

Zombie Apocalypse



A Fiasco Playset by Bryant Durrell

PK01 Zombie Apocalypse

Credits

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Boilerplate

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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The Score

No Rest for the Living

Chicago is burning. So is Los Angeles, New York City, Dallas, Minneapolis, Boston, Fort Wayne, Columbus... the cities are bad places now. They're home to the undead mindless hordes.

In the Before, you thought zombies were a reasonable subject for indie comedies. These days, in the After, you don't find them quite as amusing any more. The one thing your Before self and your After self can agree on is this: zombies are way overplayed.

It would be nice if that was the worst of your problems. Alas, you don't get to pick your fellow survivors. They picked themselves using criteria you do not share. You need them; there are more zombies than survivors by now, not that anyone's counting. Like them? Well, that's another kettle of twitching dismembered zombie limbs.

It's dawn. You've survived another night living cheek to jowl with your small band of fellow survivors. You have a bit of food and a box of ammo and a rusty machete. Everything smells. Good luck making it another twenty-four hours.

Movie Night

Night of the Living Dead, Dawn of the Living Dead, Zombie (Fulci), Walking Dead (TV). If you want more comedy in your undead horrors, *Shaun of the Dead, Zombie Beach Party,* and *Dead and Breakfast.*

Relationships...

1 Family

- ◻ • Parent-in-law and son/daughter-in-law
- ◻ • Cousins, or aunt/uncle and niece/nephew
- ◻ • Siblings
- ◻ • Parent and (step/adopted) child
- ◻ • Grandparent and grandchild
- ◻ • Distant, weird, or practically family

2 Life Before

- ◻ • White collar co-workers
- ◻ • Boss and minimum wage slave
- ◻ • Brothers in blue
- ◻ • Criminal and customer (drug dealer, loan shark, hacker)
- ◻ • Ex-con and law enforcement (parole officer, cop)
- ◻ • Doctor and patient

3 Friends

- ◻ • Manipulator / victim
- ◻ • Old pals
- ◻ • Post-apocalypse pals
- ◻ • Friendly rivals
- ◻ • Friends with benefits
- ◻ • “We hated each other Before, but everything’s different now”

4 Romance

- ◻ • Former spouses
- ◻ ◦ Current spouses
- ◻ ◦ Lifelong crush/lust and object
- ◻ ◦ One-time fling
- ◻ ◦ Lovers After
- ◻ ◦ Lovers Before

5 Life After

- ◻ • Co-leaders of the pack
- ◻ ◦ Leader and upstart rival
- ◻ ◦ Lowest pair in the pecking order
- ◻ ◦ Isolationist and explorer
- ◻ ◦ Scientists looking for answers
- ◻ ◦ Damaged goods and protector

6 Strays and Newcomers

- ◻ • Black marketeer and scrounger
- ◻ ◦ Prophet and unbeliever
- ◻ ◦ Con artist and dupe
- ◻ ◦ Last survivors from a different group
- ◻ ◦ Passing through on their way somewhere else
- ◻ ◦ Envoys from the other survivor camp

Needs...

1 To get out

- ... of this camp, before they find out what you did
- ... of this mall, which is a total death trap
- ... of the deal you made before you knew what they were like
- ... of this relationship, which makes no sense in the After
- ... of your moral obligation to that other survivor
- ... of the country, to a safe island

2 To get even

- ... with a rival who wronged you
- ... with the zombies, for what they made you become
- ... with the leader of your pack
- ... with the other survivor camp
- ... in a way you couldn't in the Before
- ... with the bad people, who think they're so tough

3 To live another day

- ... before anyone finds out about the zombie bite
- ... by leveraging the horde of canned goods
- ... by finding a safer place to sleep
- ... with your missing family members
- ... with the burden of starting the plague
- ... by selling out the suckers who trust you

4 To get respect

- ◻ ... from the other survivor camp, by proving your group is just as tough
- ◻◻ ... from your fellow survivors, by finding the next place to camp
- ◻◻◻ ... from your lover, by protecting them
- ◻◻◻ ... from the leader of the pack, by unmasking the hoarder
- ◻◻◻ ... from the jocks/nerds, because now they actually matter
- ◻◻◻ ... from yourself, by facing that secret fear

5 To uncover the truth

- ◻ ... about how the Before turned into the After
- ◻◻ ... about the leader of the pack's real motivations
- ◻◻◻ ... about what happened last night outside the doors
- ◻◻◻ ... about what lies fifty miles down I-80
- ◻◻◻ ... about what goes on inside the "Temple"
- ◻◻◻ ... about the mistake that haunts you

6 To get laid

- ◻ ... for the first time
- ◻◻ ... because hate sex is great sex
- ◻◻◻ ... to further your scheme
- ◻◻◻ ... because humanity must go on
- ◻◻◻ ... by anyone, just to forget for a while
- ◻◻◻ ... by your sweetheart, who's acting funny

Locations...

1 The wild

- An isolated cabin with a clearing around it
- The wide open entrance to a missile silo
- A desolate stretch of highway
- A pond with murky depths
- The edge of the cliff overlooking the ruined skyline
- A prison set far apart from the nearby towns

2 The city

- The top of the Peerless Tower, tallest building in town
- The City Plaza entrance to the sewer system
- The local CDC offices
- The Army–Navy Surplus Store
- The middle of the Smithson Footbridge
- The Whole Foods supermarket

3 The mall

- The sporting goods store
- The corridor behind the food court
- The roof, between the air conditioning units
- The shattered glass doors at the main entrance
- The dead fountain in the dead center
- The CVS pharmacy

4 The encampment

- ◻ The armory
- ◻ The locked room now called the “Temple”
- ◻ The sniper perch with a good view of everything
- ◻ The leader’s room, apart from the rest
- ◻ That flawed place in the defenses that people don’t like to think about
- ◻ The bunk beds with no privacy at all

5 Hospital

- ◻ The room where they keep the drugs
- ◻ The morgue
- ◻ The cafeteria
- ◻ The parking garage, with ambulances
- ◻ The security office
- ◻ The fallout shelter, locked from the inside

6 The other survivor camp

- ◻ The entrance, heavily guarded
- ◻ The room where they test people for infection
- ◻ The working solar shower
- ◻ The radio room with some working gear
- ◻ The food store, full of canned goods
- ◻ The secret escape route, accessible from both directions

Objects...

1 Zombies

- The one who bit someone
- The one you loved Before
- The one that can speak like a human
- The one you hated Before
- The one who started it all
- The one who hasn't attacked anyone yet

2 Transportation

- A high-speed Stingray cabin cruiser
- A heavily damaged Hummer
- An illegally modified Nissan 370Z
- An 18-wheeler with an empty trailer
- A pair of Honda motorcycles
- A Beechcraft Bonanza, ready to fly

3 Weapons

- A golf club
- A Husqvarna chainsaw
- A string of claymore mines
- One ampule of deadly virus
- A sword someone made in the After
- A .45 revolver

4 Information

- A road atlas with a couple of pages missing
- An overheard conversation
- A CD-ROM without a label
- The results of the most recent blood test
- A Red Cross First Aid Handbook
- A brochure listing all the hunting stores in the area

5 Valuables

- The last box of ammo
- Crate of MREs
- A handful of condoms
- Matched pair of walkie-talkies
- One ampule of counteragent for the infection
- Shortwave radio

6 Sentimental

- A newborn child
- The last picture of a loved one
- The knife you saved a life with
- Wedding ring
- A cassette tape with their voice still on it
- Medals from the war

A Zombie Apocalypse Insta-setup

Relationships after the apocalypse

For three players...

- * Life Before: Criminal and customer (drug dealer, loan shark, hacker)
- * Life After: Damaged goods and protector
- * Friends: Friends with benefits

For four players, add...

- * Outsiders and Strays: Prophet and unbeliever

For five players, add...

- * Romance: Former spouses

Needs after the apocalypse

For three players...

- * To uncover the truth: about what happened last night outside the doors

For four or five players, add...

- * To get even: with the other survivor camp

Locations after the apocalypse

For three or four players...

- * The city: The City Plaza entrance to the sewer system

For five players, add...

- * Hospital: The parking garage, with ambulances

Objects after the apocalypse

For three, four or five players...

- * Zombies: The one who bit someone