

#05 APPENDIX

ANATOMICAL GUIDE TO ZOMBIES

*So, this stuff is basically the Operation game with Zombies?
Cool. at least our patients never complain.*

The Anatomical Guide to Zombies is a labor of love, a detailed series of sketches and notes about the killer of our era: the Zombies. Sadly, the author, Tinfoil, quickly got bored of it, leaving this important scientific research incomplete.

The arduous but necessary task of finishing it rests with the Survivors!

✘ WHAT THE ANATOMICAL GUIDE IS

After obtaining the dossier during **Mission 1: Tinfoil**, the GM must give the Survivors a copy of the Anatomical Guide files, which can be photocopied from the following pages or downloaded from www.CMON.com.

The *Anatomical Guide* is composed of a number of sheets, each showing a detailed sketch of 2 Zombie types. The Guide contains a total of 17 Zombie types, mutations, and special abilities, but new ones could be found in future products.

Each Zombie sketch shows a number of small circles marked directly on the figure. They indicate the weak points of that kind of creature and the goal of the guide is finding and studying all of them.



✘ EXPANDED SHELTER ACTIONS

After receiving the Guide, the Survivors can perform the following new Shelter Action:

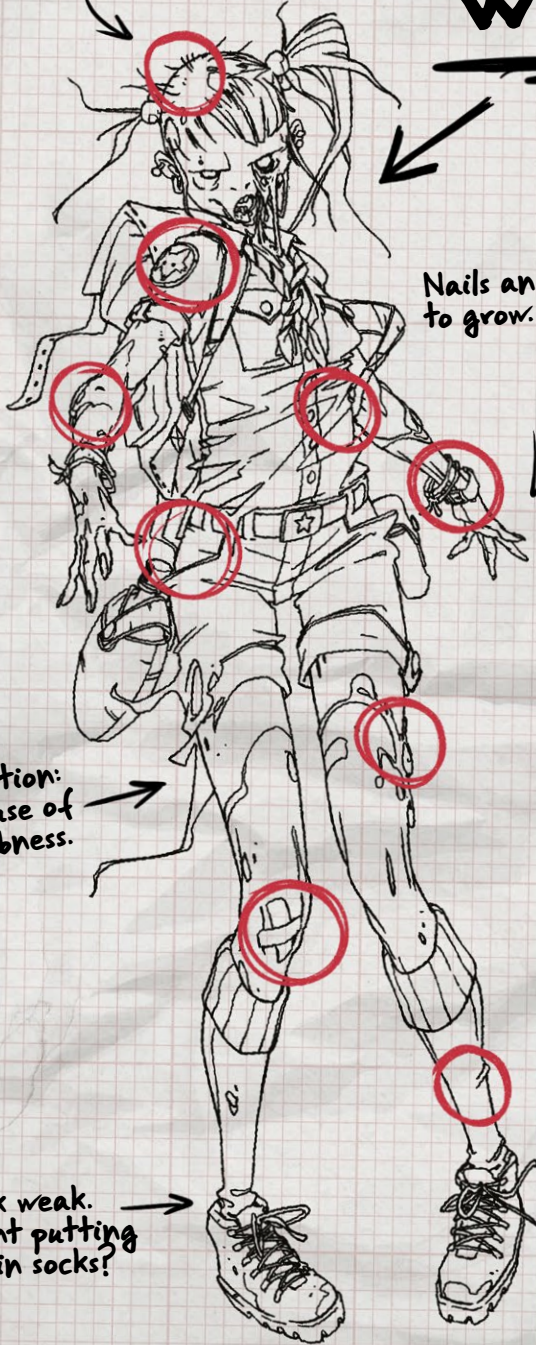
Train: Compile the Anatomical Guide

Any Survivor performing this action makes an EDUCATION Action.

- The Survivors score 1 "weakness point" on a Zombie type per success scored (up to a maximum of 3).
- The players decide how to allocate the weakness points among the types of Zombies they fought during the previous Mission Phase. Each weak point is filled directly on the Zombie's sketch on the Anatomical Guide.
- When all the weakness points of a Zombie type have been filled, the Survivors have discovered all the secrets of that kind of undead and now know how to handle it. In game terms, for each Zombie type in a Horde for which all weakness points have been scored, the Survivor can replace a normal die with a Mastery die when rolling FIGHT, SHOOT, or COOL. Bonuses are cumulative. If, for example, a Survivor has scored all the weakness points of the Abomination, the Berserker mutation, and the Grabbing Special Ability, and encounters a Berserker Grabbing Abomination, they may replace 3 normal dice with Mastery dice.
- When a full chapter of the Guide is filled (all the Zombie types in it are fully marked), the Survivor gains 5 XP (as if completing an Objective).

WALKER

Check the skull's thickness



Nails and hair continue to grow. Interesting...

Nerve reduction: probable cause of zombie numbness.

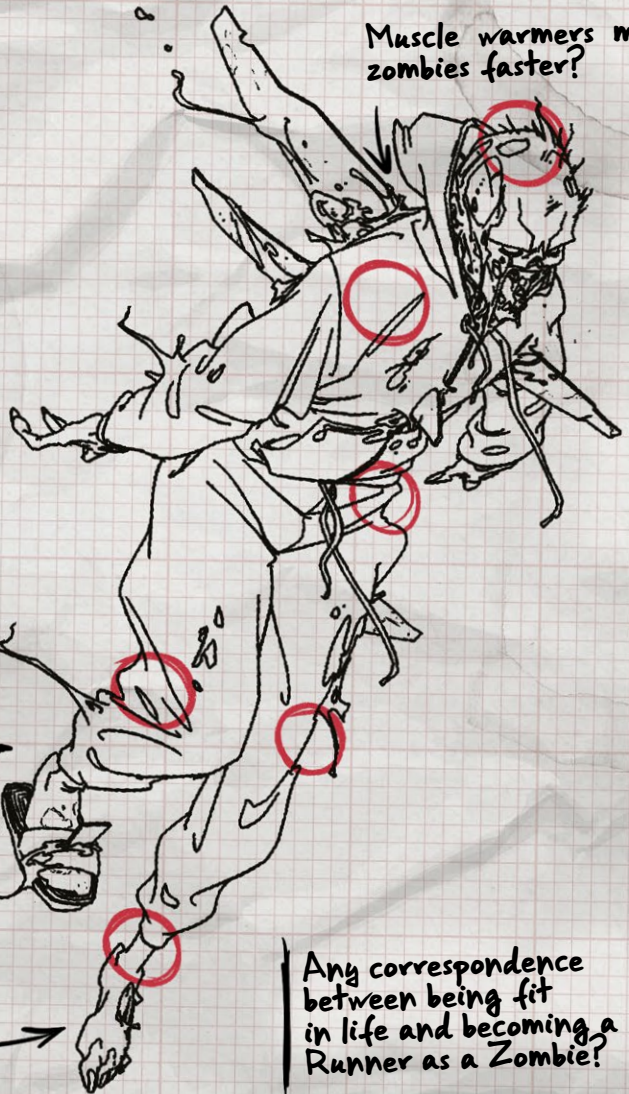
Ankles look weak. Government putting chemicals in socks?



So the art school was good for something in the end.

IN YOUR FACE, DADDY!

Muscle warmers make zombies faster?



RUNNER

or Superfaster Zombie, still have to choose good name.

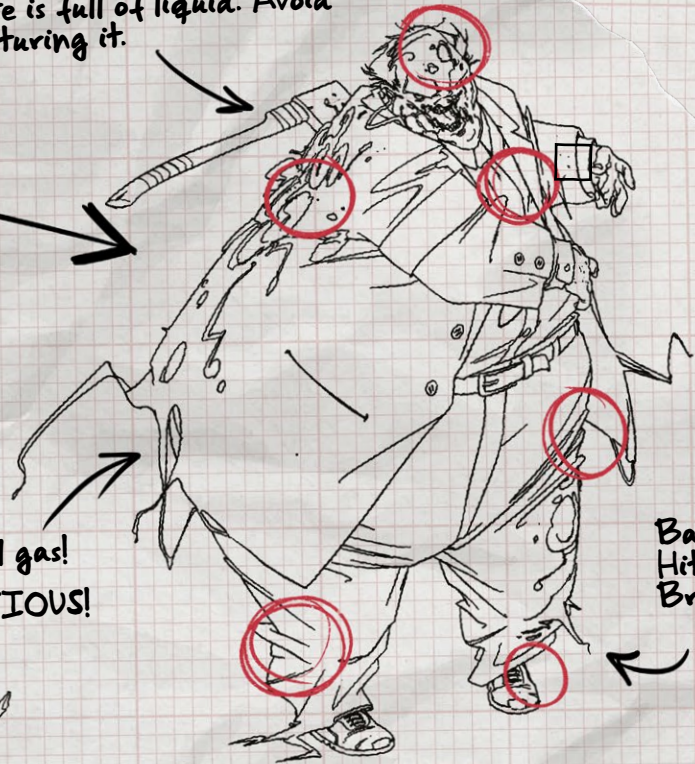
Does the size of the foot determine how fast a Runner is?

Any correspondence between being fit in life and becoming a Runner as a Zombie?

BRUTE

Stains look like strawberry jam.

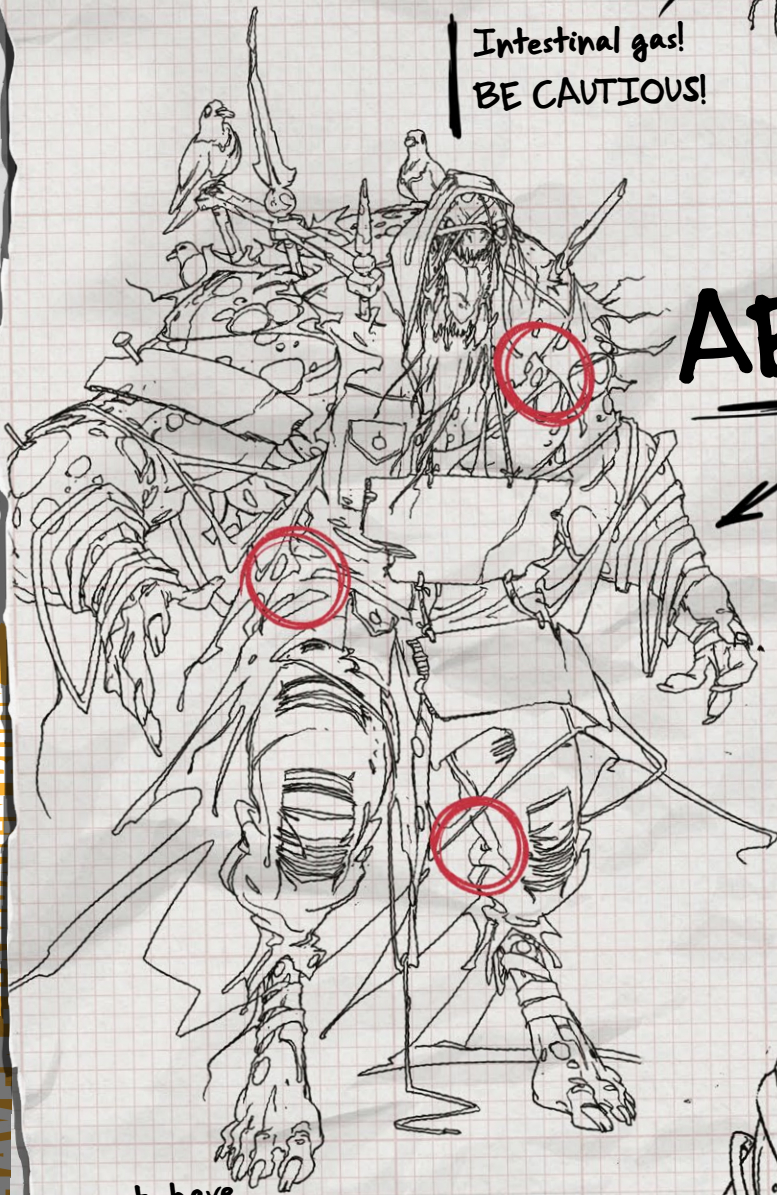
Splashing sound means the Brute is full of liquid. Avoid puncturing it.



Intestinal gas!
BE CAUTIOUS!

Bad balance.
Hit the legs to slow
Brutes down.

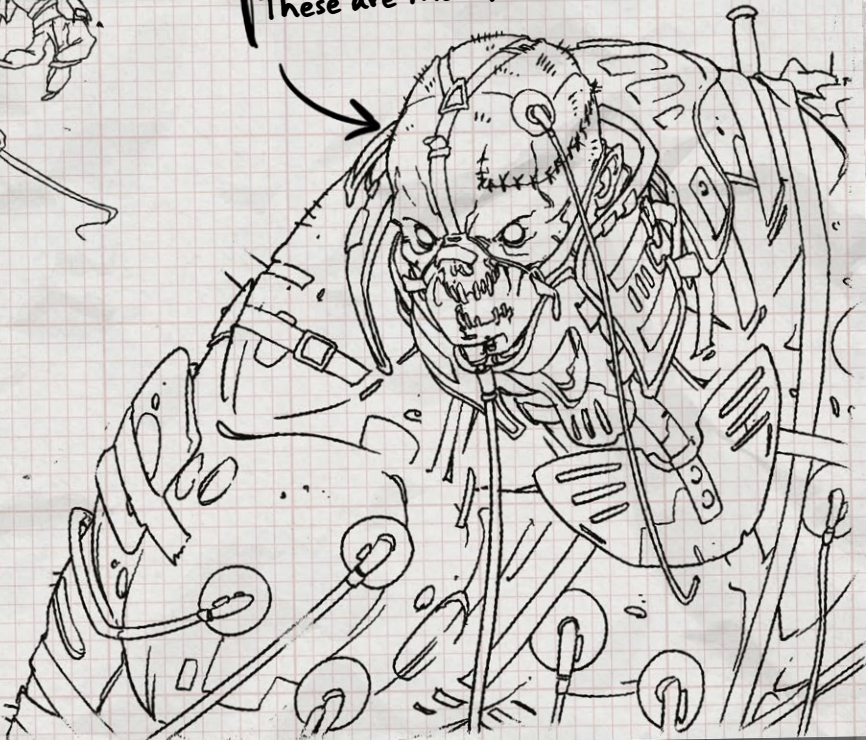
ABOMINATION



Massive skeleton growth.

THEORY: the government
added calcium to the water.
These are the effects.

Seems to have
rudimentary
intelligence.



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DOGZ



Still hate postmen! ☹️



Do they retain their sense of smell?

RATZ

Saliva seems 100% more infectious than a normal Zombie bite (remember what happened to poor Jim).



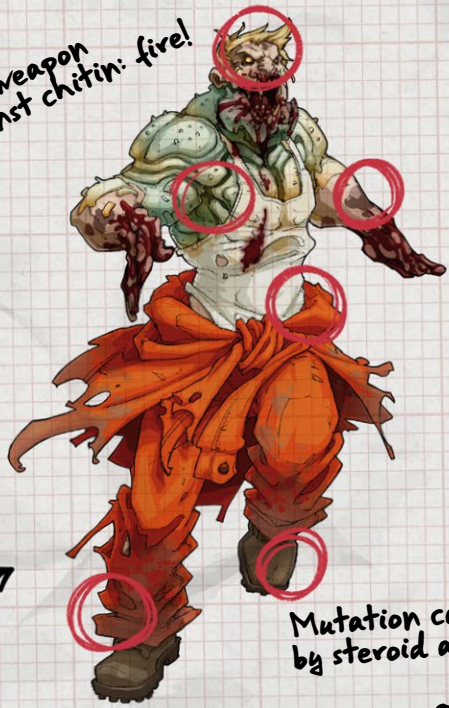
CROWZ



All they want to steal from you is your brain.

SEE YOU! STOP LOOKING AT IT

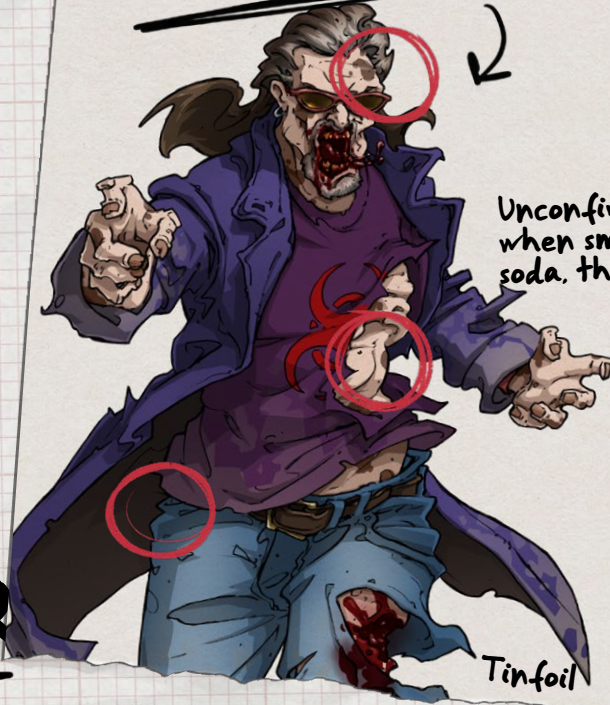
150
Best weapon
against chitin: fire!



Mutation caused
by steroid abuse.

BERSERKER

SEEKER



Unconfirmed theory:
when smeared with
soda, they calm down.

Tin-foil

TOXIC

Note to myself: NEVER use
shotguns on Toxic again!

Warning: sometimes
they are capable of
speed bursts.



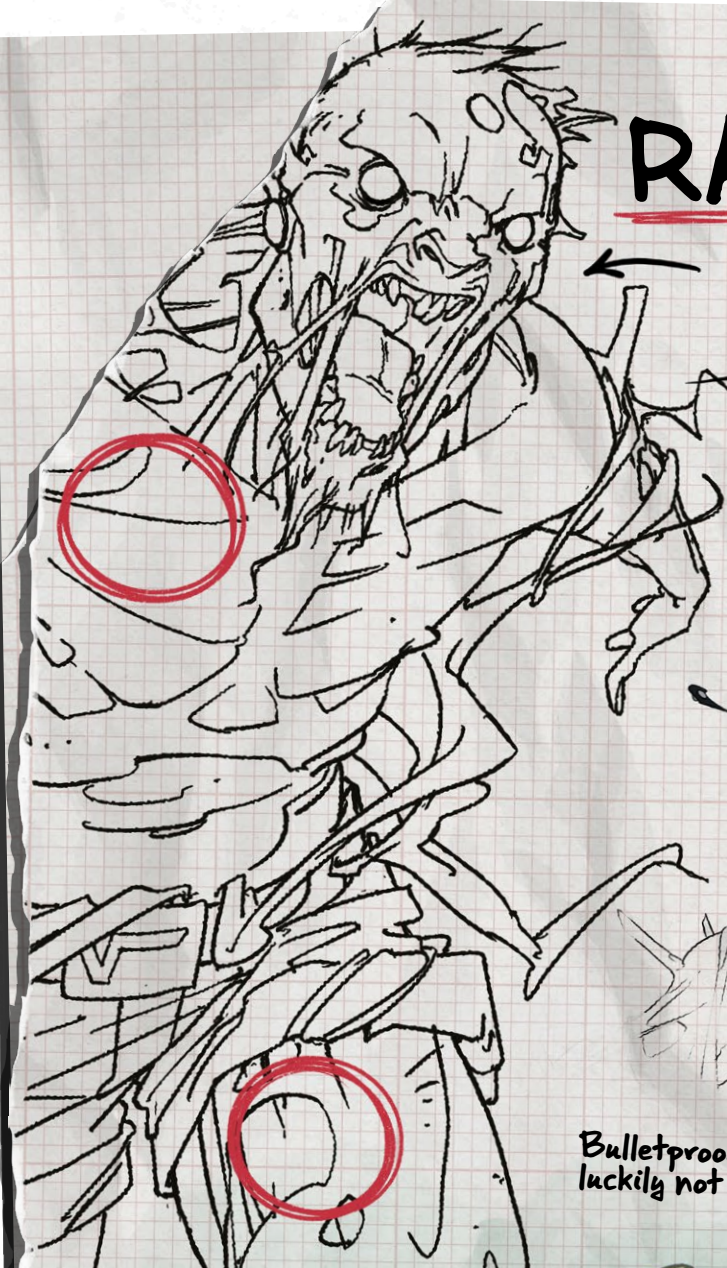
SKINNER & CRAWLER

Future case study: capture a Walker, starve it for some days, and check when
the mutation to Skinner happens. Or maybe that's a stupid idea.

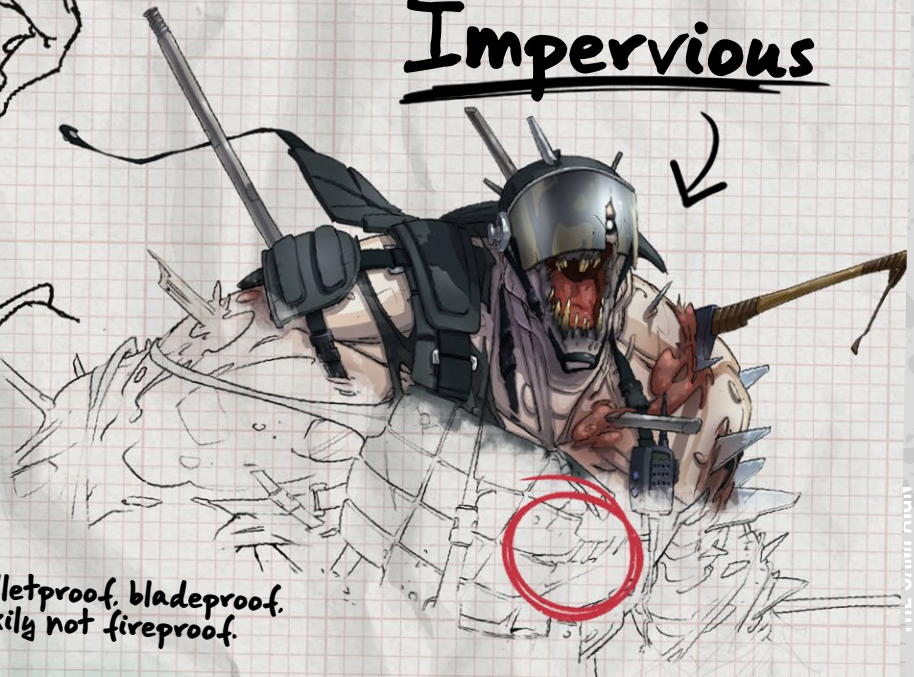
RARE MUTATION

Fast & Very Fast

Maybe they used stimulant drugs when they were alive, or practiced martial arts, or both.



Impervious



Bulletproof, bladeproof, luckily not fireproof.

Grabbing

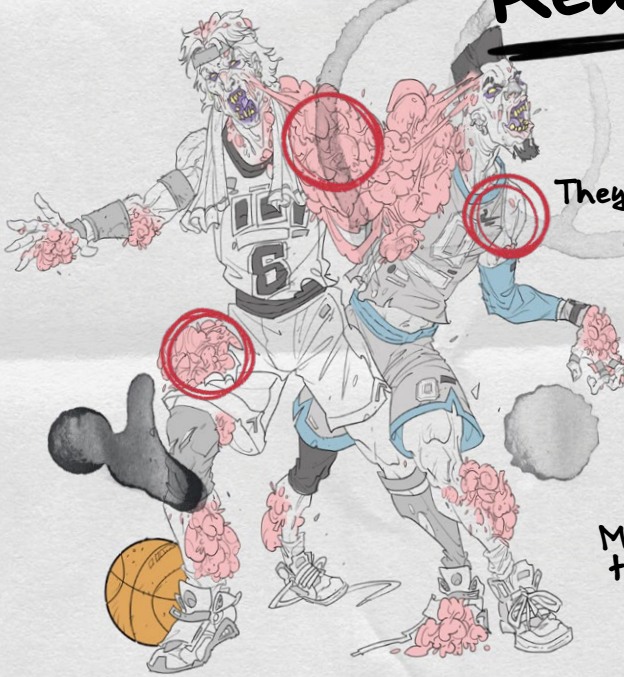
I like to call this the "Scorpion" mutation (not the animal).



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Red Strain



They smell of rotten chili.

Much tougher than normal.



WELCOME TO THE GUIDED TOUR OF THE LARGEST CHILI FACTORY IN TOWN!

BUILDING B

- 15 Entrance Building B
- 16 Administration Building B
- 17 Changing Room Building B
- 18 Bean Canning Plant
- 19 Chili Canning Plant
- 20 Loading/Unloading Area
- 21 Warehouse
- 22 Chili Kitchen



Unbearable

For some reason, Berserker Zombies never show this mutation, as if this were a game and the game designers agreed that it wasn't possible. But what if it is...?



Meat Shield

Technically, they're all meat shields, but you get me.

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