armor, Atmospheric, Deflector Screens, 4xSpeed, Shields, Targeting System, Sensor Suite: Planetary

Weapons:

- Quad Linked Medium Lasers (Fixed)
- Missile Launcher with 12 Light Missiles



PASSENGER SHIP

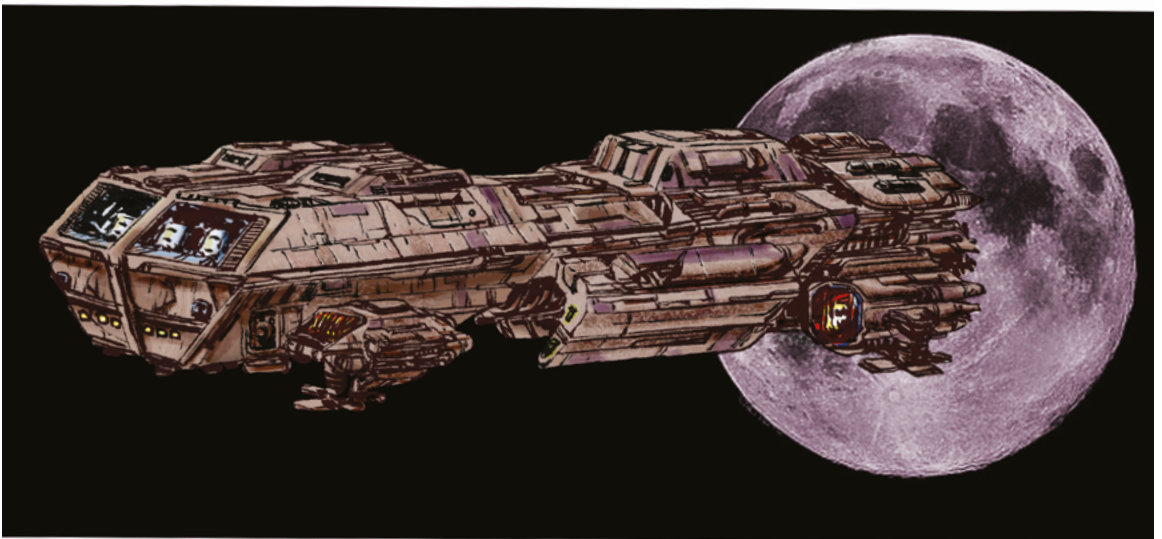
The Passenger ships are the most common ships seen around the Gamma Celia System, popular with explorers, smugglers and Pirates, they are easy to upgrade and parts are easy to find. Built for travel across systems they are fast and easy to pilot with many of the functions automated by decent computer A.I.

Medium Starship: Size 8, Acc/TS 55/700, Climb 2, Toughness 25 (6), Crew 5, Passengers 40, Cost \$23.73M, Remaining Mods 4

Notes: AI, AMCM, Atmospheric, Deflector Screens, Galactic Sensor Suite, Shields, 2×Speed. Passenger Pods x4

Weapons:

- Dual Linked Heavy Lasers



CARGO HAULER

Cargo haulers range from the Slugs used by gas farmers to the huge container transports used by mining colonies. Not often seen used by civilians as they tend to be slow and not easily upgradeable as they are designed mainly for function.

Large Starship: Size 12, Acc/TS 30/400, Climb 1, Toughness 31 (8), Crew 10, Cost \$32M, Remaining Mods 8

Notes: AI, AMCM, 4×Crew Reduction, Deflector Screens, Planetary Sensor Suite, 2×Speed Reduction, 3×Superstructures (Bulk Cargo, vacuum), Shields

Weapons:

- 2× Dual Linked Heavy Auto-Cannons



BATTLESHIPS

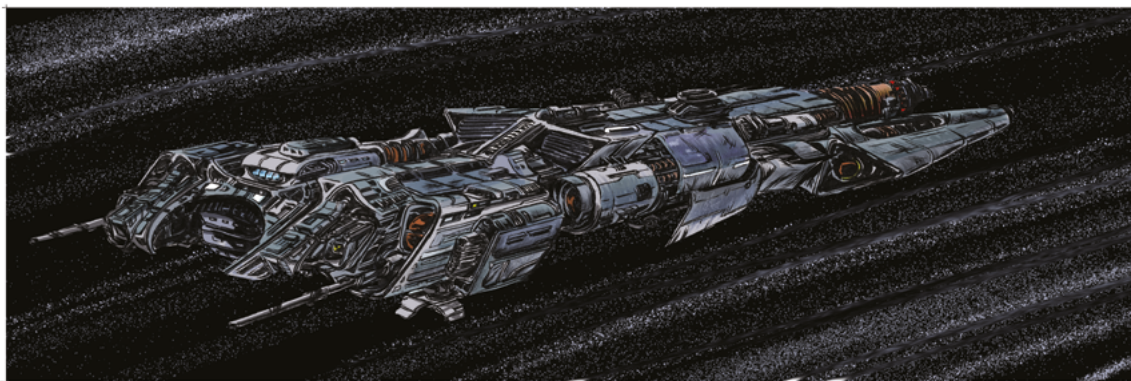
Battleships are not available to civilians but some have been known to fall into the hands of pirates or rebel factions. Battleships cannot make atmospheric landings and often come with a few shuttles for this purpose.

Giant Starship: Size 20, Acc/TS 25/250, Climb -1, Toughness 62 (23), Crew 1000, Cost \$236B, Remaining Mods 17

Notes: AI, AMCM, 6×Armor, Deflector Screens, Galactic Sensors, Shields, Speed Reduction, Targeting System

Weapons:

- Mass Driver 10 (Fixed)
- 2× Dual Linked Mass Driver 6
- 4× Dual Linked Light Lasers
- Bomb Bay with 2 City Busters, 4 Block Busters, 12 Large Bombs
- 4× Missile Launchers with 16 Heavy Missiles
- 2× Torpedo Tubes (Fixed) with 20 Heavy Torpedoes



CARRIER

Naval carriers are the behemoths of space, they can carry up to three dozen fighters and have dedicated boarding parties and security teams. They are often the command centres for military deployment and conflict. Rare to be seen outside of the Military with the only known exception being a Vrak-C Pirate who managed to take control of one for 10 minutes.

Gargantuan Starship: Size 24, Acc/TS 10/50, Climb -2, Toughness 49 (13), Crew 3700, Cost \$1.19B, Remaining Mods 25

Notes: AI, AMCM, Deflector Screens, Galactic Sensor Suite, 3×Speed Reduction, 5×Superstructure (Hangar), Superstructure (Military Passengers), Targeting System

Weapons:

- 4× Quad Linked Light Lasers
- 2× Torpedo Tubes (Fixed) with 20 Heavy Torpedoes (4 are EMP warheads)



THE KIN

The Kin are the robots of the Zombie Squad universe. They are built using the rules in the *Science Fiction Companion* with the following additional options.

ADDITIONAL MODS

Kin can mix and match between Robotic Modifications and Power Armor modifications, as the technology is similar.

DRONES

Drones are the tiny (Size -2) robots, achieved with two levels of *Size Reduction*, they may only have 3 points of Robotic Modifications and have a base cost of BC 1,000.

SAMPLE DRONES

The following are examples of the kind of drones you are likely to come across in the Zombie Squad universe.

RECON DRONE

Unarmed reconnaissance drone, this Kin Drone is sent into unknown regions first to gather data. Its Area Knowledge pertains to the geographic area it patrols.

Cost: BC16k; **Remaining Mods:** 0

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d4, Vigor d6

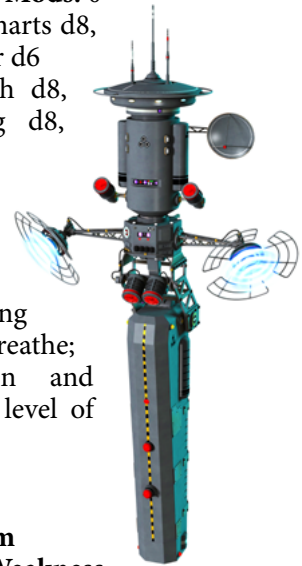
Skills: Notice d8, Stealth d8, Tracking d8, Lockpicking d8, Knowledge (Area) d8

Pace: Flight 6, Climb 0;

Parry: 2; **Toughness:** 3

Special Abilities

- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Drone:** Size -2; Small
- **Flight**
- **Sensor Suite, medium**
- **Environmental Weakness (Electricity):** Kin suffer +4 damage from electrical attacks.



TYPE	MODS	COST
Drone Swarm (1): This is a swarm of tiny drones. It is treated just like a creature. When it is wounded, the swarm is effectively dispersed. Swarms cover an area equal to a Medium Burst Template and attack everyone within every round. Parry +2. See <i>Swarm</i> in the <i>Savage Worlds Core</i> rulebook.	1	BC10K



COMBAT DRONE

This saucer shaped drone is a standard fighting unit in the Void. Available in a staggering variety of different weapon combinations, it packs hard hitting firepower with intelligence and cunning.

Cost: BC13k; **Remaining Mods:** 0

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d4, Vigor d6

Skills: Notice d8, Stealth d8, Tracking d8, Shooting d8, Knowledge (Battle) d8

Pace: Flight 6, Climb 0; **Parry:** 2; **Toughness:** 3

Special Abilities

- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Drone:** Size -2; Small
- **Flight**
- **Weapon Mount:** The weapon mounts can hold a varying load; the drone pictured holds what is effectively a single gyrojet pistol (left) with 10 of each of the four different types of ammo (no reloads) and three Heavy Pistols (right) with 12 shots each (no reloads). These can all be used with no multi-action penalties.
- **Environmental Weakness (Electricity):** Kin suffer +4 damage from electrical attacks.



SUPPORT DRONE

This drone provides heavy support to military units, for such a small Kin it packs a mighty punch, able to take out small vehicles and power armor.

Cost: BC12k; **Remaining Mods:** 0

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d4, Vigor d6

Skills: Notice d6, Stealth d10, Tracking d6, Shooting d10, Knowledge (Battle) d6, Knowledge (Area) d4

Pace: Flight 6, Climb 0; **Parry:** 2; **Toughness:** 3

Special Abilities

- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Drone:** Size -2; Small
- **Flight**
- **Weapon Mount:** The weapon mount can hold what is effectively two gyrojet rifles with 60 each of Rockets and Boomer ammo (no reloads).
- **Environmental Weakness (Electricity):** Kin suffer +4 damage from electrical attacks.



HUNTER-KILLER DRONE

This sophisticated unit dispenses with physical ammunition for the fire-power of laser technology. They are most often used as long range anti-personnel devices.

Cost: BC12k; **Remaining Mods:** 0

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d4, Vigor d6

Skills: Notice d8, Stealth d8, Tracking d8, Shooting d8, Knowledge (Battle) d8

Pace: Flight 6, Climb 0; **Parry:** 2; **Toughness:** 3

Special Abilities

- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Drone:** Size -2; Small
- **Flight**
- **Weapon Mount:** The weapon mount holds a single gatling laser.
- **Environmental Weakness (Electricity):** Kin suffer +4 damage from electrical attacks.



SWARM DRONE

This is a fairly standard human design of Swarm drone, shaped after the wasp of Earth.

Cost: BC11k; **Remaining Mods:** 0

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d4, Vigor d6

Skills: Notice d8, Stealth d8, Tracking d8, Knowledge (Battle) d8, Fighting d8

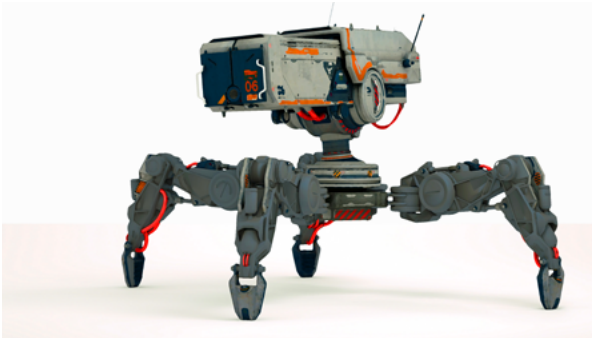
Pace: Flight 6, Climb 0; **Parry:** 8; **Toughness:** 3

Special Abilities

- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Drone:** Size -2; Small
- **Drone Swarm:** This is a swarm of tiny drones. It is treated just like a creature. When it is wounded, the swarm is effectively dispersed. Swarms cover an area equal to a Medium Burst Template and attack everyone within every round. Parry +2. Swarms inflict hundreds of tiny bites or stabs every round to their victims, hitting automatically and causing Str+2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Flight**
- **Environmental Weakness (Electricity):** Kin suffer +4 damage from electrical attacks.

SAMPLE KIN

These are the full size (or larger) Kin of the Zombie Squad universe, and are additional to those listed in the Science Fiction Companion.



CANNON-KIN

These man-sized Kin are essentially walking vehicular weapons, they mount two Mod points of vehicular weaponry, and can devastate a battle field.

Cost: BC82k; **Remaining Mods:** 0

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d4, Vigor d6

Skills: Notice d8, Shooting d8, Knowledge (Battle) d8

Pace: 6, running d10; **Parry:** 2; **Toughness:** 9 (4)

Special Abilities

- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Weapon Mount:** The weapon mount can hold two Mod points of vehicular weaponry. This example is carrying a Missile Launcher and 12 Light missiles.
- **Targeting System**
- **Skill Reduction:** +3 Mods
- **Fast:** Pace +2, running die d10
- **Armored:** is plated in Heavy Armor 4
- **Environmental Weakness (Electricity):** Kin suffer +4 damage from electrical attacks.



QUARTER-KIN

So named because they fight in close quarter combat, the quarter-kin are savage melee opponents.

Cost: BC35k; **Remaining Mods:** 0

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d12, Vigor d12

Skills: Notice d6, Fighting d8, Knowledge (Battle) d6, Stealth d8, Climbing d8, Throwing d6

Pace: 4; **Parry:** 2; **Toughness:** 14 (6)

Gear: Large *Stun-Charge* Shield, Double Headed *Power Club* (treat as Warhammer)

Special Abilities

- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Level Headed**
- **Armored:** is plated in Armor 6
- **Environmental Weakness (Electricity):** Kin suffer +4 damage from electrical attacks.
- **Attribute Increase** (Strength and Vigor)





SETTING RULES

The following Setting Rules are in effect for the Zombie Squad.

All of the Setting Rules from the *Science Fiction Companion* are used in Zombie Squad.

In addition Zombie Squad uses the following Setting Rules.

CAREER ZOMBIES

You can have characters who have been active members of the Zombie Squad for some time before play. These are dubbed *Career Zombies*.

For each year these characters have been active Zombie Squad members, they gain one advance, which must be spent before play begins. However, on every fourth year they must make a roll on the Injury Table as they have picked up a permanent injury.

For example Angela's character has been in the Zombie Squad for three years - this gives her three Advances which she must spend before play.

Stephen's character on the other hand has been an active Zombie Squad member for five years before play, and while he gets five advances to spend he must also roll on the Injury table; he gets a 7 and then a 3 leaving him with battered guts which reduces his Vigor by one die type.

DRAMATIC HEROISM

Zombie Squad stories are built on heroism, and as such once during a game session each character may perform a heroic and dramatic action.

Doing so earns the character a free Benny to use only on that action, and they can of course spend other bennies as normal.

HENCHMEN

This is a step up from an Extra, but they are not quite a Wildcard. Basically they are an Extra with a Wild Die.

MAXIMUM DAMAGE!

In Zombie Squad the characters can spend Bennies on damage rolls.

MORE DAKKA!

Being a cinematic space military game, Zombie Squad characters rarely run out of ammo; therefore you only run empty if you roll a '1' on either your regular die or your Wild Die, at which point they must reload.

REALISTIC DAMAGE

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

Injuries sustained in this way are cured when the wound is healed. (Injuries sustained via Incapacitation may be temporary or permanent as usual.)

A Shaken character who's Shaken a second time from a damaging attack receives a wound as usual but does not have to roll on the Injury Table.

REZO SQUADS

Rumour has it that the scientist Wayne Cody has found a way to keep the Zombie Squad going even after their demise. This is of course highly abhorrent to the general populace, and is in use only with select experimental squads, dubbed '*Rezo Squads*' or '*Resurrection Squads*'. All such Squad members have the following additional traits:

- **Fearless:** Rezo Squad members are immune to Fear and Intimidation.
- **Undead:** Rezo Squad members gain +2 Toughness; +2 to recover from being Shaken; they do not suffer from wound penalties; called shots do no extra damage (except to the brain). They do not become incapacitated when they receive three wounds, the only way to completely stop

them is to destroy their brain.

- **Do Not Heal:** Rezo Squad members do not heal, therefore any injuries sustained through Wounds are always permanent. They may not be repaired either.
- **Weakness (Brain):** A Rezo Squad member hit with a called shot to the brain (-4) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it falls to the ground, permanently dead.

Even Cyborgs can be recruited into Rezo Squads, as they do have some biological tissue. This condition may not be transmitted to anyone else as it is the result of a specific alchemical and scientific process.

GIGA-VOODOO

The only Human source of Powers in Zombie Squad is the way of Giga-Voodoo. This allows the user to control quantum energy, its flow and form to produce some amazing effects.

GIGA-VOODOO

Arcane Skill: Giga-Voodoo (Smarts)

Starting Power Points: 10

Starting Powers: 3

After having the Q-Chip implanted, witches have discovered how to tap into the secrets of the universe. By manipulating the base energy of quantum physics (Q-Energy) they can manipulate matter, create fire or control their own bodies (or those of others) at will. This energy is channelled through dedicated biotechnology and/or cybernetic devices to further enable the manipulation of such energy – some such devices exist which are designed to enhance the resultant energies.

Quantum Backlash: When a witch rolls a 1 on his or her Giga-Voodoo die (regardless of the Wild Die), he/she is automatically shaken. On a critical failure, the witch lets out a sudden flash of Q-energy that causes him/her to be shaken as well as all allies within a large Burst Template who fail a Spirit roll. This can cause a wound.



HOW DOES IT WORK?

Giga-Voodoo is the ability of those with great mental potential to literally change reality around them by utilising advanced quantum physics with the aid of an implanted Q-Chip. The Witch does not have to be a mathematician, he or she just has a natural ability in understanding the secrets of the universe. All matter is ultimately energy and thus if you can control that energy you can alter matter and change the world around you. Dedicated biotechnology and cybernetic devices are used to further refine the control of such energies and some even boost their effectiveness, see *Witch Gear*, pg 30).

UNUSED POWERS

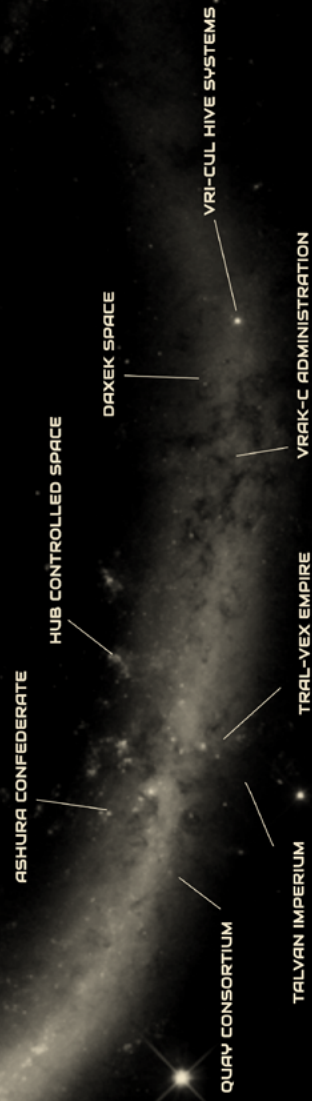
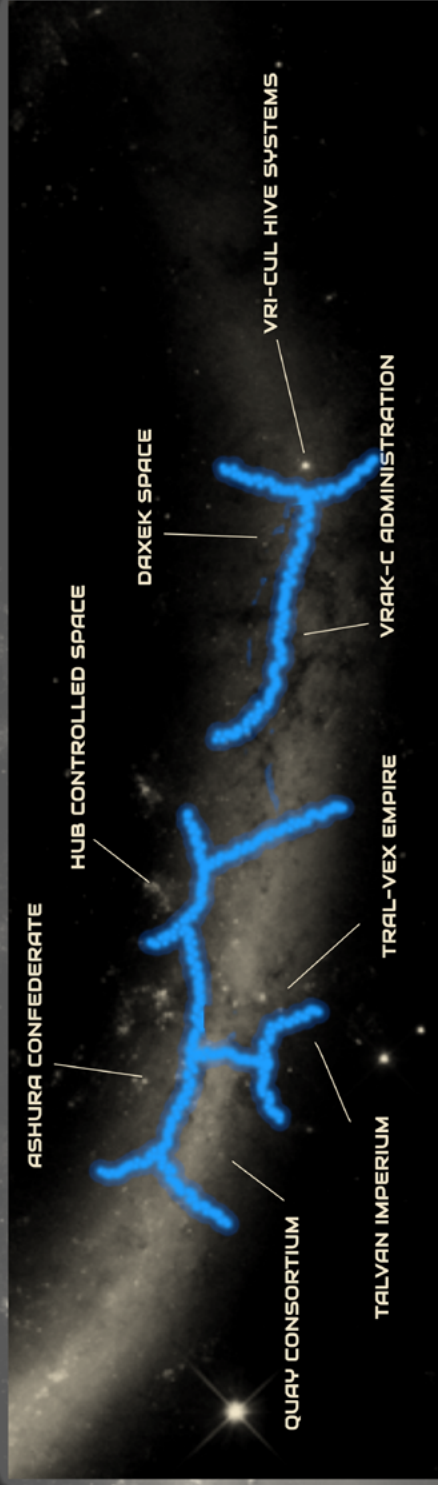
The following powers are not used in Zombie Squad.

Banish
Burrow
Detect/Conceal Arcana
Disguise
Dispel
Divination
Elemental Manipulation
Growth/Shrink
Intangibility
Shapechange
Summon Ally
Wall Walker
Zombie

TRAPPINGS

Giga-Voodoo powers use the Electrical trapping as given in the *Savage Worlds Deluxe* Core Rules.

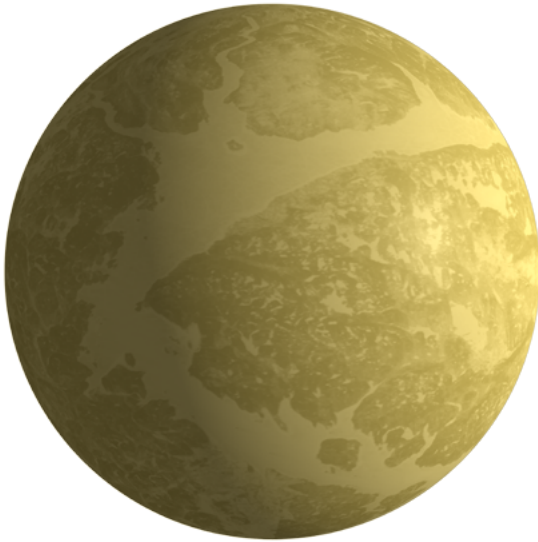
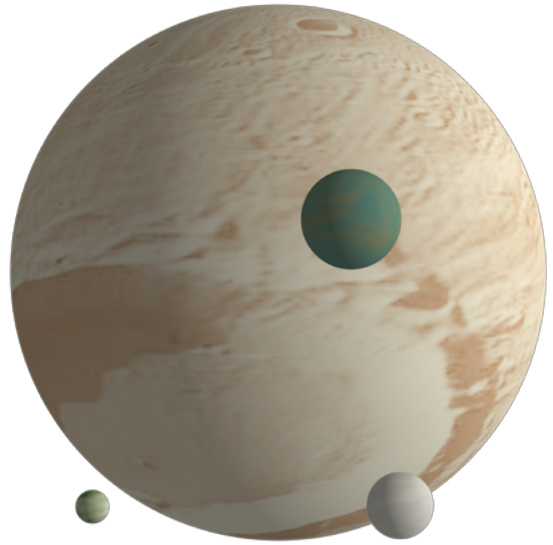
KNOWN SPACE



GAMMA CELIA SYSTEM

The first star system encountered by humanity was the Gamma Celia System, an abandoned star system on the fringes of the Void. The system is similar in size to our own solar system and has 8 planets with the Hub orbiting the third planet from the systems sun, which has similar properties to our own.

In this chapter we will do a brief overview of the system and its planets, the influence humanity has had and the systems key features.



AETIS

Zone: Inner

Planetary Type: Rock

Aetis is a barren and inhospitable rock, too close to the systems sun to sustain life and depleted of any minerals thousands of years ago. Surveys of Aetis has shown that at some point it was mined, for what, no one knows.

Plans were once drawn up to place solar energy systems on the planet to draw energy from the sun that could be transported back to the Hub but these were abandoned due to the inhospitable nature of the planet and the risk to any workers or engineers.

CLADIS

Zone: Inner

Planetary Gravity: Normal

Dominant Terrain: Desert (85F)

Atmosphere: Normal (Talvan Bio-shield)

Population Density: Dense

Dominant Government: Anarchy

Dominant Law: Non-existent

Customs: Strange Hairstyles

Technology Level: Slightly below average

Spaceport: Small

Cladis is the second closest planet to the sun and a desert world. First study of Cladis showed that the planet once had water and could have possibly been populated, but with its proximity to the sun this would not be an option for humans. That is until Talvan tech allowed the Hub to create a bio-shield around the planet, reducing the suns heat and creating an artificial atmosphere.

Cladis became home to the Hubs first colony, mining for silicon which the planet was rich in. These colonies expanded across the surface and grew as Cladis developed an ocean. This was also home to the Hubs first prison, filled with the worse psychos and sociopaths that would not conform to the newly formed Hub society.

This all changed when a prison break forced the Hub to close the prison down and abandoned the planet and its colonies. The prison had been subject to massive overcrowding with low levels of security personal in place, and coupled with dubious drug tests of the now illegal Hail Mary Serum which created a very volatile situation leading to the prisoners going on a rampage attacking the colonies and colonists alike. Cladis still has a few colonies but they have been forgotten by the Hub who deemed the planet far too dangerous. They survive by mining and selling the silicon and other minerals to trader's brave enough to risk the bandits and raiders created by the prison break.

Cladis is also home to various ancient temples and cities, a discovery that has renewed interest in the planet especially for explorers.

COLONIES

Most colonies on the planet have been abandoned and those that still exist have a daily battle against raiders. In recent years small colonies have sprung up to explore the ancient monuments found on the planet. These often have corporate backing and tend to be more secure.

MOONS

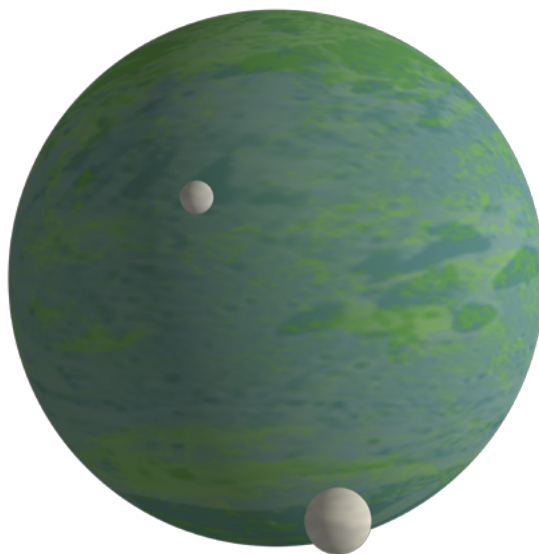
Cladis has 3 Moons each very similar to earth's own moon but probes have been set up and some mining does go on. The closest moon to the planet, called Eos is a secure listening post keeping an eye on traffic going to and from the Planet as Pirates and Mercs have started recruiting there.

GATES

Travel between systems is done via Gates. These huge portals act as wormholes that allow ships to travel to other systems very quickly. They were made thousands of years in the past by a highly advanced alien race now considered long dead (many of their cities and temples can be found on what are now termed Ghost Planets).

Each star system has a number of gates linking them to star systems nearby and knowing where a gate leads is very important as some gates lead to systems in what is termed Dark Space - an area beyond the Void.

Gates do not need to be operated but they do activate when something is travelling through them. This activation process was unknown at first and a few ships were lost to collisions before they worked out that if the gate is humming then someone is using it.



NEW EDEN

Zone: Habitable

Planetary Gravity: Normal

Dominant Terrain: Temperate plains (59F)

Atmosphere: Normal

Population Density: Dense

Dominant Government: Military

Dominant Law: Strict

Customs: None

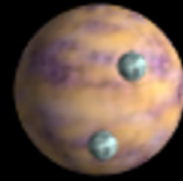
Technology Level: Average

Spaceport: Large

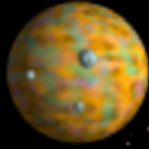
The Hub orbits new Eden and the planet is home to the first human city. The planet is similar to earth in many ways and has become the main home to humanity leaving the Hub for more administrative and trade dealings. There are currently 3 major cities on New Eden and a number of small settlements and colonies

CITIES

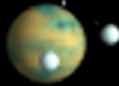
The first city was named Carmody after the founder of the city Scott Carmody, an explorer and dilettante who started the city as an outpost. It now boasts a large trade hub and space port



Uthoria



Vandos

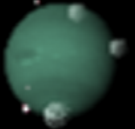


Tartarus



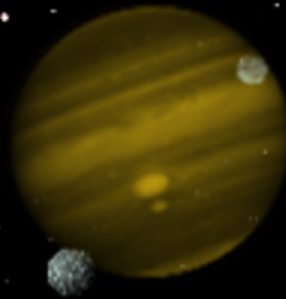
Hub

New Eden



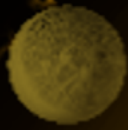
Exera

Francean-Holzheimer
Flotilla



Kavos

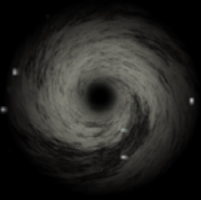
Aetis



Cladis



Gate



and caters to most traders throughout the Gamma Celia system.

New Paris was built 10 years after Carmody and began as a colony mining titanium ore, a vein that quickly dried up. So instead the head of the colony a French man called Lasarde decided to build a replica of the Eiffel Tower and New Paris was born. It is now the cultural heart of New Eden and is home to the planets first museum and university.

The industrial city of Kalterham was established as a spaceport originally with a large manufacturing area building weapons, vehicles and drugs. It soon started growing a living population of traders who saw the city as a trade hub and it grew from there. Kalterham is home to the Autry Pharmaceutical company who became famous for creating the Hail Mary Serum, which was developed to boost physical performance. It worked but had severe side effects that seemed to create psychological problems in the user. The fact that Dr. Autry tested his new drug on the inmates of the prison built on Cladis months before the riots and subsequent prison break is not lost on many.

COLONIES

New Eden has a number of colonies all of which mine or farm for minerals or food. Most of the outer colonies are run similar to wild west towns seen in earth's history; lawless shanties ran by a mayor and sheriff. Often corrupt and dangerous places. The Hub has tried to rectify this by sending Hub Security forces to keep check but they are spread thin and rumours of corruption within their ranks has not be unheard.

MOONS

New Eden has 2 moons of similar size and each home to various mining facilities. The larger of the two moons, Silus, is home to New Eden's defence grid and military training grounds whereas its sister moon Cinia has a large orbital spaceport used for refuelling and holding area for ships awaiting access to the planet below. Cinia is said to also host a large underground smuggling ring but that has yet to be proven.



UTHORIA

Zone: Habitable

Planetary Gravity: Normal

Dominant Terrain: Water (53F)

Atmosphere: Normal

Population Density: Very Sparse

Dominant Government: Military

Dominant Law: Strict

Customs: None

Technology Level: Average

Spaceport: Basic

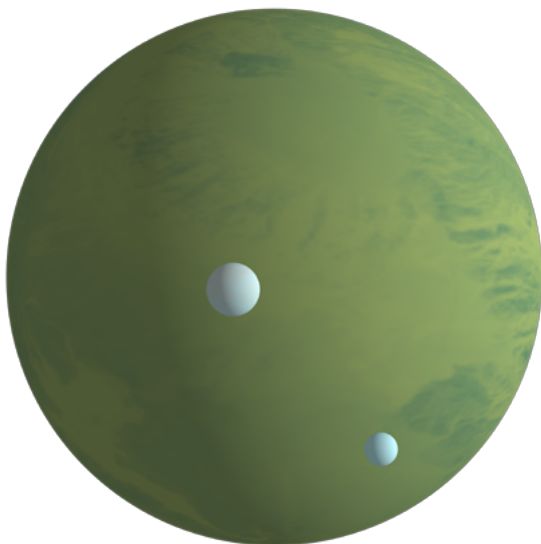
The planet of Uthoria is a unique planet made up of 92% pure water. A small number of islands dot the surface but with the waters of the planet being so pure these have now been joined by refineries farming the waters of the planet through huge rigs. These have small populations of workers and simple spaceports for slugs collecting the water to transport to various colonies.

The planet has no cities as such but is home to 2 huge pleasure ships that sail the waters and have become the go to destination for the wealthy. Each ship can hold up to 8 thousand passengers and has casino's, clubs, bars, theme parks and concert halls to keep everyone entertained.

Each ship has a crew of 2000 catering to the needs of the guests and a private security detail of a 1000 personnel, all highly trained and well-armed.

MOONS

Uthoria has 2 Moons. Vranos is a dead hunk of rock and its smaller companion Jurto has a number of mining colonies built deep underground. The colonies mine metals and minerals from the rich veins just below the moon's surface and are connected by large underground roadways. The colonies on Jurto have become pretty lawless and conflict has arisen with the colony leaders selling what they mine to smugglers and criminal organisations rather than to the Hub.



TARTARUS

Zone: Habitable

Planetary Gravity: Normal

Dominant Terrain: Water (41F)

Atmosphere: Normal

Population Density: Below Average

Dominant Government: Military

Dominant Law: Strict

Customs: None

Technology Level: Average

Spaceport: Large

Similar to Uthoria Tartarus is considered a wet world; mainly water with some large land masses. Tartarus has recently finished construction on its second city and a large orbital spaceport and graviton elevator that links the spaceport with the city below.

Tartarus is known for its game hunting and those wishing to test their skills against the many dangerous and wild animals that thrive on Tartarus head towards the many small outposts built with the hunter in mind. This, what many call an 'industry of killing' has caused a number of factions to spring up to go against the hunters. Many are just protesters and groups that try to change the laws through legal and political channels, others like the Tribe of the Free are far more militant and will actively attack or threaten hunters often leading to gunfights and terrorist attacks against the outposts. These threats have caused the Hub to station Ranger units on the planet to protect the citizens, an act that has made many claims that the Hub is only there for the wealthy rather than the many.

Tartarus has a few large rigs built on the oceans and many ports for ships both as haulage from the rigs and for passenger transport around the planet, this has grown the planet's population and the planet is quickly becoming the second home world in the Gamma Celia system.

Outside of the cities and the outposts the lands of Tartarus range from water logged plains to jungle. This has created a great diversity of living things which seem to be mostly dangerous or predatory and only those foolhardy or can afford protection really venture too far from civilisation.

CITIES

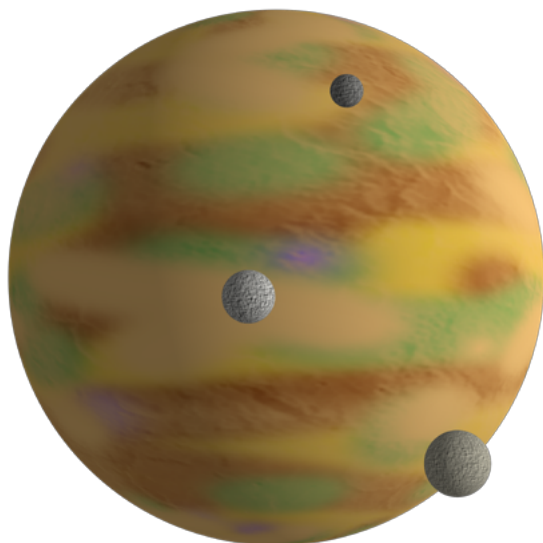
The planet has two large cities situated on opposing land masses. The ocean that divides them is home to many drilling rigs extracting the minerals and metals found deep beneath the waters.

COLONIES

Tartarus has no colonies as such (unless you count the Rigs) but it has a number of outposts built to accommodate hunters out in the wilds.

MOONS

Tartarus has 2 moons both of which seem to have had civilisation at one time, thousands of years ago but all that is left are ruins. A colony was built on the smaller of the two moons but communication was lost quite soon after construction and when investigated all the colonists had disappeared under mysterious circumstances.



VANDOS

Zone: Outer

Planetary Type: Rock

Vandos is what has been referred to as a Ghost Planet. The ruins of many ancient cities can be found there which has led to the belief that Vandos was one a home world of a now ancient and long dead alien civilisation. The explorer Crane Laws has made many important discoveries on the planet and has written numerous papers on his finds in order to create interest and possible funding. His belief that the cities go deep underground and at one time used the planets core as an energy source has built interest from treasure seekers as well as warnings from the Talvan, who like most of the alien races that inhabit the void believe that unearthing these old cities and digging too deep into their past will only bring trouble.

CITIES

There are no cities on Vandos except the ancient ruins left behind by a lost alien race.

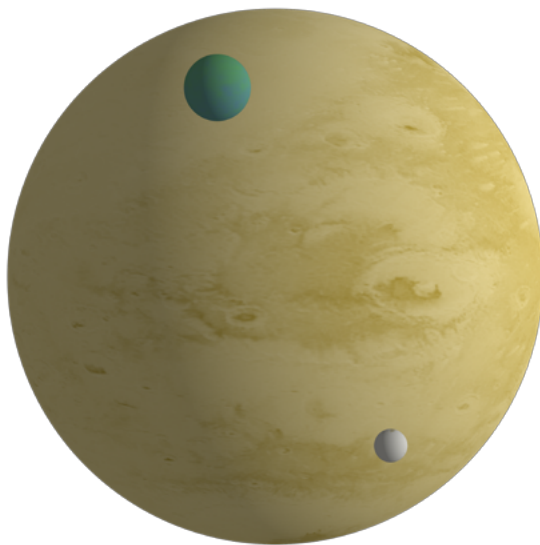
COLONIES

Crane Laws and his team of explorers with the help of private funding have created a number of small colonies on the planet. These are often built around archaeological sites and some have become heavily populated as more explorers

and treasure hunters come to the planet seeking fame and fortune.

MOONS

Vandos has 3 Moons in its orbit and each has been probed by Crane Laws. His findings have concluded that two of the moons Artes and Lika have small ruined alien outposts which date back to the same period as the cities found on Vandos. The third moon Kulo he believes is artificial and is currently trying to build the funds to finance an expedition.



KAVOS

Zone: Outer

Planetary Type: Gas Giant

Kavos is a Gas giant and is the largest planet in the Gamma Celia system. It is orbited by 3 mining facilities that farm the Hydrogen and Helium gases that form the planet. The centre of Kavos is a rock core which yielded nothing of interest when probed.

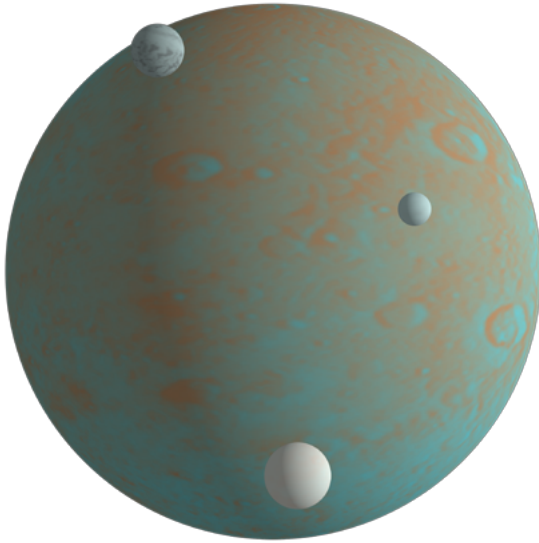
COLONIES

There are 3 mining facilities orbiting Kavos each one farming the gases that the planet is composed of. Each of these facilities cater to a different star system and transport huge tankers of gas via slug. Anatolia's Finest is the facility that supplies the gas for most of the colonies and cities in the Gamma Celia System, and

also doubles as a waystation for refuelling and storage of transported goods.

MOONS

Kavos has 2 moons which orbit the planet. Both are tiny (around 500km) and many suspect that they were passing asteroids that got caught in Kavos's gravity field. Both moons have mining probes extracting various metals from their cores.



EXERA

Zone: Outer

Planetary Type: Ice

This ice planet is home to the newly built penal facility and prison. The construction reaches around 2 miles underground with a small covered spaceport visible on the planet's surface. The prison's security system is also evident and comes in the form of automated missile turrets.

Currently the prison is home to around 200,000 prisoners with around 30,000 of these on death row. The prison also doubles as a training facility for new penal battalion recruits and monitoring station.

The planet's harsh environment means attempts to break prisoners out is unlikely and escape is nigh impossible as most things would not survive longer than an hour on the surface without the right gear.

CITIES

The planet has no cities.

COLONIES

A small number of colonies have been built inside the planet, set up as either research stations or to mine the carbon monoxide and nitrogen found in the planet's ice. Each colony is sparsely populated due mainly to the harshness of the planet's climate.

MOONS

Exera has 3 Moons which act as early warning systems and small military outposts, built to stop escapes or attempted breakouts by Pirates etc. The small moons monitor both the surface of Exera and the surrounding space making the whole planet a veritable fortress.

THE FLOTILLA

The first Flotilla to be created and constructed from the Francean Star Explore vessel and the Regan-Holzheimer Naval Carrier, the flotilla has grown to include 17 different ships all joined by Grav tubes and magnetic boarding tunnels.

The Flotilla is commanded by Admiral Kearne who runs what is now considered a floating city with military precision, which has made many suspect that the flotilla is actually a military outpost.

The Flotilla has living accommodation for up to 600,000 residents, an active spaceport and trading area, a very popular market district and a large hydroponics section. Smuggling and Black-market deals have become a growing problem on the flotilla, one which Admiral Kearne has vowed to stamp out.

ALIEN RACES

There are a number of alien races that inhabit star systems close to those controlled by the Hub. These races range from dealing with the hub through trade and information, to total indifference to being outwardly hostile.

We will briefly describe each of the main races with the closest proximity to the Gamma Celia System and will go into much more detail in a later source book.

ASHURA

After the welcome by the Talvan, the Ashura were the next of the alien races to approach the Hub, mainly for trade and to sell information and since then the Hub and Ashura governments have been on friendly terms.

The Ashura are the least trusted race amongst the alien races that the Hub currently knows of. Many other races see them as untrustworthy, manipulative and slavers due to their treatment of the Dran. They have a history of invasion and enslavement of other races and it is well known that an Ashura would sell its own Pod Vine if they were offered enough.

- **Agile (+2):** Ashura have a feline grace. They start with a d6 Agility.
- **Untrustworthy Hindrance (Major, -2):** Ashura can be cruel to their foes, often toying with them for simple amusement. They manipulate others and feel little compunction about punishing captured foes, who they keep as slaves. They have -4 Charisma among “civilized” types.
- **Low Light Vision (+1):** Ashura eyes amplify light. They can see in the dark and ignore attack penalties for Dim and Dark lighting.
- **Keen Hearing (+1):** Ashura gain a +2 to Notice rolls involving hearing.

ASHURA SOCIETY

Ashura society is one of wealth with the Ashura living in opulence and striking business deals with whoever they can and the Dran doing all the hard work, fighting the battles



ASHURA & DRAN

and keeping their Ashura masters entertained. Business is the first priority and the Ashura have become the traders of the void supplying anything to anyone that can afford it, whether it is legal or not. They have also established banks and it is rumoured that the Hub has deposited large amounts in Ashura banks.

THE DRAN

The Ashura genetically created the Dran as a slave race, built to follow the commands of the Ashura and not to question. The Dran are the workers and the fighters of Ashura society and are seen as expendable by their masters. It is known for the Ashura to 'loan' out Dran as Mercenary soldiers to other races.

- **Agile (+2):** Dran have a feline grace. They start with a d6 Agility.
- **Slave Conditioning (Major, -2):** Dran do what they are told by their master, when they are told to do it, even if it means their own destruction. A Dran without orders is simply a drone who will train, eat, sleep and defecate with little higher brain function. When given an order their brain comes alive and they will do everything and anything necessary to complete their mission, no matter what it is.
- **Low Light Vision (+1):** Dran eyes amplify light. They can see in the dark and ignore attack penalties for Dim and Dark lighting.
- **Keen Hearing (+1):** Dran gain a +2 to Notice rolls involving hearing.

DAXEK

The Daxek are a tribal people and their society is currently made up of over 1,500 different tribes each wishing dominance over the other. This constant infighting has held the Daxek back in an almost primitive state. To most of the other races the Daxek all look the same but it is tribal markings that differentiate one Daxek from another.

Tribal conflict is constant and brutal, with whole tribes being destroyed or absorbed into the attacking tribes.



DAXEK SOCIETY

Daxek society is in constant flux depending on which tribe is dominant at that given time. Many of the tribes have utilised the ruins of past races or earlier Daxek society and so do no building of their own as what they build today could be owned by a totally different tribe tomorrow, so why bother. They do trade with the Vri-Cul by bartering what they find in the ruins that cover their planets.

The Daxek are indifferent to humans as long as they stay away from the Daxek system and not get involved in tribal conflict, this also goes for most other races too.

- **Strong (+2):** The daxek start with a d6 in Strength.
- **Armor (+1):** The daxek has a thick hide. This grants Armor +2
- **Biological Redundancy (+1):** Their bodies have multiple redundant organs which means that called shots do no extra damage against them.
- **Primitive Savages (-2):** The daxek are savage, tribal and barbaric, they suffer -4 to their Charisma.

QUAY

The Quay see themselves as the moral police of the void and will often try to force their beliefs, morals and religion onto other races. Their attempts to control the star systems in the void has led to many disagreements and a few wars. The Quay have been known to invade planets and even sanction races that do not allow them to have their way.

Unfortunately, the Quay are wealthy and have business connections across the void to the point where some races rely heavily on the imports and protection of the Quay. Quay fashion and cuisine can be found everywhere and is very popular, this coupled with the brash and privileged attitude of the Quay make them a hard race to ignore.

QUAY SOCIETY

The Quay seem to have no issue in destroying nature and strip mining planets if it will get



them wealth or what they need and they have almost killed their own home world doing this.

The race also is known to suffer from various diseases brought about by gluttony and the layer of smog that seems to hang over their cities. Many believe that the Quay are a dying empire which is either desperately trying to hang on or take everyone down with it.

The Quay have no love for the Humans that have, as they see it, invaded the void. They claim that humans are a threat and should not be trusted and will attempt to infiltrate many races and take over. The Quay have no basis for these claims except their own paranoia, but this has led to humans being branded terrorists and the threat of sanctions on any race that is knowingly dealing with the Hub.

- **Stubborn & Moral (-1):** Their brash and privileged attitude coupled with their penchant to force their beliefs, morals and religion onto other races, give them a -2 to Charisma.
- **Obese (-1):** The Quay adds 1 to his Toughness, but his Pace is decreased by 1 and his running die is a d4.
- **Greedy (-2):** They will do anything at all to maximise profit for themselves.
- **Rich (+2):** They are one of the wealthiest races in the Void.
- **Connections (Business, +4):** They have many contacts in many different fields. This acts like the Connections Edge but applies to any pretty much any non-human business in the Void.

TALVAN

The Talvan are the diplomats of the Void and the first race that the Hub encountered. The Talvan act as moderators and overseers often involved in disputes between races, and the Talvan have been the enforcers and creators of most of the laws that the void abides by. It is not clear why the Talvan have taken this role or why the other races see the Talvan as the ones with the final say. Some feel it's because the Talvan have no hidden agenda, others believe it's because the Talvan are the oldest known race and the most advanced, but are these true?



The Talvan are in deep meditation somewhere on a planet in a hidden location, no one knows where and the Talvan have been in this state for over a thousand years, in fact people have forgotten what the Talvan even look like. The Talvan that reside over meetings, enforce laws and greeted the human race are just avatars, puppets of the Talvan race, perceived in an image most acceptable by the race they are in contact with; if you place a Talvan in a room with one representative of each race each of the representatives would see something different.

The Talvan are also rumoured to be the progenitor of various races and historical records unearthed on ghost planets show the Talvan communicating with alien races that no longer exist and also referencing star systems that some have said seem similar to the milky way and earth's own solar system.

The Talvan avatars live normal lives seeming to never age, injuries, and even death seem to be overcome by secret technologies, making the Talvan immortal. This technology has even been used on humans and bringing back to life those that were considered dead. The fact that these avatars are being controlled by the meditational thoughts of a being possibly thousands of light years away is often forgotten as the avatars act and react like anyone would.

TALVAN SOCIETY

Talvan society is advanced beyond any other race, communications, space flight and even technology is incomprehensible to most races and seem to be almost magical to others. They do not war or force anyone to follow their directives but everyone does. They also do not reproduce and it is known that they are not adverse in using sex as a way to win over ambassadors of other races.

The cities of the Talvan are open to all and trade is welcomed. They are clean vast spaces patrolled by robots and Talvan Communicators who will help with enquiries and intercede in disputes. Fauna and Flora of many planets can be found in the parks of Talvan cities which are kept alive by carefully regulated environments using advanced systems. Many humans who have visited one of the Talvan home worlds have expressed that they seem to know the place or have been there before.

- **Self-Repair (+2):** Talvan avatars may attempt a natural healing roll every round. A downed talvan avatar actually returns to action if it heals itself (and is not Shaken—even if it was before being Incapacitated). This ability also prevents the avatar from aging.
- **Avatar (+2):** Talvan avatars add +2 to recover from being Shaken, don't suffer wound modifiers, and are immune to poison and disease.

- **Perception Circuit (+2):** The talvan avatar will appear to be a member of whichever race views them - each will see 'one of their own', albeit a pale silver skinned member of their race.
- **Pacifist (Major, -2):** The talvan avatar may defend themselves, but won't do anything to permanently harm sentient, living creatures.
- **High Tech Hindrance (-1):** Talvan avatars come from very advanced worlds and find standard tech confusing. They suffer a -2 penalty when using typical electronic systems.
- **Frail (-1):** The creature is less durable than most and suffers -1 Toughness.

TRAL-VEX

The Tral-Vex are a Militaristic race and work closely with the Quay (who supplies most of the Tral-Vex weapons and vehicles). The Tral-vex were once enslaved by the Ashura until they rose up with help from an unknown benefactor and won their freedom.

The Tral-vex are aggressive and many have joined Pirate and Merc groups. Most attacks on human colonies have been conducted by Tral-Vex pirates and information has surfaced stating that many of these raids have been funded by the Quay.

Many races believe that the Tral-vex have just swapped one form of slavery for another, as they are seen as beholden and owned by the Quay as they are reliant upon Quay money and weapons.

TRAL-VEX SOCIETY

The Tral-vex are not builders and up until recently were very tribal. Considered the least innovative of the races they only have cities and society because the Quay finance it and they are still kept in line by the Quay who act as 'advisors' the Tral-vex high command.

Their belief system is primitive and revolves around killing and conquest with prowess in war bringing the highest respect. They operate a Caste system with the warriors at the top.

- **Toughness (+1):** The tral-vex has hardened skin, and extremely dense tissue that increases their base Toughness by +1.



- **Born Warriors (+2):** Tral-vex start with d6 in Fighting and d6 in Shooting.
- **Regeneration (+2):** Tral-vex make natural healing rolls once per day.
- **Savage Killers (-2):** The tral-vex never takes prisoners unless under the direct supervision of a superior. They suffer -4 to Charisma.
- **Beholden (-1):** They are reliant upon Quay money and weapons, which means they will do pretty much anything the Quay ask them to.

VRAK-C

The Vrak-C share a border with Hub controlled space and this has caused conflicts in the past where Vrak-C have claimed that planets in the Hub star systems actually belong to them. This boiled over into a war when Vrak-C forces invaded a Hub planet and enslaved the humans living there. The war lasted 4 years before the Talvan negotiated peace.

Currently there is a stalemate between the Vrak-C and the humans brokered by the Talvan, this has led to some trade and also limited travel through systems. There are Vrak-C groups that believe that they should take back what they claim humanity stole and rebel Vrak-C groups are still committing terrorist acts on some of the outer colonies controlled by the Hub which places a strain on diplomatic talks.

VRAK-C SOCIETY

The Vrak-C are one of the oldest races in the void and one of the more respected. They control a large number of systems and claim heritage to the First, which is the name they give to the ancient aliens that built the gates. Their cities are elaborate and old with many impressive structures and temples to lost religions. In fact, Vrak-C society is very similar to human and evidence has been unearthed that maybe at some point in the past Vrak-C had interacted with ancient humans or a race very similar.

- **Agile (+2):** Vrak-C have the feline grace of their ancestors. They start with a d6 Agility.
- **Bloodthirsty Hindrance (Major, -2):** Vrak-C can be cruel to their foes, often toying with them for simple amusement.



They rarely take prisoners and feel little compunction about punishing captured foes. They have -4 Charisma among “civilized” types.

- **Natural Weaponry (+2):** Vrak-C have retractable claws and a bite that does Str+d6 damage, AP 2.
- **Full of Life (+2):** They start with a d6 in Vigor.
- **Hatred of Humans (-2):** Members of both Humans and Vrak-C species suffer a -4 Charisma when dealing with each other. Unless fettered by other authorities or common goals, individuals of the two races typically attack each other on sight.

VRI-CUL

The Vri-Cul are a private and emotionless race. They are seen as cruel and greedy by a few of the other races that do not understand the Vri-Cul mentality. The Vri-Cul have no religions or moral codes that dictate how ‘things should be done’. They do not remember their dead, and those that die at their factory posts are dumped into chutes which deposits the corpse into a pit which then gets processed into raw materials and funnelled back into the factories for use in manufacturing. This attitude has some races (mainly the Quay and the Tral-Vex), fearing the Vri-Cul and accusing them of illegal business deals, rights violations, sabotage and even the building of an army for the purpose of Void domination, all denied by the Vri-Cul Ambassador, when he shows up for council meetings.

The Vri-Cul have no standing army, but have an army of Security Bots that patrol the home-world and protects its dignitaries and produce. This Bot ‘Army’ is claimed, (by the Quay mainly), to be millions strong and to be a ‘serious threat’. Even being claimed that the Bots are actually the Void Stalkers, assumptions yet to be proved.

VRI-CUL SOCIETY

Vri-Cul society is really just endless factories producing weapons and munitions in large dome like buildings. The Vri-Cul do not sleep so this is pretty much an all-day process, only stopping to eat or transfer to another factory in

another dome. The Vri-cul have no social ladder or caste system and everyone is seen as equal with an equal say.

The Vri-Cul do not get themselves involved in politics and have no real opinion on the Hub. They will sell to anyone who wishes to buy what they make and negotiation is not an option they give a price and you either pay or not, this is not aggression just indifference.

- **No Vital organs (+1):** Their organs are spread out along their strange vascular systems, making them less susceptible to called shots.
- **Cannot Speak (-1):** Vri-Cul communicate with pheromones and weird clicking noises. Most wear portable screens to translate their speech to others.
- **Technical Minds (+2):** The Vri-Cul start with a d6 in Repair. In addition they add +2 to Repair rolls. With a raise, they halve the time normally required to fix something. This means that if a particular Repair job already states that a raise repairs it in half the time, a Vri-Cul could finish the job in one-quarter the time with a raise.
- **Outsider Hindrance (-1):** Everything from the Vri-Culs' eating habits to their mentality is strange and alien to most other races. They have no religions or moral codes that dictate how 'things should be done'. This gives them the Outsider (Minor) Hindrance.



GAMEMASTERING

In this section we will provide some guidance on how to run your Zombie Squad games.

WHAT IS THE SQUAD?

The Zombie Squad are units made up from criminals who have been declared legally dead; therefore they have no rights, no family and no ties beyond their own squad members.

This means even their own family will not accept them once they have become members of the Zombie Squad. Even though they may be pleased to know their family member is alive - they are still a criminal, and have committed some act serious enough for them to receive the death penalty.

Additionally, of course a Zombie Squad member who contacts their family spells their doom - that family will be taken and summarily executed; man, woman or child. Although this seems brutal, the mere threat of their own family being killed is quite enough to ensure that no contact is attempted. Said Zombie Squad member will then be returned to prison to serve out their term, in the knowledge that their actions caused the death of their own loved ones.

Nobody leaves the Zombie Squad.

SQUAD MISSIONS

A mission in Zombie Squad can be one of many different types:

D12 MISSION TYPE

1. **Suicide Missions:** The Zombie Squad are often sent in to perform what are effectively suicide missions. They are expendable after all.
2. **Bug Hunt:** Lots of lifeforms threaten colonists, and in situations which the local military can't handle, the Zombie Squad are called upon to find and eradicate them.
3. **Seek and Destroy:** Rogue Zombie Squad units, pirates, aliens preying on humans, are all situations where the Zombie Squad may be called upon to hunt down and eliminate one or more targets.

4. **Escort:** Sometimes dignitaries or high ranking military personnel will have a Zombie Squad escort if they are travelling into a dangerous situation or place and feel that they need more protection than standard military forces can provide.
5. **Engagement:** The Zombie Squad are sent into a 'straight up fight'. Just go in and make the enemy dead.
6. **Pacification:** In some circumstances the Zombie Squad may be called into an urban pacification role, during situations of extreme civil unrest.
7. **Defend:** The Zombie Squad are ordered to defend a particular location, which must not fall into enemy hands under any circumstances.
8. **Acquire:** The Zombie Squad are sent in to take a particular location from an enemy force; the regular military will occupy and defend the place afterward - the Squad are simply needed to take the defenders out.
9. **Destroy:** The Zombie Squad have to destroy an item or place. There may be guidance on how this is to be done, or they may just be told to "Make it Happen"
10. **Capture:** The Zombie Squad are assigned to capture a person, creature or item. This could be stealing supplies from an alien base to capturing a few Bog Barkers.
11. **Espionage:** The Zombie Squad have to sneak into a place to steal an item, data or kidnap/rescue a person. Stealth is the key here.
12. **Explore:** Sometime a Zombie Squad are sent off into unknown space; they are sent through a gate into the void to see what they can find. Of course, most of these squads are never heard from again.

ZOMBIE CONTROL

How do you make a Zombie Squad do what they are told? There are various options which you as a Gamemaster can decide upon.

- **Exploding Nanites:** A variant of the old explosive collar; basically, unless the Zombie Squad completes their mission

in a set time, they will die a messy death as their insides paint the environment around them.

- **Family Matters:** If they don't do as they are told, their family will be slaughtered.
- **Military Discipline:** As all humanity have served in the military, they are instilled with a level of discipline and respect for authority. With some groups, this will be enough to ensure they do as asked.
- **Prison:** With some groups knowing they will be locked up again with no possibility of rejoining the Zombie Squad in the future will be enough.
- **Repentance:** Knowing that they have committed a crime and being given a second chance to do something useful with their lives can also be a good motivator for some squads.
- **Honour:** Some see being part of the Zombie Squad as an honour which they gladly fulfil. Not because of repentance,

but simply because they continue to be able to serve in the military.

SQUAD UNIFORMS

Zombie Squad members are only required to wear uniform on ceremonial events. The rest of the time there is no dress code, although the Death's Head symbol must be found somewhere on what they wear. The Zombie Squad Uniform listed with each role is the armoured outfit which must be worn at the aforementioned events.

PLAYING ALIENS

Characters made from this book may only be human. Forthcoming products will allow you to make aliens as player characters.



GM CHARACTERS

What follows are some sample characters who you might encounter in the Zombie Squad universe.

Human characters can easily be made using these rules, and as such there are none included in this section.

ASHURA PIRATE CAPTAIN

Wildcard

Captain of Ashura pirate ships, they prowl the void looking for likely targets.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d10, Notice d8, Piloting d10, Repair d6, Shooting d8, Stealth d8, Taunt d8

Cha: -6; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (6)

Hindrances: Greedy, Mean, Untrustworthy, Wanted

Edges: Ace, Agile, Block, Combat Reflexes, Command, Gravitic Acclimation, Hard to Kill, Inspire, Keen Hearing, Low Light Vision

Gear: Combat armor (+6), chain cutlass (Str+2d6, AP 2), plasma pistol (Range 12/24/48, Damage 2d10+2, RoF 1).

ASHURA PIRATE OFFICER

Wildcard

First mates of the pirate ships they are responsible for crew compliance and ship command along with their captain.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d8, Piloting d8, Repair d6, Shooting d8, Stealth d8, Taunt d8

Cha: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (3)

Hindrances: Greedy, Mean, Untrustworthy, Wanted

Edges: Agile, Block, Combat Reflexes, Gravitic Acclimation, Keen Hearing, Low Light Vision

Gear: Armored spacesuit (+3), power cutlass (Str+d6+2, AP 2), blaster pistol (Range 12/24/48, Damage 2d6+2, RoF 1, AP 2).

DAXEK SOLDIER

Savage warriors of the Daxek regime, they fight, because that's what they do.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Driving d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6

Cha: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 13 (8)

Hindrances: Loyal, Primitive Savages

Edges: Armor, Biological Redundancy, Strong

Gear: Combat armor (+6), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2), molecular knife (Str+d4+2, AP 2), 2× frag grenades.

DRAN PIRATE

Slave crews of the Ashura pirate ships, they obey any order they are given.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d6, Repair d4, Shooting d6, Stealth d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy, Mean, Slave Conditioning

Edges: Agile, Gravitic Acclimation, Keen Hearing, Low Light Vision

Gear: Spacesuit (+1), cutlass (Str+d6), blaster pistol (Range 12/24/48, Damage 2d6+2, RoF 1, AP 2).

QUAY OFFICER

Wildcard

Commander of Tral-Vex soldiers, they lead from behind and send the troops on first.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4

Cha: -2; **Pace:** 5, running d4; **Parry:** 5; **Toughness:** 12 (6)

Hindrances: Loyal, Stubborn & Moral, Obese, Greedy

Edges: Command, Connections (Business, +4), Leader of Men, Natural Leader, Rich

Gear: Combat armor (+6), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), power saber (Str+d6+2, AP 2).

TALVAN DIPLOMAT

Wildcard

An avatar of the mysterious Talvan, this member of their kind serves as a diplomat and a peacekeeper.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Intimidation d10, Investigation d8, Knowledge (Law) d8, Notice d8, Persuasion d10, Streetwise d10

Cha: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Pacifist (Major), High Tech, Frail

Edges: Avatar, Charismatic, Connections, Perception Circuit, Self Repair, Strong Willed

Gear: Commlink, personal data device.

TRAL-VEX SOLDIER

Soldiers of the Quay, they work for them in exchange for weapons and equipment.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d4, Shooting d8, Stealth d6

Cha: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 12 (6)

Hindrances: Loyal, Savage Killers, Beholden (Quay)

Edges: Toughness, Born Warriors, Regeneration

Gear: Combat armor (+6), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2), molecular knife (Str+d4+2, AP 2), 2× frag grenades.

VRAK-C WARRIOR

The human-hating Vrak-C; they love nothing better than to hunt and kill them.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d4, Shooting d8, Stealth d6

Cha: -4 (-8 with humans); **Pace:** 6; **Parry:** 5; **Toughness:** 12 (6)

Hindrances: Bloodthirsty, Hatred of Humans, Loyal

Edges: Agile, Natural Weapons (claws and bite Str+d4+2, AP2), Full of Life

Gear: Combat armor (+6), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2), molecular knife (Str+d4+2, AP 2), 2× frag grenades.

VRI-CUL ENGINEER

The Vri-Cul care more for machines than any of the other races including their own.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6

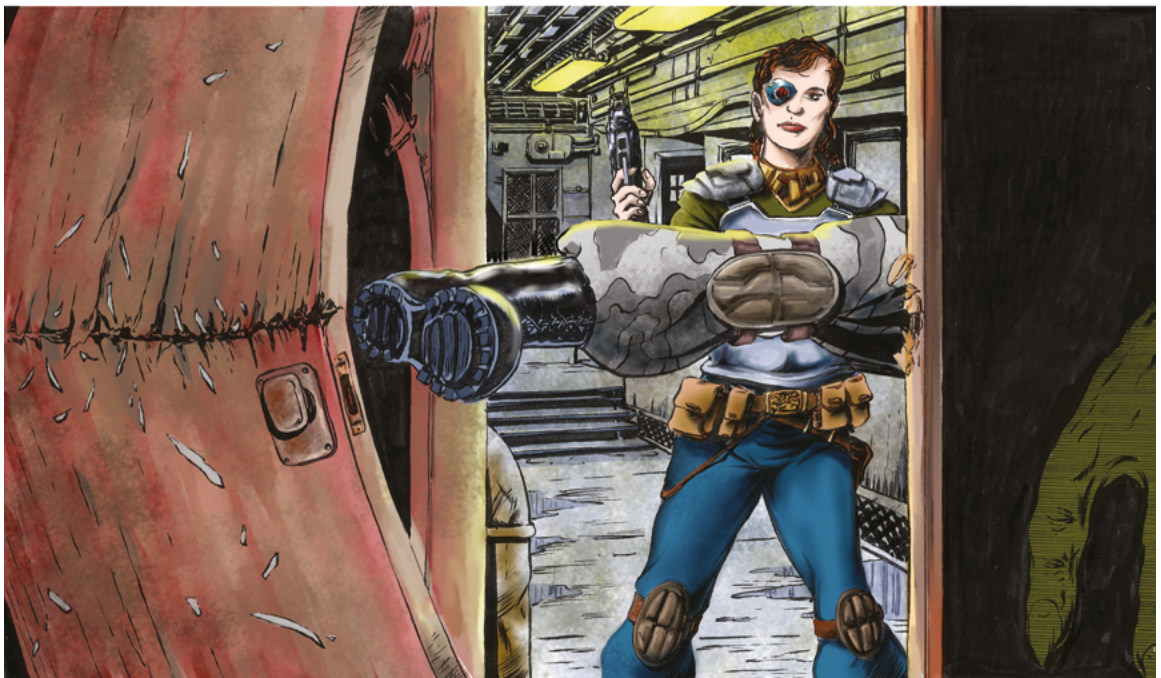
Skills: Fighting d4, Knowledge (Electronics) d8, Knowledge (Mechanical Engineering) d8, Notice d6, Repair d10, Shooting d6

Cha: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Cannot Speak, Outsider

Edges: Mr. Fix It, No Vital Organs, Technical Minds

Gear: Commlink, uniform, personal data device connected to the ship's systems, tool belt, large wrench (Str+d6, improvised weapon).





ADVENTURES

This chapter provides characters with a ship to travel around in as well as three adventures which should get them started in the Zombie Squad universe. There is also a sample Zombie Squad at the end of this section which can be used as Quickstart characters if you just want to get started playing.

A SHIP

In order to play these adventures, the characters will need a ship; and thus, we present to you 'The Wild Die'. The ship is dedicated to those fine folk at <https://thewilddie.podbean.com/> who regularly entertain us with their shenanigans.

THE WILD DIE

This ship is a fairly standard 'light freighter', often used by Zombie Squad units. The GM may allow the characters a budget to further customise the ship before play; Crew numbers include passengers.

Large Starship: Size 12, Acc/TS 50/600, Climb 1, Toughness 35 (8), Crew 20, Cost \$28.41M, Remaining Mods 14

Notes: AI, AMCM, 3xCrew Reduction, Deflector Screens, Galactic Sensor Suite, Shields, 2xSpeed, Targeting System

Weapons:

- 2x Dual Linked Light Lasers
- 2x Dual Linked Medium Lasers
- 2x Torpedo Tubes (Fixed) with 8 Light Torpedoes, 8 Heavy Torpedoes (half of each are EMP)



STATIONARY POSITION

Tasked with recovering stolen electronics (9k BC worth), the Zombie Squad have tracked down the items to an abandoned and quarantined mining station in the upper atmosphere of Kavos. The electronics were stolen by a smuggler who intends to sell them to pirates operating in the system.

The upper atmosphere of Kavos is a place fraught with danger. Players must make a Piloting roll at -2 to approach or leave the station safely. A failure means the ship will take 3d10 damage, AP 5 as it is hit by debris or smashes into part of the mining station.

SITTING ON THE DOCK

When the characters arrive, they find themselves in a somewhat dilapidated landing bay. Behind the central machinery and buildings, they can see another ship is parked. There is activity around the vessel.

Upon leaving the ship they will be fired upon by pirates. They get initiative before the characters can respond, essentially, they have a 'held' action waiting until the characters leave their ship. There are three pirates for each player character, and they are 'Extras'.

PIRATES

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d6, Repair d4, Shooting d6, Stealth d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy, Mean

Edges: Gravitic Acclimation

Gear: Spacesuit (+1), cutlass (Str+d6), blaster pistol (Range 12/24/48, Damage 2d6+2, RoF 1, AP 2).

As the battle goes on, the characters can see other pirates loading crates and boxes onto their ship. Maybe the container they seek is being loaded aboard? There is only one way to find out.

As the players fight their way towards the ship, they see a pirate on the cargo ramp of the ship – she appears to be arguing with another crew member, as the characters watch, she is shot by someone else further within the ship. She falls from the ramp as it closes, and the ship takes off.

The injured pirate is wounded, but clinging to life. Haltingly, she asks the characters to help her – she needs first aid and a ride off the station. If they do help she can tell them where the pirate ship is going. If the characters help her or not, the result is the same – a chase will ensue with the pirate ship – for this use the Chase rules (see *Savage Worlds*), with the alterations from the *Science Fiction Companion*.

PIRATE CUTTER

Large Starship: Size 12, Acc/TS 50/600, Climb 1, Toughness 35 (8), Crew 50, Cost \$55M, Remaining Mods 6

Notes: AI, AMCM, Galactic Sensor Suite, Shields, 2×Speed, Targeting System

Weapons:

- 2× Dual Linked Medium Lasers
- Super Heavy Laser (Fixed)
- 2× Torpedo Tubes with 8 Heavy Torpedoes (Fixed)

TO CATCH A PIRATE

As the characters close in on the pirate ship, a shuttle enters the same area – one of the characters recognizes the shuttle as belonging to someone important to the character in their previous life, before they were given a death sentence for their crimes.

A dogfight ensues with the pirate cutter and the Zombie Squad. Care must be taken to avoid the shuttle being hit in the crossfire.

SHUTTLE

Small Starship: Size 6, Acc/TS 70/900, Climb 3, Toughness 22 (7), Crew 1, Cost \$5.32M, Remaining Mods 3

Notes: AI, AMCM, Armor, Atmospheric, Deflector Screens, 4×Speed, Shields, Targeting System

Weapons:

Quad Linked Medium Lasers (Fixed)

If the pirate ship is destroyed the cargo will be lost. Disabling and boarding the ship is the best way to save the cargo. They discover that the electronics they seek are not aboard, but investigation of the ships navigation log (or talking to the injured pirate if they rescued her), will reveal that the cargo was being taken to a small space station in orbit around Cladis which is ran by the *pilgrims of the living saint*.

LISTEN HERE, PILGRIM

The Pilgrims of the Living Saint are a group dedicated to following the final journey of the famed hero General Silverwolf as he left the Hub and ventured into the Void in search of salvation and a meaning to all that has happened to humanity. He never returned and the last message from him placed him and his ship in orbit around Cladis. No evidence of his whereabouts have ever been found, but myths and rumours abound. Some say he is alive and works at the drivethru on one of the colonies, others claim he was an alien and will return when mankind are worthy.

The Zombie Squad arrive safely at the space station, and are greeted by friendly pilgrims, bestowing colourful necklaces upon them and generally being a nuisance attending to their every need. Speaking about pirates in the presence of pilgrims or asking them directly will lead to the characters being taken to meet the master of the order "Cornelius".

Cornelius is an elderly man, although there is a feeling of danger about him. He will ask them why they seek the pirates – if the characters are honest he will tell them where the pirates are aboard the station. If not, he will deny that there are any aboard, and ask them to leave. They will be escorted to their ship by a handful of armed pilgrims.

ARMED PILGRIMS

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean

Edges: —

Gear: Heavy club (Str+d6). Many might carry various types of firearms as well.

When the characters arrive at the pirates location a massive firefight will ensue with the pirates, ending only with the destruction of one side or the other.

There are three pirates per character – they are Extras:

PIRATES

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d6, Repair d4, Shooting d6, Stealth d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy, Mean

Edges: Gravitic Acclimation

Gear: Spacesuit (+1), cutlass (Str+d6), blaster pistol (Range 12/24/48, Damage 2d6+2, RoF 1, AP 2).

There is one Pirate Officer per player character – they are Henchmen:

PIRATE OFFICERS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d8, Piloting d8, Repair d6, Shooting d8, Stealth d8, Taunt d8

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (3)

Hindrances: Greedy, Mean, Wanted

Edges: Block, Combat Reflexes, Gravitic Acclimation

Gear: Armored spacesuit (+3), power cutlass (Str+d6+2, AP 2), blaster pistol (Range 12/24/48, Damage 2d6+2, RoF 1, AP 2).

Finally, there is one Pirate Captain. He is a Wild Card:

PIRATE CAPTAIN

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d10, Notice d8, Piloting d10, Repair d6, Shooting d8, Stealth d8, Taunt d8

Cha: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (6)

Hindrances: Greedy, Mean, Wanted

Edges: Ace, Block, Combat Reflexes, Command, Gravitic Acclimation, Hard to Kill, Inspire

Gear: Combat armor (+6), chain cutlass (Str+2d6, AP 2), plasma pistol (Range 12/24/48, Damage 2d10+2, RoF 1).

If the characters prevail – just as the battle ends a hundred more pirates rush into the base led by Cornelius. They will capture the heroes. What happens next is anyone's guess.

PROTECTION MONEY

New Eden is being visited by seven diplomats from the various Void races; The Ashuran and his Dran slave, two Daxek, Two Talvan and a Vri-Cul. Notable in their absence are the Quay, the Tral-Vex and the Vrak-C. The Zombie Squad have been assigned to meet them at The Gate, transfer them to their ship and take them to New Eden. They insist on bringing along a heavy crate containing 1500 BC in precious metals – which is a gift.

The handover at the gate goes smoothly and before long the aliens are settled aboard the characters ship.

DANGEROUS SPACE

The Quay, Tral-Vex and Vrak-C haven't been idle; mines have been deployed in the characters path from a stealth ship. This is a **Dramatic Task** with a failed Club result meaning a mine has exploded, causing 3d10 AP5 damage.

Once the characters ship clears the minefield, the stealth ship has half a dozen fighters waiting for them; they will attack as soon as the characters ship are within range.

ALIEN FIGHTERS

Small Starship: Size 6, Acc/TS 70/900, Climb 3, Toughness 22 (7), Crew 1, Cost \$5.32M, Remaining Mods 3

Notes: AI, AMCM, Armor, Atmospheric, Deflector Screens, 4×Speed, Shields, Targeting System

Weapons:

Quad Linked Medium Lasers (Fixed)

They attack for three rounds, then suddenly retreat. Almost immediately afterwards a Zeetapod suddenly materialises on the bridge of the player character's ship!

OH ZEETAPOD!

The Zeetapod proceeds to attack anyone within reach, moving around the bridge and into the ship as necessary in order to destroy all life aboard the vessel. It does specifically go after the diplomats, which implies somehow that it is working in conjunction with the alien ships.

It won't try to communicate with the characters or the diplomats, it is simply there to try and kill everyone aboard.

ZEETAPOD

A full description of this creature can be found on page 86.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d12+4, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Shooting d8, Stealth d6, Swimming d6

Pace: 0; **Parry:** 6; **Toughness:** 18 (8)

Special Abilities:

Huge: Characters add +4 when attacking a zeetapod due to their great size.

Size +4:

Tentacles: A zeetapod may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the octopus does its Strength damage automatically by crushing with its arms and rending with its beak. A victim killed by an zeetapod's tentacles is usually ripped in half.

Hypnotic Stare: The zeetapod can use the Puppet power on someone grabbed with their tentacles using its Smarts as its arcane skill. They can cast and maintain the power indefinitely but may only affect one target at a time. The control can range from getting the victim to fight for them or throw themselves out of an airlock.

Acid Spit: Range 3/6/12. This is a Shooting attack that inflicts d8, AP4 damage.

Armoured Hide: +8 armor

Once the Zeetapod is dealt with, the characters will see the alien fighters turn and leave the area. They may give chase if desired, but the Diplomats will remind them of the need to deliver them safely.

If the diplomats are ignored and the fighters are followed, they are seen to go aboard the hangar bays of a huge Quay Stealth Strike Carrier.

If the characters try to attack this monster of a ship they will be overruled by the diplomats who will invoke rank and privilege and demand they be taken to safety.

QUAY STEALTH STRIKE CARRIER

Gargantuan Starship: Size 24, Acc/TS 10/50, Climb -2, Toughness 49 (13), Crew 3700, Cost \$1.15B, Remaining Mods 1

Notes: AI, AMCM, Deflector Screens, Galactic Sensor Suite, 3×Speed Reduction, Stealth System, 5×Superstructure (Hangar), Superstructure (Military Passengers), Targeting System

Weapons:

- 4× Quad Linked Light Lasers
- 2× Torpedo Tubes (Fixed) with 20 Heavy Torpedoes (4 are EMP warheads)

SAFE & SOUND

The characters make it to New Eden, and once the diplomats are handed over they are taken to a debriefing by their Colonel. It is revealed in the briefing that a Captain Deeever in the human military leaked information about the transport of the diplomats to unknown alien parties. The Captain escaped the security detail sent to arrest him and fled the planet, he is considered a fugitive and is to be terminated on sight.

The Captain may be encountered almost anywhere in human space, and has the potential to be a nemesis to the player characters.

CAPTAIN DEEVER

Wildcard

The captain is a villain through and through, he is a lackey for the Quay and their schemes and cares little about his fellow humans.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d8, Knowledge (Astrogation) d6, Knowledge (Battle) d6, Knowledge (Electronics) d6, Notice d6, Persuasion d8, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal, Vow (Major—serve the Quay.)

Edges: Ace, Command, Common Bond, Inspire

Gear: Commlink, uniform, personal data device connected to the ship's systems.



BREAKING FREE

The characters have been ordered to team up with other Zombie Squad units to aid them in their mission. A cargo ship housing 18,000 BC of technology and electronics has been disabled by Quay and their Tral-Vex allies. These aliens have formed a blockade and have dared the Humans to try and take the cargo.

The characters must engage the attention of the blockade and pose a distraction while the other Zombie Squad crew breaks through the blockade to reach the cargo ship.

LOOK, LOOK AT ME!!

The distraction is played out like a battle. If no one in the players crew have the Knowledge (Battle) skill, they are assigned an advisor with that skill at d8. Each 'token' represents two ships for both sides in the conflict. The Quay and Tral-Vex have a light battleship, a handful of cutters and the rest are fighters. The Zombie Squad ships are all 'light freighter' size like the player character ship 'The Wild Die'.

After the first turn the comms light up as the Quay captain monologues how he is going to destroy all the filthy humans, take the cargo for his own and continue to raid human shipping in the system.

If the Quay lose more than 5 tokens, they will break the blockade and flee for The Gate, as fast as they can. The characters and the other Zombie Squad units will pursue them.

PARTY LIKE IT'S 2044

After the aliens escape or are destroyed, the other Zombie Squad units get together and have what is loosely described as a party. During this time, they all share ideas and experiences, enough to grant each character a free Advance. This is in addition to those granted by participating in the adventure. This must be selected immediately.

On the way home, the characters ship picks up a broken part of a message "Calldex located" and then they are attacked by a small Quay ship.

QUAY SHIP

Medium Starship: Size 8, Acc/TS 55/700, Climb 2, Toughness 31 (12), Crew 5, Cost \$15.77M, Remaining Mods 3

Notes: AI, AMCM, Atmospheric, Deflector Screens, Planetary Sensor Suite, Shields, 2xSpeed, 3xArmor

Weapons:

Dual Linked Heavy Lasers

Mass Driver 4

Clearly the Quay have a renewed interest in the human territories, but the question is why? Ideally, the characters will pass on what scant information they have to HQ.

ULLUST

HQ informs the characters that the Quay 'Ullust' is looking for an ancient artefact 'The Calldex' and he is happy to do anything necessary to acquire it. They have spoken about that individual to the Talvan and they have forced him to resign from his position. Unfortunately, that now means he is a free agent, and they cannot legally keep track of him and his actions. The best HQ can suggest is that if the characters find Ullu, they should detain him in some way.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Fighting d4, Knowledge (one science) d8, Notice d6, Persuasion d6, Piloting d6, Repair d6, Shooting d6, Survival d8, Tracking d6

Cha: -2; **Pace:** 5; **Parry:** 4; **Toughness:** 9 (2)

Hindrances: Curious, Stubborn & Moral, Obese, Greedy

Edges: Woodsman, Rich, Connections (Business)

Gear: Smart suit, commlink, laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), machete (Str+d6), personal data device, survival gear.

CHARACTERS

The next few pages give some sample characters for the Zombie Squad universe. They can be used as player characters, or as different Zombie Squad unit members who the characters may meet in their adventures.

SAMPLE BOOSTER

Place of Birth: Port, Scrubber

Career: Civilian, Rogue

Zombie Squad Role: Booster

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d8, Vigor d6

Skills: Climbing d8, Fighting d8+2, Lockpicking d6, Notice d6, Persuasion d6+2, Shooting d8+2, Stealth d10, Throwing d6+2

Cha: +4; **Pace:** 6; **Parry:** 8; **Toughness:** 5; **Strain:** 0; **Maximum Strain:** 4

Role Abilities: Assassin; Duck, Dive, Dodge, Dip and Dodge; Fast Talker; Ghost; Shadow Walker

Hindrances: -

Edges: Assassin, Dodge, Charismatic

Gear: Zombie Squad Uniform, Rifle + 2 clips of ammo, Pistol + 2 clips of ammo, Dagger/Knife, Bagman, 5 Nutri-Bars, 2 Stims, Backpack, Rebreather, Night Vision Goggles, Commlink, Fineline, Tracker, and Lockpicks.

SAMPLE FIXER

Place of Birth: City, Streetwise

Career: Military, Ground Pounder, AFV Crew

Zombie Squad Role: Fixer

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d8, Fighting d8, Knowledge (Computers) d6, Notice d6, Piloting d8, Repair d8, Shooting d8, Streetwise d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Strain:** 0; **Maximum Strain:** 6

Role Abilities: Just Once More; Jury Rig; Drive Anything; Hotshot Pilot

Hindrances: -

Edges: Nerves of Steel, Ace, McGyver, Rocket Jock

Gear: Zombie Squad Uniform, Rifle + 2 clips of ammo, Pistol + 2 clips of ammo, Dagger/Knife, Bagman, 5 Nutri-Bars, 2 Stims, Backpack, Rebreather, Night Vision Goggles, Commlink, and a Laptop.



SAMPLE GUNSLINGER

Place of Birth: Flotilla, Vagrant
Career: Special Ops, Swarm Ops
Zombie Squad Role: Gunslinger

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d8, Knowledge (Battle) d6, Knowledge (Computers) d6, Knowledge (Drones) d6, Notice d8, Repair d6, Shooting d10, Survival d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Strain:** 0; **Maximum Strain:** 6

Role Abilities: Dead Shot, Eagle Eyes, Quick Draw, Sharp Shooter, Suppressive Fire,

Hindrances: -

Edges: Swarm Queen

Gear: Zombie Squad Uniform, Two Rifles and 2 clips of ammo each, Two Pistols with 2 clips of ammo each, Dagger/Knife, Bagman, 5 Nutri-Bars, 2 Stims, Backpack, Rebreather, Night Vision Goggles, and a Commlink.

SAMPLE RONIN

Place of Birth: Port, Scrubber
Career: Cybernetics Ops
Zombie Squad Role: Ronin

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Healing d4, Intimidation d6, Knowledge (Battle) d6, Knowledge (Cybernetics) d6, Notice d6, Repair d6, Shooting d6, Stealth d6, Streetwise d4

Cha: +2; **Pace:** 8, running d10; **Parry:** 5; **Toughness:** 6; **Strain:** 0; **Maximum Strain:** 12

Role Abilities: Bull Rush, Deadly, Dual Wield, Follow Up, Take Down

Hindrances: -

Edges: Charismatic, Cyborg, Fleet Footed, Improvisational Fighter

Gear: Zombie Squad Uniform, Rifle + 2 clips of ammo, Two Pistols and 2 clips of ammo each, Dagger/Knife, Two additional Melee Weapons, Bagman, 5 Nutri-Bars, 2 Stims, Backpack, Rebreather, Night Vision Goggles, and a Commlink.



SAMPLE WITCH

Place of Birth: Colony, Boss

Career: Marksman

Zombie Squad Role: Witch

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Giga Voodoo d10, Investigation d6, Knowledge (Q-Energy) d6, Notice d8, Persuasion d6, Shooting d6, Stealth d6, Streetwise d6,

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Strain:** 0; **Maximum Strain:** 6

Role Abilities: Arcane Background: Giga-Voodoo, Giga-Awareness, Quantum Linked, Giga Wizard, Giga Power

Hindrances: -

Edges: Alertness, Danger Sense, Rich, Wizard

Gear: Zombie Squad Uniform, Rifle + 2 clips of ammo, Pistol + 2 clips of ammo, Dagger/Knife, Bagman, 5 Nutri-Bars, 2 Stims, Backpack, Rebreather, Night Vision Goggles, Commlink, and an Amp.



FLORA AND FAUNA

There are a universe of threats out there in the void and your squad will undoubtedly meet most of them at some point. They will range from strange alien entities to human and more human like dangers, how you deal with them is down to you and the mission parameters.

We will cover the more common threats that you might face during your journeys through the Gamma Celia system. Most of these threats can also be found in many other systems and we will go into more detail on those in future source books.

ARACHVOL

The Arachvol is a huge spider like creature that can be found mainly on Tartarus as it seems to like the damp and wet. It is one of the creatures prized by hunters as it is both fast and dangerous. The Arachvol tend to be solitary creatures and like spiders will create huge web like traps to catch their food, but unlike spiders they do not stay in one place but seem to follow tracks and set traps where prey congregate. This means that one Arachvol could have dozens of traps laid out in a large area, this coupled with the fact the Arachvol are territorial means that you have to be very careful where you step.

Arachvol are quick to anger and have no problem running headfirst into a hail of bullets or even a moving vehicle once it gets angry. Its thick hide will actually deflect most ammo with hunters needing to find the soft points on the Arachvol to do any actual damage. Once the Arachvol attacks it does so with its bladed limbs and huge scissor like mandibles that protrude

from its jaws. They have no venom and prefer to pin their prey down and rip it into small edible chunks.

Arachvol hide and limb blades fetch a good price on the open market with many hunters turning the blades into hunting knives as they never lose their edge.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6

Skills: Climbing d12+2, Fighting d10, Intimidation d10, Notice d8, Shooting d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 13 (8)

Special Abilities

- **Bite:** Str+d12.
- **Claws:** Str +d8.
- **Wall Walker:** Can walk on vertical surfaces at Pace 8.
- **Webbing:** The Arachvol can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

The Arachvol will grab the prey in its front mandibles and then tear at the prey with its blade like claws until there is only bite sized chunks left.



BOG BARKERS

Found on Tartarus in the swamps and marshes, the Bog Barkers got their name from the weird barking noise they make when they feel threatened or to communicate with the pack. Another of their name is swamp dogs but they hold very little similarity to dogs.

Bog Barkers have long dog like snouts with similarities to lizards, they have also been likened to small dragons. They have opposable thumbs and very human like hands which allow them to manipulate tools and to grab hold of things. They have been seen walking upright as well as moving on all fours. They have a long thick tail which allows them to balance on narrow walls or tree limbs. Strange spiny protrusions run down their backs and seem to serve no purpose.

Bog Barkers are cunning hunters and have manage to get the measure of humans very quickly, they are known to set traps and to sneak into camps to steal food and other items. They are carnivorous and ferocious when cornered or hungry and will fight to the death.

Hunters warn of the creatures when travelling through swamps as they will grab passing hunters and drag them into the tree's or land on them forcing them below the swamp water to drown. Bog barkers seem to be happy under or above water.

It is advised that anyone spotting a bog barker must shoot to kill as they are seen as a pest and highly dangerous with some colonies of Tartarus offering bounties on proof of kill.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 7 (3)

Special Abilities

- **Bite:** Str+d8.
- **Claws:** Str+d6
- **Scaled Hide:** Gives Armor 3
- **Fleet-Footed:** Roll a d10 when running instead of a d6.
- **Go for the Throat:** Bog Barkers instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Size -1:** They are relatively small.
- **Keen Senses:** Bog Barkers "taste" the



air, giving them +2 to all Notice rolls. This everpresent advantage means they are always considered "Active" when consulting the Stealth results table.

- **Natural Swimmers:** Bog Barkers tails make them powerful swimmers, giving them +2 on all Swimming rolls and increasing their swimming Pace to equal their Swimming skill.

FLOATERS

Floaters have been found on both New Eden and Vandos. They seem to live in dark places like caves and hunt by night. They have the appearance of a floating tumour with a number of tentacles probing the air around it, with the centre being a strange organ like mass which seems to pulsate and heave. Scientists and explorers have speculated that the tentacles are used to feel shifts in the air and to latch onto prey, whereas the mass in the centre is the floaters brain.

Floaters are predators and they can sense the slightest shift in air circulation allowing them to sense their prey. Once they have sensed a victim they will slowly float towards it hoping to latch on with its tentacles before it is seen, they then start to suck electrical energy from the victim, causing the mass in the centre to drool and pulsate. The victim will quickly become passive and eventually die.

Floaters are large and due to this they will trigger proximity sensors used as security alerting camps and colonies of their presence. Shooting the mass anywhere other than the central 'brain' has no affect.

Attributes: Agility d8, Smarts d4(A), Spirit d10, Strength d8, Vigor d6

Skills: Notice d6, Shooting d10, Fighting d10

Pace: 0; **Parry:** 7; **Toughness:** 5

Special Abilities:

- **Electrical Attack:** Floaters channel their own bioelectric energy into a deadly bolt (Range 4/8/16, Damage 3d6, RoF 1). They may only fire as many bolts per day as their Vigor die.
- **Flight:** Pace 2, Climb -3. When floaters sense powerful electricity, they draw forth an arc and "ride" it to the device at incredibly high speeds (Pace above is their normal "drifting" speed). Herds of the things often travel in on a single arc, slowing just before impact to attach themselves to the target.
- **Immunity:** Floaters are immune to electricity and electrical attacks.
- **Tentacles:** A floater may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled



victim may only attempt an opposed Strength roll each round to escape. Once grappled, the floater will use its *Energy Drain* ability on the victim.

- **Energy Drain:** The floater makes a Fighting roll to latch on probes to an entangled victim and if they manage to latch on they will cause the victim of 1 Fatigue per round as it drains their energy. This can kill a victim.

POSSESSED

No one really knows who the possessed are and many think they are the results of experiments upon kidnapped colonists performed by aliens. The Talvan have hinted at similar creatures being created by the Void Stalkers in the past. Either way the possessed were definitely human at one time, and there have been many incidents of colonies just disappearing.

The possessed are found on colonised planets where colonies have disappeared or been destroyed, but have also appeared on other planets where colonies have not disappeared and this has confused how many people see the possessed threat.

The possessed seem to have a hive mentality and will attack in force, moving quickly towards their target. They are often naked with no obvious sexual organs or gender at all, they appear to be thin and almost skeletal with blackened claws and long sharp teeth. They are carnivorous but seem to gain no benefit from eating their victims.

The possessed are an enigma that seems to have no purpose or reason to exist except as a weapon which is how many view them; an alien biological weapon sent to integrate and destroy humanity.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d8, Stealth d10, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 10 (1)

Special Abilities:

- **Claws:** Str+d6.
- **Bite:** Str+d8
- **Blackened Skin:** +1 Armor
- **Infravision:** Possessed halve penalties (round down) for bad lighting when attacking living targets.
- **Keen Nose:** Possessed get +2 to Notice and Tracking rolls against living targets.
- **Paralysis:** Victims of a Possessed's claw attacks must make a Vigor roll at -2 or be paralyzed for 1d6 rounds.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Immune to disease and poison.



Possessed attack in groups and try to overwhelm their targets.

SPACE FLEAS

Mostly found in ruins and common on Vandos these small but dangerous creatures live in the cracks in old walls and also the carcasses of dead animals. They have been known to hide away in packs and cargo which has caused an epidemic on colonies and some spaceports. This has been seen as a survival technique by the fleas to increase their population and ensure they are where living animals can be found.

The average flea is around 6 inches long and got the name flea due to the fact they jump tremendous distances and suck the blood of their host. They are also known to carry infection and colonies have had entire herds of Varn wiped out by the fleas.

Fleas act in swarms of up to 20 members which work with a hive mind mentality, all attacking the victim at once until it drops and they can feed. Also once latched on they are almost impossible to remove unless cut off or burnt off.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities

- **Bite or Sting:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in a Large Burst template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Split:** Some swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water.



TROVA

Can be found in certain locations on New Eden and Tartarus and resemble scaly Rhinos. The Trova are not aggressive unless provoked, but are very territorial. They are hunted for their hides and horns which are very tough. Their flesh tastes rotten to humans and is often discarded.

The Trova have two small antennae on their heads similar to ant antennae, which are thought to pick up movement and scents, but that has yet to be proven. Some believe that the Trova use them to communicate with others of their herd in case they are separated or to alert of danger

An angry Trova will first try to butt and impale the threat on its horns and once the threat has fallen will trample it until dead. The Trova are not carnivorous and so do not eat what they kill, but they have been known to toss the carcass about as a way of warning or to show a trophy to the other Trova in the Herd. Also, herd attacks are not unheard of.

Trova are strong and have been known to upturn vehicles when angry as well as butt their way through walls and barricades.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d4, Notice d6

Pace: 7; **Parry:** 4; **Toughness:** 10

Special Abilities

- **Horns:** Str+d10.



- **Gore:** Trova charge maneuver to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.
- **Size +2:** Trova are large creatures.
- **Trample:** If the target falls the Trova will then trample the target until it stops moving doing 3D6 damage per round.

VARN

Found on new Eden mainly and farmed by many of the colonists that now live there the Varn is similar to earth cows but much bigger. Varn's do not produce milk so are bred for its hide and meat. They have a strong constitution and the ability to adapt quickly to most atmospheres which has led them to be transported to many colonies across the three-star systems controlled by the Hub.

The Varn are passive and no threat and a few organisations have begun to protect the Varn and stop them being bred for food with little success as they have become a lifeline for some colonies who have become reliant on the Varn for food.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d4, Notice d6

Pace: 7; **Parry:** 4; **Toughness:** 10

Special Abilities

- **Horns:** Str+d6.
- **Gore:** Varn charge maneuver to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.
- **Size +2:** Varn are large creatures.



VOIDSTALKERS

Elusive, secretive and deadly the Voidstalkers are the darkness within the void, an enigma that effects all the races. The Voidstalkers see themselves as galactic vigilantes and will hunt down any they feel are affecting the balance of the galaxy. Which is all very chilling and made more so by the fact that no one actually knows where the Voidstalkers come from and often they will wipe out whole cities without explaining why.

Many of the alien races that inhabit the void have stories of the Voidstalkers going back hundreds of years, showing that they have been around for a very long time; they appear, destroy the offenders and then disappear. They can form their own gateways and their ships appear to be living, organic technology which even the Talvan have stated is far more advanced than anything they have. A few races believe that they come from deep within the spiral of the galaxy, thousands of light years away and where the gates do not go. Many say that they are messengers of the ancient aliens the builders of the gates who deserted the tail end of the spiral arm and went deeper into the darkness using the Voidstalkers to keep their creation in check.

The Voidstalkers have appeared a few times in Hub controlled space where they have destroyed ships and the odd waystation with no explanation, witnesses claiming that the ship appeared, attacked the location and once it was destroyed disappeared again through a gateway that just appeared from nowhere. The Hub has placed bounties on Voidstalker ships with little success, as those that are often unfortunate to see one tend not to last too long.

A recent exploration of an ancient ruin told a tale of seeing the crew of a Voidstalker ship loading items from deep within the ruin onto what looked to be a small shuttle. What they were taking and why is anyone's guess but it is the only recent sighting of an actual Voidstalker. The report stated that the Voidstalkers stand just over 6ft tall and are encased in close fitting black armour. Tubes and wires appeared and disappeared across their bodies, some seem to connect the large domed helmet to the suit, leading some to believe that the helmet is needed



for breathing which could mean that they are not from this part of the galaxy.

You are unlikely to meet a Voidstalker, but if you do, the best advice is to run and keep running, all the time praying that you are not who they are looking for.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Driving d6, Fighting d12, Intimidation d8, Notice d8, Shooting d6, Stealth d12, Streetwise d6, Throwing d6, Tracking d8

Cha: 0; **Pace:** 6; **Parry:** 10; **Toughness:** 16 (10)

Hindrances: Vengeful (Major), Vow (Major—always finish the job)

Edges: Acrobat, Alertness, Combat Reflexes, Dodge, First Strike, Level Headed, Marksman, Quick Draw, Steady Hands, Thief

Gear: Organic Tech Body armor (+10), Organic Tech energy sword (Str+d8+4, AP 2), Organic Tech laser rifle (Range 30/60/120, Damage 4d6, RoF 3, AP 2).

XENO-CREEPER

The Xeno Creeper is a type of BioVine, it is often found growing in derelict ships and ruins, anywhere there was once biomatter that it can feed off. No one is too sure where the creeper comes from and how it finds its way into ships and ruins but theories range from space dust that enters into ships through airlocks, a dormant parasite that lives inside a living host and then hatches when the host dies or some have even stated that it could be a biological weapon that was unleashed and now has evolved by latching onto ships or beings.

The Creeper, once it has fed, seems to lie dormant until it is awoken by a possible meal. This would explain how creepers seem to exist in ruins that have not seen a living being in thousands of years, which makes the creeper a very interesting species as it seems to either feed out of instinct or for protection, rather than food.

The creeper will live amongst pipes or debris and even amongst other plant life until it senses a presence at which point it will latch itself to any exposed skin and begin to suck the fat from its victim. The creeper has up to 20 different appendages it can do this with and if the victim struggles or attempts to fight back it will inject a paralyzing venom until the victim ceases its attempt to escape.

Attributes: Agility d4, Smarts d10(A), Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 4; **Parry:** 4; **Toughness:** 16 (4)

Special Abilities:

- **Armor (+4):** The creeper has a 6" thick layer of bark.
- **Size +4:** The creeper is nearly 24 feet long, though that's hard to see as it is wrapped around pipes and wiring.
- **Draining Appendages:** The tree can use 1d6 spears each round, Subtract one from this roll for each victim it currently has attached. A victim hit by an appendage suffers Str+d6 AP2 damage. If the attack causes a wound, the victim is impaled as well. Budding roots begin to grow into the victim, draining nutrients back to the tree through the specialized vines, and causing



an additional Str+d4 damage per round, ignoring any bonuses to Toughness from Armor. Once the victim is drained, the vine detaches. Attached vines have a Toughness of 10.

- **Poison (-2):** The appendage can inject a paralyzing venom if the victim struggles which causes instant paralysis for those who fail their Vigor roll. It lasts for 1d6 rounds.

XENOMORPH

The xenomorphs were first discovered on a derelict ancient ship of alien origin by a group of colonists as they constructed their colony. Explorers were sent to investigate the ruin and that resulted in the first case of impregnation to be recorded. The other explorers that survived claimed that they had found a room full of large grey eggs, which they presumed were so old to be almost fossilised. For some reason one of these eggs hatched and an explorer was impregnated. Surgery was unsuccessful as the embryo had attached itself to the victim's nervous system. The male victim was in critical condition for two days before doctors found him dead his torso ripped open from the inside.

A military squad were sent back to the derelict to destroy the eggs but when they arrived they had all gone, without a trace. Since then Xenomorphs, mainly fully grown have begun appearing all over the void. Deadly and adaptable these alien creatures show no remorse or even reason when hunting and killing their victims; it seems their main goal is to propagate their genetic tissue.

Xenomorphs tend to be solitary hunters and will adapt to almost any environment very quickly, they are cunning and quick and will set traps for their prey. They vary in size and how they look is very much dictated by whatever species carried them, meaning that xenomorphs DNA splices with the host during gestation.

Attributes: Agility d10, Smarts d8(A), Spirit d10, Strength d12+3, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d8, Stealth d12

Pace: 6; **Parry:** 6; **Toughness:** 13 (7)

Special Abilities:

- **Armor +7:** Thick plates.
- **Bite and Claws:** Str+d8.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Multiple Shaken results do not cause a wound.
- **Paralysis:** Anyone Shaken or wounded by a tail attack must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Tail:** Str+d10, Reach 1, AP 2, -2 to Fighting when used.





YRIKNA

Found on Tartarus in the marshes and swamps that dot the landscape the Yrikna resemble earth crocodiles but are twice the size and a lot faster, being prized by hunters because of their thick scaled hide and ferocious nature. The Yrikna has also recently become a delicacy on the pleasure ships of Uthoria with Yrikna steak fetching prices of up to 300BC a slice.

The Yrikna have an advanced cunning and will sit hidden for hours just waiting to pounce, they have been known to scout out campsites and to watch the comings and goings of their prey before attacking. It has also been said that Yrikna can avoid traps set up to deter them and floaters.

Yrikna are dangerous and single minded when hunting, they will latch on with their jaws and squeeze the victim whilst at the same time dragging them into their mouths with their strong jaw and throat muscles.

Yrikna skin can fetch a good price as it's thick and can easily be converted into armour. Their flesh also fetches a high price amongst the wealthy.

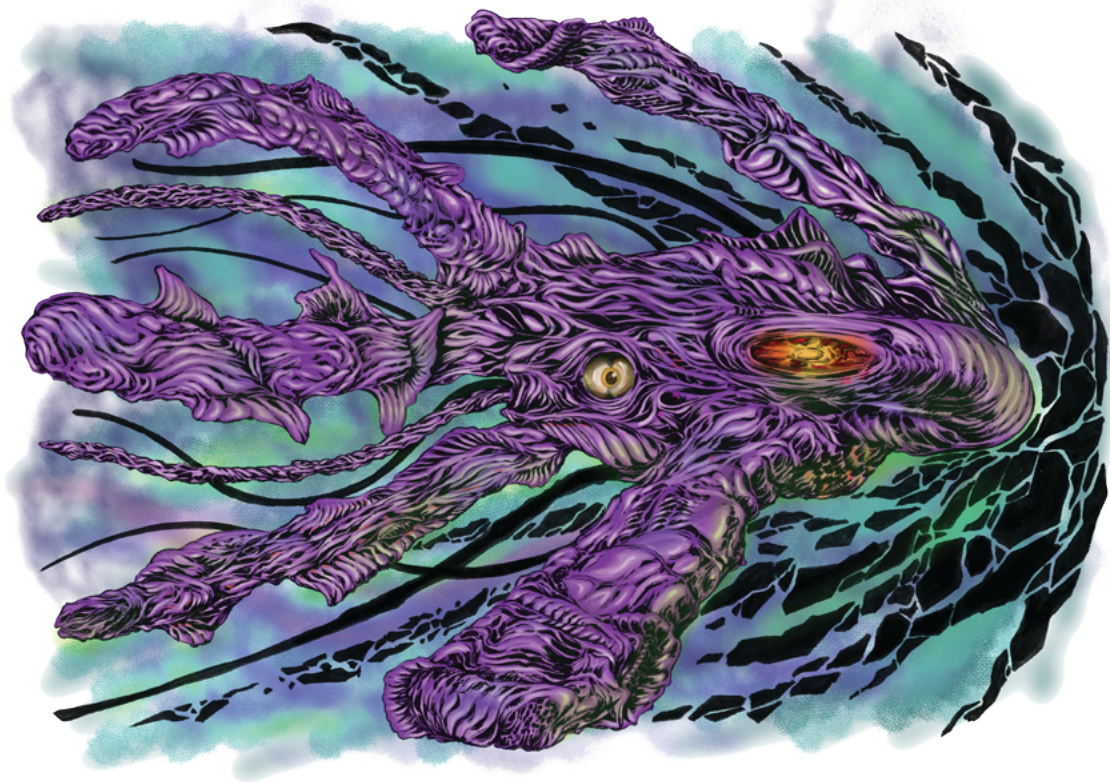
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Notice d6, Swimming d8

Pace: 3; **Parry:** 6; **Toughness:** 13 (7)

Special Abilities

- **Armor +7:** Thick skin.
- **Aquatic:** Pace 5.
- **Bite:** Str+2d8.
- **Claws:** Str+1d8
- **Tail Bash:** Str+1d10
- **Rollover:** Yrikna are notorious for grasping their prey in their vice-like jaws and rolling over and over with their flailing victims in their mouth. If one of these large amphibians hits with a raise, it causes an extra 2d4 rollover damage to its prey in addition to its regular Strength damage.



ZEETAPOD

In the dark places of deep space live truly terrifying things, one of these is the Zeetapod, an ancient horror from beyond the stars. The Zeetapod can create its own warp gate to travel from place to place, but many believe that they mostly don't, but instead seem to settle in some dark corner feeding off the energy of the stars and harbouring some strange deep resentment for other beings.

Ancient ruins, or Ghost Planets, have left artefacts that speak of the Zeetapods as a manifestation of an old god, a malevolent evil that once stalked the Void devouring planets and dark matter. Whether this is true or not is unknown, what is known is that these Zeetapods have been discovered living in ancient ruins and derelict ships of unknown origin.

A Zeetapod can grow as large as 20ft across and have tentacles of 8-10ft long.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d12+4, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Shooting d8, Stealth d6, Swimming d6

Pace: 0; **Parry:** 6; **Toughness:** 18 (8)

Special Abilities:

- **Huge:** Characters add +4 when attacking a zeetapod due to their great size.
- **Size +4:**
- **Tentacles:** A zeetapod may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the octopus does its Strength damage automatically by crushing with its arms and rending with its beak. A victim killed by an zeetapod's tentacles is usually ripped in half.
- **Hypnotic Stare:** The zeetapod can use the puppet power on someone grabbed with their tentacles using their Smarts as their arcane skill. They can cast and maintain the power indefinitely, but may only affect one target at a time. The control can range from getting the victim to fight for them, or throw themselves out of an airlock.
- **Acid Spit:** Range 3/6/12. This is a Shooting attack that inflicts d8, AP4 damage.
- **Armoured Hide:** +8 armor

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TOUGH

STRAIN

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WEAPON

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DIE

SKILL

DIE

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ITEM

WT

CYBERNETICS

IMPLANT

STRAIN

GIGA VOODOO

POWER

PP RANGE DURATION

EFFECT

Evil Beagle Games has great products for *Savage Worlds*, *D&D 5e*, *Pathfinder*, *Hero System*, and more. We've also got our own game system stuff, like *Prowlers & Paragons* and *Magnum Fury*.

MICHAEL SURBROOK PRESENTS

From the mind of Michael Surbrook, we're proud to present a series of products touching on various well-researched, creative, and unusual subjects for tabletop RPGs. Check out **Unpleasant Discoveries** (Strange and Unsettling Things for a Horror-Fantasy Game); **Here Be Dragons** (Mythical Creatures the Way Legends Really Described Them); **The Grand Melee** (Medieval Tournaments for Fantasy Gaming); and so much more!



LakeSide Games is the imprint of Len Pimentel, carrying over his amazing game design work on such lines as *Prowlers & Paragons*, *Magnum Fury*, and *TNT*. Watch for much more to come from the team-up of him and the rest of the EBG crew, including the vastly-improved *Prowlers & Paragons: Ultimate Edition*, Sean Patrick Fannon's **Modern Gods** and **Unending War** settings, and Bill Keyes' **Iron Age**.



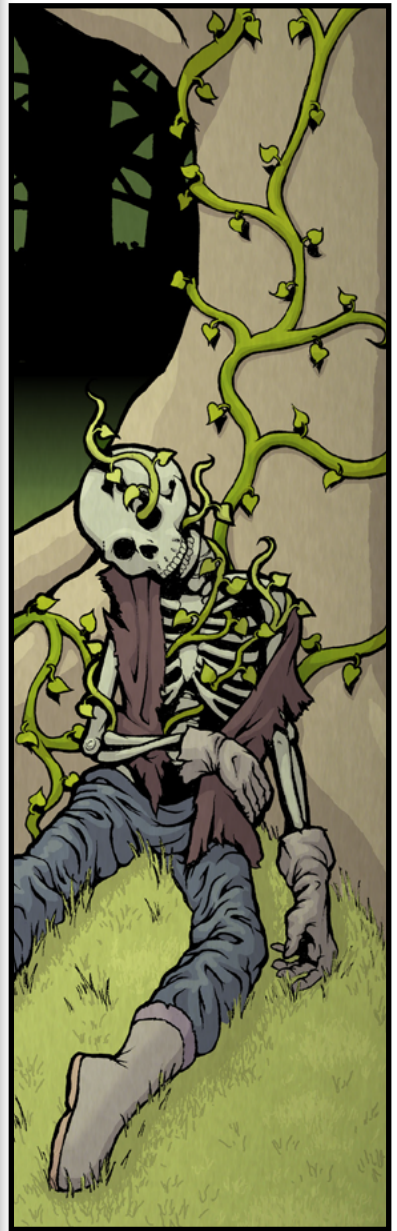
describing a city, town, village, neighborhood, fortification, space station, caravanserai, or some other place that people live, play, and work. They're system-neutral with a focus on people, places, and adventures, so no matter what you play you can use them. You can effortlessly slot them into an existing campaign world, either your own or a published world.

SAVAGELY USEFUL

specifically to drop into lots of different *Savage Worlds* campaigns. We've already got *Random Magical Items* up, and Sean Patrick Fannon is about to release a series of titles under the *A Hero Will Rise* banner (designed to enhance back stories and character origins in different genres).

Savagely Useful is our upcoming lineup of products designed

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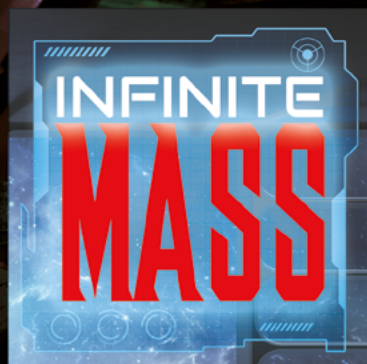
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YOU ARE DENIABLE AND EXPENDABLE AND EXPECTED TO ACCOMPLISH YOUR MISSION WHATEVER IT TAKES. WITH THE SKILLS AND ABILITIES TO OPERATE BEHIND ENEMY LINES OR UNDERCOVER ON THE MANY PLANETS AVAILABLE TO VISIT IN THE GAME.

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