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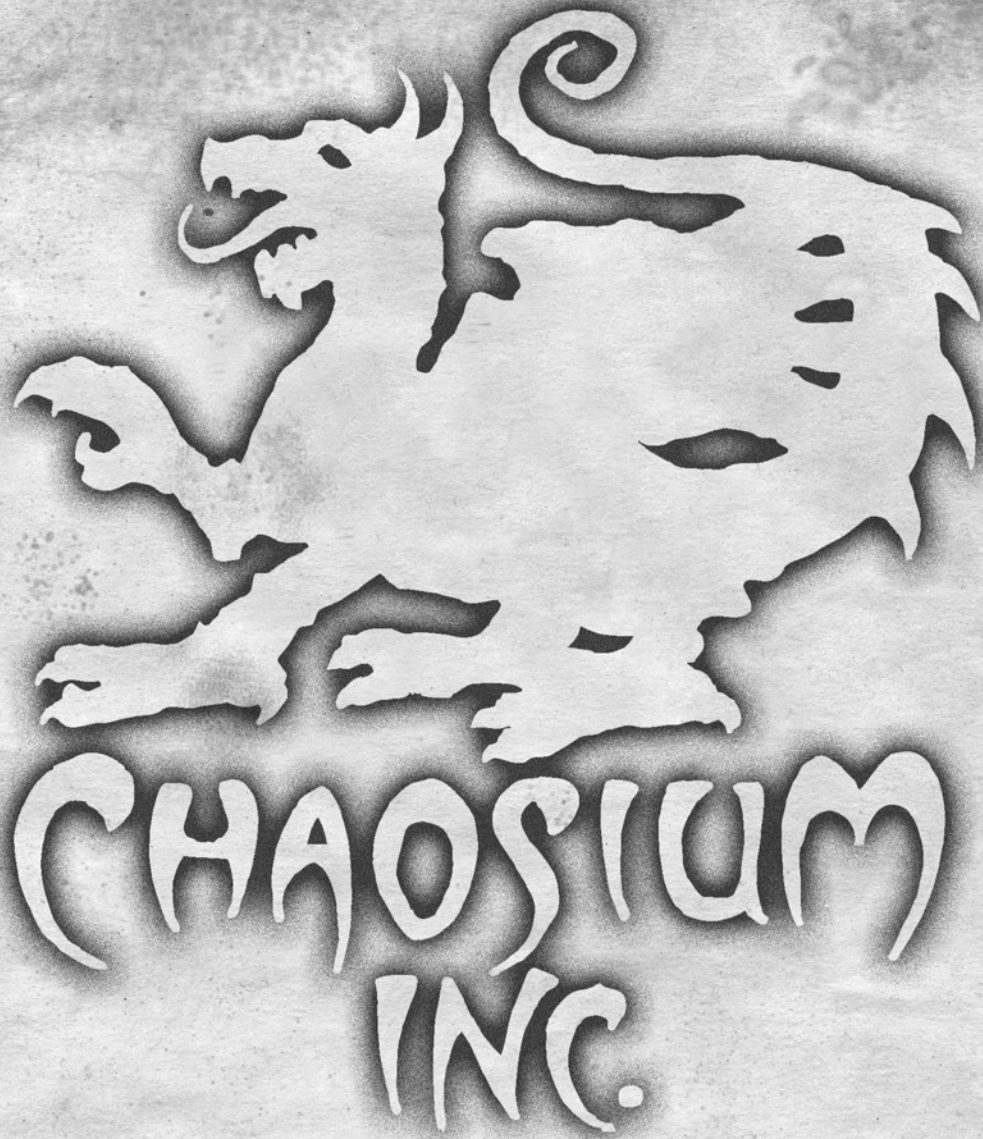


Rise of The Dead THE RAID



**A B-Movie, Post-Apocalyptic
Scenario for Call of Cthulhu**





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Rise of the Dead: Part 2

The Raid

A complete b-movie style convention horror scenario with highly detailed characters and handouts intended for a theatrical style presentation in a single long session.

The second in a series of b-movie style post-apocalyptic scenarios for Call of Cthulhu set in the very near future, for 4-6 players.

Play in the prior scenario is not required. This game can be played in a single 5-7 hour session.

The boundaries which divide Life from Death are at best shadowy and vague. Who shall say where the one ends, and where the other begins?

Edgar Allan Poe

Acknowledgments

Writing and Layout by Andre Kruppa

www.gamesoapbox.com

Zombie Photographs by Alison Yinger of Pixie Studios

www.pixiestudios.com

Morgan Farm Photos by Petr Kratochvil and released into the Public Domain

Special thanks to my friends who playtested and contributed to this game in many ways: Michael Aberle, Jennifer Allen, Scott Bradley, James Bryant, Cathy Caron, Jerry Corey, Tammy Corey, Rick Gagne, Ralph McCarty, Lindsay Niethercut, Eric Niebauer, Laurel Regan, Benjamin Roehrl, Abby Vaughan, Andy Vaughan, Mike Walls, and Cory Yost.

I greatly appreciate the editorial and proofing assistance kindly provided by Andy Vaughan and Muriel Kruppa.

I would also like to thank all of the others that played this scenario at a convention or away session, prior to the production of it in this form. most of whom I have only their first names recorded from the player summaries: Ameer, Amy, Bill, Bill, Bob, Brad, Brandy, Bruce, Cathy, Charles, Charlton, Chuck, Dan, Dennis, Eric, Fred, George, James, James, Jim, James, John, Jon, Laurie, Lisa, Mathew, Matt, Mike, Mitch, Nik, Pete, Phil, Ramsey, Reggie, Ryan, Scott, Shawn, Teri, Tiffany

My apologies to any contributors or players I may have forgotten.

Andre

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Keeper's Introduction

This scenario takes place in the very near future, after the fall of civilization. The players conduct a raid on Eastland Industrial Park, an enemy base, for the purpose of gaining valuable intelligence. In the process the players will encounter a number of twists. Emphasis is placed upon a role-playing experience and until the final scene the fate of the characters is fixed. The game is primarily intended to demonstrate how terrifyingly well prepared the followers of Zaoth are. The Keeper should keep in mind that the objective is to provide a solid, short format, cinematically styled role-playing experience. The scenario is structured in a linear, scene-based style to make event flow more easily managed. The final act permits the players some degree of latitude.

Play begins awaiting a briefing at Morgan Farm, an enclave of survivors near Troy, Vermont. Characters are given an opportunity to slip into their characters and then are briefed. The organized survivors at Morgan Farm are working as an ad hoc collective run by a small planning group, which is chaired by one of the owners of the farm, retired Army Colonel Basil Gregg. The Colonel sends the team to ambush a supply truck being driven by an inside man who was contacted by foragers who have been trading fuel for liquor and cigarettes. The characters replace the Trooper escorts and take the truck into the base. Once in the base the group is captured and the beginning of a coffin cure style interrogation is conducted. Once their fate has had a chance to settle in, the group is rescued by a refugee and taken down to the Maintenance Tunnels. The group must then very quickly figure out what to do to escape and survive.

Pre-generated characters with bios and equipment are provided. A matrix is provided with many of the character skills listed so the Keeper may make hidden rolls for some skills. It greatly speeds play for the Keeper to make the Listen, Spot, Sneak, Library Use, and other rolls for attempts where the characters should not know if there was something to find or hear. If only four players are playing then Levi Wahrmann and Amy Thibodeaux should be dropped from the group. The scenario requires 4 players for effective play.

Each scene starts with a narrative description for ease of play and is in bold. Keepers may, of course, pick and choose what to use or discard, as long as the players and Keeper have fun!

Player Introduction

It is approximately 6:00 AM on March 26th of the most horrific year of your life. A red comet nearly struck the planet and entered orbit breaking the known laws of physics in the process. Pieces of the comet calved off



and struck the planet. A large number of fragments of various sizes struck all over the earth. The number of small and medium strikes is estimated in the tens of thousands, with a number of large strikes causing tremendous damage. Several ocean strikes affected both east and west coasts. The extent of the damage is unknown, but it is presumed to be apocalyptic in scale. The brown rain stopped about 4 or 5 days ago. Now the red eye of the comet appears through the occasional rents in the near perpetual cloud cover at night.

You and your hodge-podge band of survivors represent an ad hoc collective of groups in Vermont that joined together to survive under apocalyptic conditions. The group is headquartered at Morgan Farm due to the unique accommodations. The collective consists of a number of farms, a company of engineers that specialize in road building with recent roadside bomb clearing experience, a private observatory, a variety of local residents, property owners from away, campers, refugees, a BBC documentary team, a company of Rangers on a team building exercise, and a variety of others. This loose cooperative formed in response to the oncoming comet.

The events leading up to the arrival of the red comet were bizarre.

It began with the news of cult slayings. The first site of

these atrocities was found in the Sacramento Mountains of New Mexico in late February. 1,652 victims were sacrificed in a vicious and cruel ritual upon a spired pyramidal structure. The news stunned the world. It became worse. Another site was found in Peru in the Cordillera Mountains in early March. The site was organized along the same lines as that of the New Mexico site: again, a site with the same spired pyramid and burial pits. Another site was found in the Anti Atlas Mountains of Morocco making for a third grisly site of horror. The world recoiled in shock at the terrifying news.

In early March more details of the sites were revealed. Each site was an organized prison camp designed with the express purpose of delivering human sacrifices to the spired pyramid. The pyramids were assembled like staging for the purpose. A pit on each of the four sides of the pyramid contained the bodies of 413 victims. Each sacrifice had its heart ripped out and was subjected to some kind of strange electro-chemical process. The altars at the top of the pyramids had the name Zaoth inscribed upon them, as did each of the 23 steps of the pyramids.

On March 10th authorities announced the appearance of a new comet in the sky. It was dubbed the Pelman Comet in the name of the discoverer, Ian Pelman. The comet appeared suddenly and approached with great speed. The world had only a few days to prepare. The hammer was going to fall.

Panic began to spread. The civil defense organizations could not keep up with the flow. There were traffic jams of immense proportions in all of the major metropolitan areas. The panic, riots, and looting, were more than authorities could handle. The number of deaths and the precise level of chaos are inestimable but believed to be of terrifying proportions.

The world was shocked by a massive wave of assassinations that began on March 13th. The President and several key staff members were believed to be shot down in the helicopter taking them to board Air Force One. A number of US Senators and key personnel were killed in a massive series of explosions at Dulles Airport. A campaign of assassinations was carried out throughout the western World and quite probably all over the planet. The implications, the level of organization needed, and the power required are all very disturbing subjects of contemplation.

Shortly after the wave of assassinations and mayhem the hammer fell. The comet struck, driving the chaos-ridden planet into a truly apocalyptic state beyond the scope of imagination. The exact extent of the damage is not known. Billions have died. Storms ravaged the country and tidal waves blasted the coasts. This elemental rage has swept up phone and power lines, ravaged homes, swept away dams, and flooded lowlands.

The very land has been transformed. The fallout and brown rain came down for at least a week.

There has been substantial radio and electromagnetic interference since the arrival of the comet. Radio transmission range is considerably reduced and some equipment does not appear to work at all. Satellites have been swept from orbit and long-range communication is almost nonexistent.

The horror of the aftermath was overwhelming. The scope of the disaster was almost beyond imagination. While the extent of the damage was beyond grasp, steps needed to be taken locally. As folks began to grapple with the needs of survival, the horror escalated to realms beyond belief. The dead began to rise. Packs of zombies began roving the countryside and attacking the living. The interred clawed their way out of the grave. The dead had come to prey upon the living.

It took time and effort to deal with the marauding zombies, a few days to secure the area and a lot of casualties. The sad senseless waste was deeply disturbing. The number of refugees was much higher than expected. It seemed so hard to believe that the dead are rising and attacking the living.

A few things began to come to light. The Morgan Farm folks had been preparing before the comet was announced. Apparently a few of them were involved with a group that had been engaged in intelligence / anti-terror efforts against cultists and other strange foes. While disturbing in itself, this preparation was of great benefit.

Reports started coming in. The occasional odd snatch of short-wave signals gave some clue that zombies were attacking in other parts of the country. No coherent national response seemed to be in the making. The brief transmissions received did not make things seem any better in Europe or Asia. No coherent response seemed forthcoming there as well. Refugees began to trickle in, bringing their own news with them.

The zombies were being organized. As if the dead rising, the earth being smashed by the debris of the comet, and civilization as we know it coming to an end was not bad enough, to find that a group of cultists, for lack of a better word, were organized and rounding up zombies and survivors was brutally difficult to bear.

One group of survivors that came in a few days ago was involved in an altercation in upstate New Hampshire. According to reports this team was asked by a friend of Colonel Gregg to bring back whatever intelligence that they could, after escaping the army of the dead. From the sound of things they were able to steal a helicopter and bring a codebook along with some very disturbing information about enemy activity. Colonel Gregg and his planning group have been a beehive of activity since then.

It seems that the black clad paramilitary cultists have not only been rounding up zombies and organizing them into some kind of war bands, but are also capturing survivors. These survivors are either sacrificed to Zaoth, the cult's name for their chosen deity, or pressed into labor. Some survivors may be offered a chance to join the cult, specifics are not known. The New Hampshire group said that they released a large number of locals being held prisoner and that one of their company stayed with the former prisoners to help them survive. A small 23-step pyramid was being assembled at this location and presumably some of the prisoners were being held as sacrifices.

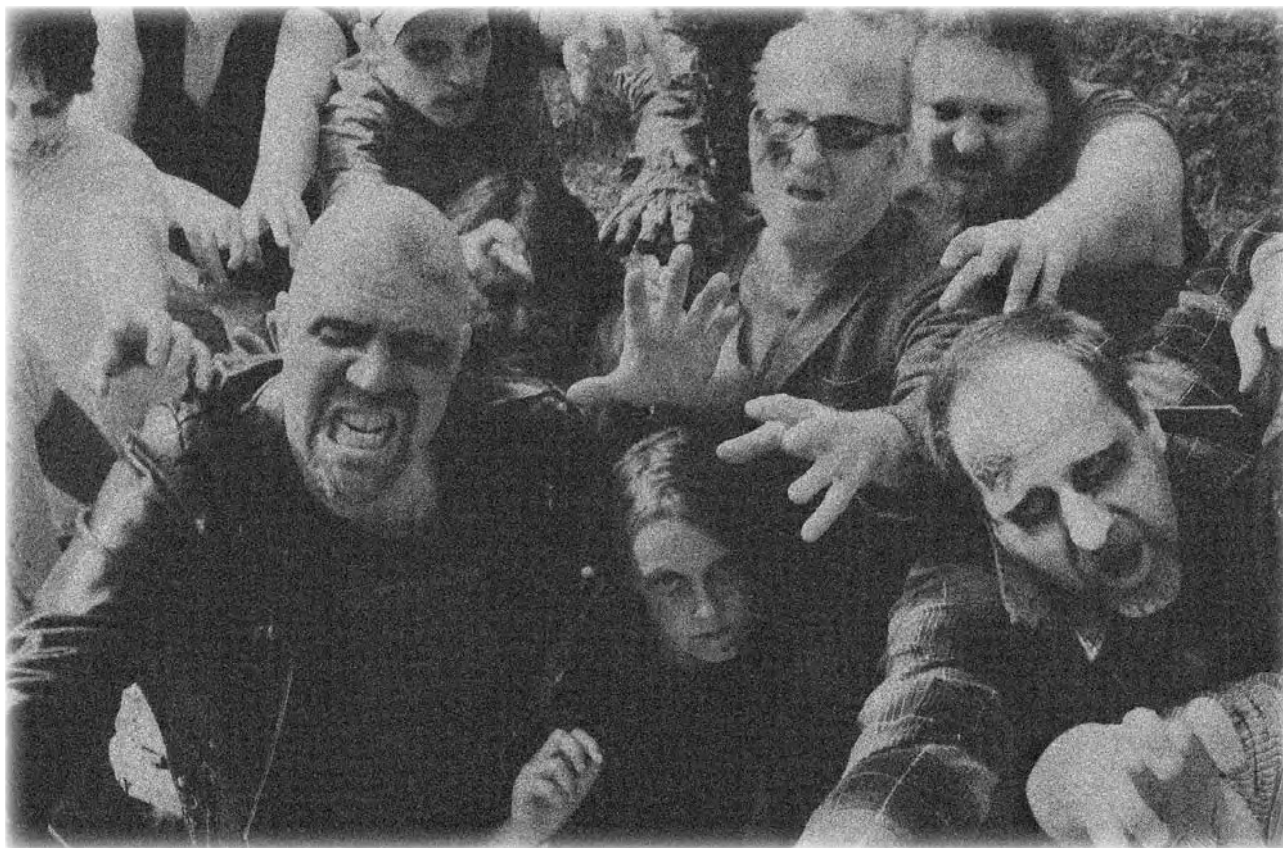
Reports indicate that the wandering zombie population seems to be dwindling. Scouting indicates that the undead are being gathered into bands and controlled somehow. The enemy seems to be organized and consolidated around military bases and industrial centers. Some analysts conclude that some kind of psychological control is being exercised by the cult in some fashion, others dismiss this notion. The few that have survived and escaped from an encounter with troopers describe a drone-like quality and a high degree of discipline and efficiency. Scouting has proven to be a dangerous task and nearly 50% of all scouting teams sent on a mission fail to return.

Despite this horrific sacrifice, a sketch of the situation in Northern New England is emerging. The enemy appears to be a cult that worships a being named Zaoth.

Many of the officers wear armbands with a stylized black Z in a gray circle on a red armband. All of the troopers tend to wear black fatigues, although some reports conflict on this and indicate encounters with units in green or camouflage fatigues. The enemy officers seem to be able to control groups of zombies en masse. If the implications of some shocking video are borne out, the zombies are being used in hordes to overwhelm and kill or capture survivors. If this is a common tactic, most experts seem to agree that the casualty rate amongst the conquered survivors must be very high.

This most terrifying truth is that the cult seems to be assimilating rapidly and consolidating with alacrity. Colonel Gregg and his people seem to be in favor of rapid action. This team believes that as the cult is consolidating rapidly, it is the duty of the collective as an organized group to do the following:

1. Mount a solid and immediate resistance that must first gather intelligence about the enemy and then engage vulnerable points with strategic implications.
2. Spread out into settlement cells in defensible locations for survival.
3. Understand that there is a finite supply of support weapons and any settlement is going to be vulnerable to a zombie horde.
4. Scout resources while on the move with an eye



toward eventually issuing resource dispatches.

5. Send many small teams of envoys to find like-minded individuals to resist the domination of the Cult of Zaoth and organize with them as needed.

6. Always have a fallback position prepared and a backup scouted at all times and remember it is mostly better to flee and live.

7. Create a voluntary courier group to convey messages with an eye toward a possible postal service.

8. Locate personnel and arrange a council of advisors and analysts that can offer advice and research the cult and its effects.

9. Always offer aid when possible with an eye toward rapidly amalgamating into a large organic cell based confederation.

10. Expect to improvise, improve, and be flexible when encountering others

This advice seems convincing to most folks attending the meetings. Small teams have been organized to recruit people and help families to find defensible locations to band together and hold. Other groups, mostly military and guard units, are cooperating to organize scouting, salvage, and convoy teams.

The initial zombie attacks were so brutal that the danger of a horde of zombies is truly hideous to imagine. There seem to be only two options: hide and hunker down or do something. You opt to do something.

After volunteering, you were interviewed and asked to take on an important mission. You and your heavily armed compatriots have been asked to undertake a raid to recover intelligence assets. You have gathered on the covered porch at one of the solar powered cabins at Morgan Farm. The briefing should start soon, but in the meantime there is coffee...

Player Introduction Video Clip

A handout has also been made that represents a video sequence shown to their characters and give them a bit of a first hand look at the enemy. The text is also shown below. It is important that the Keeper make sure that the players understand that they have viewed this horrific sequence, as have most in the Morgan Farm enclave.

Zombie Horde Attack Video Clip

EXT. CITY ALLEY

A grainy shot from the P.O.V. of the helmet camera of one we believe to be LISA. In the foreground on the right is a man we believe is CHUCK. From behind, it can be seen that he is wearing torn jeans, a Kevlar Vest, and a Riot Helmet. He is equipped with a Riot Shield

and a Machete. On the left is a woman who we believe to be JANE. She is wearing tight Green Fatigue Pants, Body Armor, and is equipped with a Staff. Beyond them pouring into the trash strewn alley is a horde of zombies.

LISA

(Screaming from off camera)

Hell! Look at 'em! Jane, Chuck, all we gotta do is hold 'em off 'til we get to the door.

The zombies rush down the alley slamming into CHUCK and JANE like a wave of flesh. JANE is able to knock down quite a few. CHUCK fights, holding back the horde for a while with his shield and sending heads and limbs flying with his machete.

CHUCK

(Screaming)

Back! Slow and steady.

JANE

(Sobbing)

We ain't gonna make it. Damn!

CHUCK and JANE fight back the tide sustaining grievous wounds in the process. They fall back before the press. More and more zombies swarm into the alley. The press grows stronger and the ravaging horde redoubles the assault. At the very back of the horde can be seen 4 grim-faced troopers in Black Fatigues and Kevlar wearing helmets reminiscent of a WWII German design. The troopers are carrying M-16 Assault Rifles. An officer accompanies them. She is a blond woman in a similar outfit distinguished by a Red Armband (a stylized black Z in a gray circle is prominently displayed). Her eyes give off a red glow from within. She gestures from behind the horde as if propelling them forward.

CHUCK

(Screaming)

Oh Lisa, I'm sorry.

The horde of ravaging zombies crashes over CHUCK and JANE knocking them both to the ground. A few pause to smash and tear them apart. The P.O.V. shakes and jiggles and is filled for a moment with the wounded and rotted faces of the zombie horde. The P.O.V. is knocked down and sideways changing the perspective. The feet and hands of zombies fill the frame. The P.O.V. jiggles as the horde begins to kick and smash. A sobbing begins off camera. In the background the creatures continue to tear apart CHUCK and JANE. This is a brutal scene with blood and parts spraying everywhere. In the foreground the kicking continues. Blood and gore spray into the frame as the zombies tear up LISA. The shot ends in static and white noise...

Staging The Game

When running games at conventions, I typically bring music, lights, and some props for the table. The objective is to create theater of the mind. Dressing the table with a red tablecloth, placing a pair of dead zombie heads on each side of the Keeper's bookstand, and a display of inexpensive severed limb props hanging in the background in front of a black cloth go a long way toward setting the mood. At conventions I bring an ever-expanding kit that presently includes about 12 Par 38 Cans (inexpensive Theater/DJ lights) and 8 clip lights, along with simple dimmers. The Keeper need not devote this much to the presentation. While presenting the game the Keeper should at minimum be able to turn the lights on and off and have a flashlight, preferably with a red lens.

Sound is very important for setting the mood. I recommend playing a soundtrack of hardcore metal in the background for this scenario. A mix of songs about war, death, and apocalypse are most appropriate. Sound effects can be found on the web for download. I have found the sound of an alarm klaxon and a heartbeat with breathing can be most useful.

Player Briefing

In addition to the information presented in the handouts you are aware of a few other facts. The zombies that plague this ravaged planet are difficult to destroy and are nearly unaffected by bullets. Only automatic weapons seem to be able to knock the undead horrors down, for a while. The things regenerate rapidly. The limbs wriggle and crawl in a desperate, often successful, effort to rejoin with the rest of the body. It is horrific to witness! Edged weapons seem most effective. It has become the cruel routine to dismember the vulnerable undead before regeneration occurs. Whenever possible the zombie remains are incinerated. All of the dead must be treated similarly because they all rise sooner or later!

The characters all begin play with some Sanity loss from zombie encounters. Recent scouting reports indicate that the local zombie population has decreased recently. Some scouts have said the undead horrors are being gathered systematically. The future is looking bleak!

Radio traffic continues to be spotty at best and transmission ranges remain drastically reduced. Some garbled transmissions have been received along with some scrambled traffic. Coded traffic

has some worrisome implications. One operator claimed to have heard a brief transmission in Mandarin.

The characters should also be aware that the body armor that is in common use is designed to be effective against typical assault rifles and therefore a 30-06 has a better chance of penetration despite the lower rate of fire. (One or two characters are equipped with semi-automatic 30-06 rifles.)

A couple of days ago a chopper flew in. Since then the Planning Team has been meeting at all hours and scouting has intensified. As volunteers who see that safeguarding what remains of civilization is in the hands of a few sturdy souls, you await your mission briefing.

Scene 1 – Introduction (6:00 AM)

At this point the keeper should have the players go around the table and describe their characters. The team is waiting to be called in for a briefing from Colonel Basil Gregg. The players should be given a few minutes to role-play amongst themselves before being called in to the cabin.

[Please do your best, when speaking as your character, to talk and act as your character would while at the table. Because atmosphere is vital to the game please refrain from making asides, comments, and humorous remarks that are not in character.]

The team begins the game gathered on the porch of one of the larger solar powered Morgan Farm cabins. The covered and screened porch is furnished with a pair of patio couches and four chairs. On a table near the cabin door is a table laden with pots of coffee, with cream and sugar, along with fresh bread with butter, jam, and honey. It is a morning feast for the times. Soon, Shelly, Col. Gregg's hawk-faced and stern de facto aide de camp, will come for you. But for now there is coffee.

The sun has finally, momentarily, broken through the clouds and shines through the damp treetops, banishing the dark gray cold the world has been plunged into for so long. Now that the brown rain seems to have passed, perhaps some day the sun will shine for a while. There is great worry about growing crops and other effects of long term cloud cover.

After a few minutes of introductory role-playing the Colonel's aide, Shelly, ushers the characters in. She is a tall blond woman with cool green eyes and a stern disposition wearing a set of plain olive green fatigues. Shelly will herd the group in to meet with The Colonel, greeting them firmly and urging them to bring their coffee.



Staging The Game

For this scene a Yellow or Straw wash was used (2 x 150w Par 38), preferably shining down from the foot of the table. Keepers can easily adjust the level of light with a dimmer or turn a few lights on. Something to start out on a bright note is good to help set the mood. Music is good as well. A mix of hard metal was played, starting as the players were due to enter the room. Anything that sets the mood will work.

Scene 2 – Mission Briefing (6:15 AM)

Shelly ushers the group in to meet Colonel Gregg.

The front door opens to a large main room and a small kitchenette that includes a back door. Two doors evenly spaced on the right-hand wall are open with bedrooms visible beyond. The main room is furnished with simple and sturdy hardwood furniture. A small computer desk sits near the far corner window. Three large dining room tables occupy the main space. Two tables are covered in piles of maps, documents, and notebooks. The third, nearest the kitchenette, has been set up as a conference table.

The Colonel is poring over a map, left arm in a sling showing some bloody bandages, and dressed in plain fatigue pants and a black turtleneck. Looking up, he reveals light blue eyes that contrast strongly with his tanned face. He sports buzz cut white hair, nearly square, with strong smile lines and a wide mouth and chin.

The colonel warmly greets the characters with a firm handshake and a tight smile. He makes a few pleasant remarks and urges folks to enjoy the coffee, while they can, chatting briefly before embarking on the briefing. (Pass out some copies of the Eastland Industrial Park Player Map as the briefing begins.)

Your team has been selected to conduct a raid on an enemy HQ. The cult of Zaoth has established an operation in Eastland Industrial Park near Lebanon, New Hampshire. The park is a secure private facility that, prior to the catastrophe, was occupied by a number of businesses. Reports indicate that the facility has been partly fortified and concrete reinforcement has been used to turn the Gate Houses into Blockhouses. It is believed that some higher ranked members of this strange organization are present and that the enemy is concentrated in near company strength. (Perhaps 120 - 160 men.)

A driver, normally accompanied by a trooper escort, has been communicating with one of our foraging friends, trading fuel for liquor and cigarettes. He had a chance to talk while loading the truck and

said that he is impressed labor. Our contact gave him the codename Isaiah. He will be able to identify himself with this name. He has agreed to conduct us into the facility and assist in executing this operation and in return we have offered asylum. Please try to honor this agreement and return with him if at all possible.

The team chain of command is as follows: Montgomery Thompson, Sarah Saxon, Carlos Alves dos Santos, Levi Wahrmann, Amy Thibodeaux, Wayne Bamford. I need you all to agree to this.

The colonel will certainly insist upon agreement with chain of command before proceeding. He likely is going to be keeping a stern eye on Wayne Bamford. Colonel Gregg is going to keep the meeting on track.

The terrain of the target area consists primarily of very steep high hills, tall ridges, and narrow valleys. Your team will be inserted via chopper into a warehousing district within walking distance of the route taken by the foraging truck. An ambush has been arranged in an area downtown. The team will need to travel over land to the ambush site.

The target vehicle is typically a cube van with the driver and at least two troopers; on some occasions an M-60 team has ridden on the roof. Isaiah indicates that he can eliminate at least one trooper at the ambush site. The team should arrange a means to stop the truck from proceeding. The driver estimated that he would pass through the ambush site between 1400 and 1500 (2:00 PM and 3:00 PM). It is a must to take possession of the truck and enter the facility with Isaiah as the driver. To this end the team has been issued black fatigues to emulate the enemy.

Communication is to be facilitated by scrambled short wave and some transceivers have been issued. The effective range is approximately five kilometers with near Line of Sight. As the landing location is within approximately one kilometer from the ambush site and nearly three and a half kilometers from the industrial park, the target area should be in range. Radio silence must be maintained until the call for extraction. Enemy signals intelligence effectiveness is unknown. The short-range radios that have been issued should pose no problem.

Extraction may be called for in any reasonably secure location with a visible landmark if the team is not able to reach the landing site. The helicopter is a vital asset that must not be risked. The chopper may move if pressured by local activity, such as zombies, foragers, or scouts. If the team is not able to call for extraction or fails to arrive at the landing site by false dawn the chopper will depart and failure will be assumed. This mission failure time is

approximately 0400 (4:00 AM).

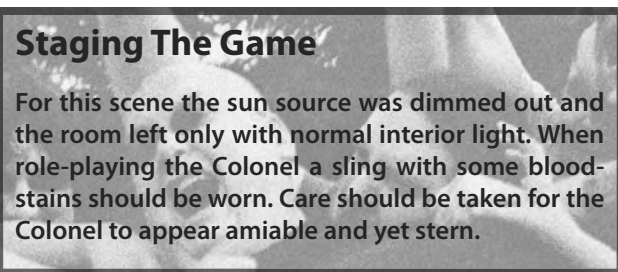
Should anything go terribly wrong, please keep in mind that it is absolutely vital that the enemy learn nothing of our weak and fragile operation. Preserving our existing community and assets is vital to our survival. Remember: folks are depending on you!

Once you have seized the truck, it is vital that you enter the enemy facility undetected. The loading bay used to supply the kitchen operation is believed to be low security. Likely this is the best location to egress from the truck and regroup for the next phase. To this end it is essential that Isaiah appears to do business as usual until concealment is reached. Once within, the team will need to determine the best course of action.

Solid intelligence needs to be gathered in the form of computers, operations manuals, ranking prisoners, etc. It is the considered opinion of the planning group that computers will yield the greatest data return for the level of risk. The bottom line is that the team will have to use their heads and improvise, if needed, to obtain maximum intelligence while preserving sufficient assets to guarantee delivery of the info.

This is an important opportunity and that is why your team has been selected to undertake this mission. We must gather as much data about the enemy as we can. We must find weaknesses that we can exploit. Much rides on this mission. Good Luck!

Equipment for the characters is specified on the sheets. It is recommended that the players are restricted to these items. After the players have a moment to think, Shelly will usher the group out and send them to get their gear and meet the chopper.



Staging The Game

For this scene the sun source was dimmed out and the room left only with normal interior light. When role-playing the Colonel a sling with some bloodstains should be worn. Care should be taken for the Colonel to appear amiable and yet stern.

Scene 3 – Insertion (Arrival at 11:00 AM)

The team is flown to the insertion point and arrives at approximately 11:00 AM. From there it is a short mentally and physically fatiguing march through the ruins of civilization to the ambush site. The chopper is a UH-60L similar to a Pave Hawk. It is equipped with a door mount M-60 support weapon, a rescue hoist with a capacity of 600 pounds and a 200 foot cable, carries a crew of three consisting of a pilot (Ted), co-pilot (Juan-

ita), and gunner (Frank), and has a capacity to hold 10 passengers. The crew is expected to deploy about the chopper for security purposes, after the landing.

During the flight the chopper bobs and weaves as the pilot keeps her as close to the ground as is possible. This Nap of the Earth (NOE) flight is intended to avoid detection by the enemy. Characters must make CON x 5 rolls to avoid airsickness, except for Carlos who has become used to such flights.

The flight to the Insertion Point feels like a gut wrenching roller coaster ride, but far worse. The chopper rises and falls seemingly at random, as it clings to the low-lying ground. At any moment during the flight the helicopter may strike a power or phone line and bring the flight to a fiery conclusion. All of the bobbing and weaving and the diving and climbing is enough to make the stomach roil.

Signs of devastation are everywhere. Many roads are covered in mud, debris, and a jam of abandoned vehicles. Here and there in rural fields and urban neighborhoods are craters from the falling fragments of the Red Comet. The larger craters show some sign of excavation and there is no sign of any meteorites in any crater. It is very clear that the last days before the strike were scenes of madness and pandemonium. It seems odd that there are not large numbers of survivors.

There seems to be no sign of zombies or survivors until part way into the flight the helicopter passes over a small barnyard to see three zombies pursuing two young teenagers across the barnyard. The chase ends with sickening finality at the door to the chicken coup. The zombies are left mercilessly beating the children as the chopper passes on. No doubt remains that their life is to be extinguished, leaving them destined to rise and focus an unremitting malevolence upon the living. The chopper passes on, attempting to avoid attracting attention.

The characters must make a 0/1d3 SAN roll for witnessing this event. The crew has firm instructions not to engage the enemy and to attract a minimum of attention. No argument can convince them to take a risk with the mission and attempt intervention.

The flight continues on, eventually encountering sharp edged hills, ridges, deep valleys, and steep cliffs with buildings and neighborhoods nestled into the low lying areas and a few built into the steep slopes. Signs of a few cleared roadways appear, yet still the landscape is eerily devoid of human life. Occasionally some animals can be seen, cats, some wildlife (mostly avian), and packs of roaming dogs.

The helicopter, after the long grueling roller coaster

ride, finally arrives at the designated landing area. After a minimum of circling the copter makes a firm landing. A clearly long abandoned warehouse bearing the name Beaman Distributors, complete with rusting trailers and collapsing sheds, is selected. The crew disperses among the low buildings leaving the pilot, Ted, to man the M-60, while the co-pilot, Juanita, and gunner, Frank, find high points to watch from concealment. Now comes the time for the walk to the ambush site.

Staging The Game

For this scene the lights were dimmed slightly and a pair of green 25w clip lights was turned on to emphasize the limbs hanging behind the Keeper's station.

Scene 4 – Ambush (1:00 PM)

The site of the ambush location is a four-way intersection where Main and Oak Streets meet. There is a map that should be handed out, after the team arrives. Main Street runs west to east (left to right) and Oak Street runs north to south (top to bottom). The buildings are typical three story buildings. Businesses are located on the first floor with apartments above.

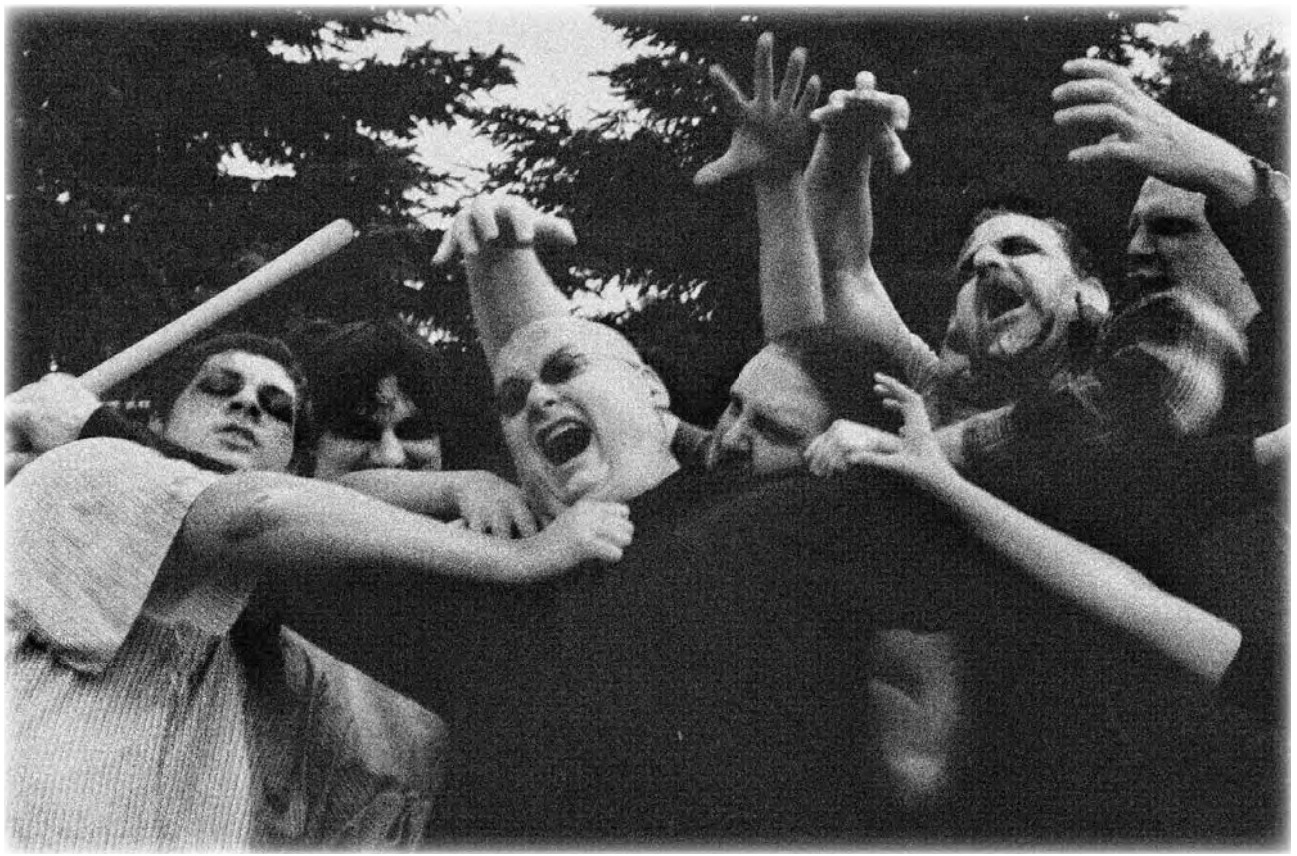
This four-way intersection is a typical urban setting

and must have once been the site of bustling commerce. Abandoned cars line the road. Compacts, SUVs, pickups, and family cars. Some still have the keys in the ignition and seem to have run out of gas. There are no obvious signs of a living human being amongst the ruins.

To the left is a large three-story building bearing the sign Tanner Asset Management. On the Main Street, which runs East-West, is an extremely large pile of rubble. The side of the building facing Main Street has a large section missing exposing the interior to elements. It is clear that a meteorite blasted through the building and smashed into the basement. Fresh truck tracks and the signs of excavation indicate that this meteorite has been removed.

Across the street is First National Bank & Trust. While in much better shape than the neighboring building it too shows signs of substantial devastation. Shattered glass has been systematically removed from the bank windows and the interior desks and teller line show signs of looting with desks overturned, file cabinet drawers left open, and papers swirling in the wind.

The two buildings to the west consist of retail spaces that also show marked signs of looting. On the south side are Gordon Electronics, McHenry's Bar & Grill, and Solaria Collectibles. To the north are Meadows Gallery, Four Seasons Furnishings, Jane



Julian Fine Jewelry, and Farr Insurance Agency.

Nearly all of the windows in the area seem to have been shattered by the impact. All of the businesses show signs of looting, especially the electronics shop and the bar, both of which have had their plate glass windows roughly cleared away. Abandoned cars block Main Street to the West of the intersection. Those near the point of the meteor impact are covered in rubble. North of the intersection a yellow school bus lies on its side, as though it overturned when taking the corner, blocking the intersection diagonally. A number of abandoned cars jam the road beyond. A cleared route leads from the south through the intersection and to the east. On this route the road has been cleared with vehicles roughly dragged to the side of the road. The truck is expected to come from the south and must take the corner making this a good spot to stop it.

The team has an hour to look around the area and form a plan. The buildings are typical with alleys to the rear, fire escapes and the like. Apartments are typical urban dwellings and have been abandoned and looted. A number of the vehicles can be easily hotwired by a successful Mechanical Repair roll. (No roll is required for characters with a 60 or more, such as Wayne Bamford.) Most likely the characters will block Main Street past the turn.

The businesses have been looted fairly thoroughly. Some liquor can still be found in the basement of McHenry's Bar & Grill along with a variety of cleaning supplies and the like. Jane Julian Fine Jewelry still has a number of pieces on display, but most of the watch displays and similar useful accoutrements have been removed. The remaining stock of Gordon Electronics consists primarily of large flat screen televisions, stereos, and tower computers with most of the smaller items such as batteries, scanners, radios, and other smaller items removed. There is nothing of significance remaining in the other buildings. The apartments above the offices and retail locations are abandoned with food left to spoil and a few stray pets trying to survive.

The truck arrives at 2:30 PM running up Oak Street from the south and turning right onto Main Street. Occupying it are two troopers (see Keeper Summary for Stats) and the driver, Isaiah, who is expecting to stop at this intersection for the pre-arranged ambush. There is no M-60 team on the truck. The moment that the vehicle stops moving, he expects to pull out a concealed nine millimeter handgun and shoot the trooper next to him in the head.

As long as the players come up with a reasonable plan, it should be relatively easy to gain surprise. Successful surprise quarters, rather than halves, the DEX of the surprised troopers in the first round. Characters that

are aiming from concealment should be awarded a 20% bonus to hit during the first round. The driver has double chance with his first two shots at Point Blank range. It is recommended that these first two shots, which will be at muzzle contact range, be awarded double damage. The center trooper is likely to be killed or incapacitated. The other trooper, if he survives the initial shooting, is likely to abandon the truck in favor of the nearest cover and may even try to get away. The characters must prevent his escape, which is probably fairly easy to do. Once the ambush is under way Isaiah is likely to hop out of his side of the truck looking for cover, while hollering Isaiah at the top of his lungs. The ambush sets up the rest of the game and it is important that the players do well enough to proceed.

Isaiah is a muscular man of medium height with short brown hair worn in a buzz cut, blue green eyes, and a nearly shaved head wearing crumpled black fatigues. He shows a number of bruises and scars from the occasional beating. His real name is Stanley Desmond and he indicates that his nickname is Dez and speaks with a heavy New York accent. (Use the same statistics as a Trooper, but with a handgun of 55% and a drive of 60%.) Years ago Dez was a driver while in the Army, but had worked for a number of years for Helios Solar tech as a driver and has been impressed into duty as a cook.

Dez knows very little of the operation except that the industrial park has been taken over by cultists that seem more like a militia or army than anything else. His work takes place in the cafeteria of Helios Solar Tech Building One. He knows that some zombies are being penned up in the Picnic Park and that the people in charge seem to be using Arrow Research as the HQ. He is also aware that some of the commanding officers seem to be able to control the zombies. At least one of those is present at the site; a dark haired woman with cold gray eyes named Ms. Sands. In addition, he can point out that the lot adjacent to the New England Fuels depot is being used as a truck pool for a few 5-ton military trucks, a semi or two, and a few Hummers. There is a solid military routine and he is kept under observation at all times except when working in the kitchen.

One thing Dez really wants is freedom and he will attempt to talk the group into abandoning the truck and heading back to where they came from, saying things like: "These guys is organized. This ain't no party. Smartest thing going is to get outta here and get away while the gettin's good." He, of course, will help complete the mission, but feels he has to try. When convinced he says something to the effect of: "Yeah, I keep my word. I'll get you in. You just gotta get me out." He also expresses concern that the group, upon arrival at the enclosed loading dock, doesn't harm his impressed coworkers Billy and Shane.

Once the truck is tidied up and the bodies of the troopers dealt with, it is time to move on. The troopers all bear standard equipment and have insignia attached to their lapels consisting of a skull and crossed swords pattern. The players are likely to add these items to their uniforms. Two characters can fit in the front to resemble the trooper escort and the rest must remain in back with the cargo. The truck is carrying two hanging sides of beef, four dozen eggs, a number of sacks of flour, some scavenged cases of beer, a couple of cartons of cigarettes, and a few bottles of cheap whiskey.

Staging The Game

For this scene the lights were bumped a tad brighter and the green wash over the hanging limbs turned off.



Scene 5 - Zombie March (Approx. 2:50 PM)

A few minutes before arriving at the base, the truck is stopped by a quintet of troopers at a 4-way intersection, with a Humvee blocking the way. The lead trooper, a sergeant with Holmes stenciled on his jacket, verifies the identity of the group in the truck with a quick look into the cab. He says something like, "All right boys, we need a few minutes here." He is a gruff speaker and takes no talkback.

The truck sits stopped in the middle of the road. Ahead a hummer and four troopers block the way. A 5-ton M-923 military truck passes through the intersection. The truck appears to be loaded with black uniformed troopers. After it passes, a horrific horde of zombies streams by, a terrifying flood of walking malevolent undead, 5 ranks wide and a dozen or so deep. After the river of decaying flesh passes, a hummer follows closely. Within the vehicle is a driver, a black uniformed officer with a red armband displaying a black Z within a gray circle, and 3 armored troopers. The brown haired and blue-eyed officer sits with her eyes glowing a dire red as she stares forward at the vile horde marching before her.

Again a 5-ton truck passes. This second truck clearly also bears a cargo of troopers. Behind it another malevolent marching stream of putrefying flesh. A second mob of zombies follows the truck 5 ranks wide and a dozen long. Behind this marching host of horror rolls another Hummer with an officer and trooper escort. The officer is an older man with graying hair and a long thin nose. His eyes also glow with an eerie red glow.

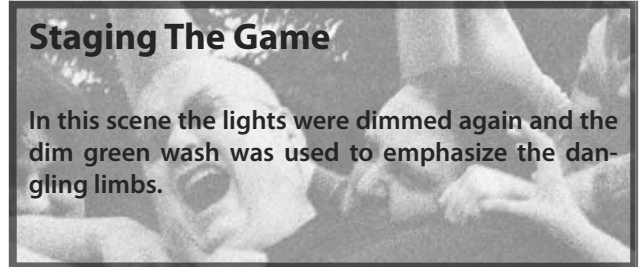
Once the last truck has passed, the four troopers pile into their Humvee and follow the convoy. Left

behind is a vague lingering putrid stench that is enough to instill a queasy feeling in the pit of the stomach. The road is clear.

The Keeper is advised to play up the tension with this scene for dramatic effect. The characters should make a 1/1d3 SAN Roll for witnessing this scene.

Staging The Game

In this scene the lights were dimmed again and the dim green wash was used to emphasize the dangling limbs.



Scene 6 – Arriving at the Base (3:00 PM)

Upon arrival at the south gate Dez stops the truck. The procedure is for one of the two duty guards in the Gatehouse to check the vehicle in. The trooper exits the Gatehouse and approaches the vehicle to look more closely through the sturdy security gate; if all looks well the signal is given to the Gatehouse guard and the gate slowly slides open. Two firing ports face out of each side of the gatehouses. Two troopers man each gatehouse.

The truck pulls up to a sturdy reinforced chain link fence flanked by concrete reinforced gatehouses. The forms have not been entirely removed from the gatehouses, making them appear raw but giving a foreboding impression of solidity. A guard exits the gatehouse and peers into the vehicle from the other side of the fence. After a cursory inspection he waves the vehicle through the gate.

As the truck pulls forward some details can be seen. To the right, in the Parker Stone Foods lot, is a pair of Humvees and approximately half a dozen troopers lounge around a few picnic tables near the building. They are watching a fork truck moving materials into the building from stacked pallets outside. To the left in the Arrow Research lot can be seen a number of cars, mostly sedans and a few minivans.

Once the truck arrives at the first four-way intersection it can be seen that there are a number of higher end vehicles parked in the small private lot in front of the Arrow Research buildings. These are mostly luxury SUVs. The reinforced gatehouses protecting the lot gates seem to be manned. Ahead, the back of a Humvee on patrol can be seen driving up to the next intersection and a handful of troopers and some laborers are removing plywood from the windows of the Thorne Woodworks buildings.

The truck turns right at the intersection passing the Parker Stone Foods lot on the right and the edge



of the Helios Solar Tech building number one on the left. It can be noted that there are a handful of soldiers sitting out in front of Safeguard Document Management and what appear to be a pair of guards in front of both Brooks Munitions and Henderson Machine. A four-person patrol is making its way along the fence line.

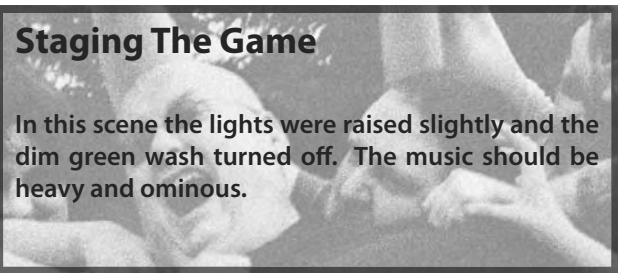
Dez drives the truck onto the Helios Solar Tech lot, heading for the far end of building number one. Four of the soldier-cultists are supervising a group of six workers removing plywood from the windows of building two. To position the truck to back into the enclosed loading area at the end of building number one requires that the truck be nosed up uncomfortably close to the work party. The troopers eye the vehicle with strangely slack stern expressions as the truck is maneuvered to back into the dock.

Once Dez has backed up to the overhead door, he leaves the cab for a moment to activate the door and then returns to the truck as it starts to rise. As soon as the door is up high enough to accommodate it, the truck is backed into the moderately well lit loading area. Dez again gets out and causes the door to close, using a keypad. The door rolls shut blocking the view of the strange soldier-cultists and their impressed workers, leaving the truck isolated in the small dock area.

Keepers should endeavor to make sure that the truck ends up in the loading dock, as it sets up the subsequent scenes and is important to the feel of the game. Further, if

Staging The Game

In this scene the lights were raised slightly and the dim green wash turned off. The music should be heavy and ominous.



this does not take place, the group is likely to have a sudden highly lethal firefight on their hands.

Scene 7 – Taken (3:10 PM)

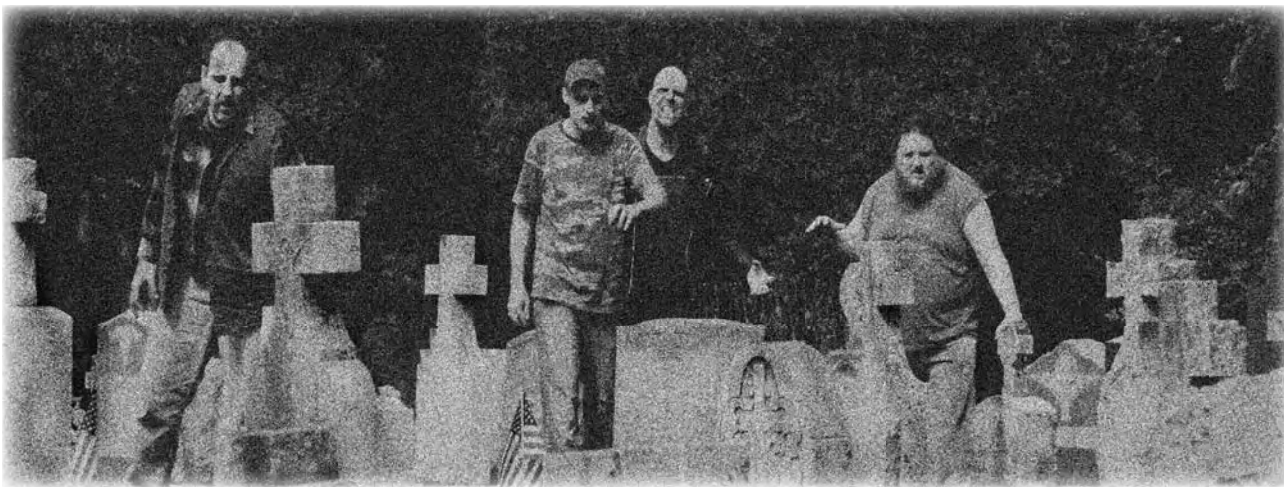
Once the truck has backed into the loading dock the characters have only a few moments to look around before an enemy act rudely interrupts them. The scene is that of a typical enclosed and well-equipped loading dock. Unknown to the characters, the enemy has been expecting them and is observing through hidden cameras. Dez, is quite unaware of this and is an unwitting pawn. As soon as the vehicle doors open the observers trigger the release of a very rapidly acting knockout aerosol.

Theoretically this is a gas similar to Kolokol-1, the compound used by the Russians in the Moscow Theater Siege of October 23, 2002. The gas took effect so quickly that the leader of the Chechen rebels was not able to rise from his desk.

Looking about the service area it is quite clearly a well-equipped loading dock with the latest in basic equipment. As you have a peek about and perhaps work a few kinks out of your muscles, a strange sickly sweet odor fills the air. As consternation begins to take effect, a feeling of wooziness and dimming vision begins to overwhelm you. Your muscles turn to jelly and the world becomes pitch dark. That is the last thing you are conscious of, left with a strange bittersweet taste in your mouth that tingles on for a moment as your senses fade.

The lights should fade rapidly to black as the characters fall unconscious.

The Keeper should feign CONx5 Rolls. As a rule failure indicates death. In practice, for purposes of this scenario, the characters should not die at this juncture. In the breaking of the Moscow Theater Siege a significant number of the hostages died, their resistance was probably reduced by a lack of food and water for several days.



Staging The Game

The lights should fade rapidly to black as the characters fall unconscious. A suddenly pitch black room can create tension especially if the players are kept waiting in the dark for a minute or two. This is a good spot for a 15-minute break.

Scene 8 – Coffin Cure (7:30 PM)

The characters awaken in the pitch dark restrained in a fashion that is difficult to comprehend at first. Feeling wrapped in cotton, they are permitted no range of motion whatsoever. Characters that succeed in an INTx5 Roll are able to determine that they are lying on a padded surface strapped in at the ankles, thighs, abdomen, chest, wrists, upper arms, neck and forehead. Characters that fail the roll will be so confused by their surroundings as to feel like they are floating in darkness. They will all feel a strong sense of slowly diminishing nausea and suffer from a throbbing headache along with a sore throat and a feeling of great thirst.

The characters are enclosed in a sensory deprivation device commonly called a coffin. The device is a strong soundproofed oblong box a bit larger than a real coffin. A number of very strong padded restraints hold the character in place. Nutrition and hydration are provided via IV. The eyes are covered with a sturdy blindfold, a pair of headphones is secured in place, and a throat microphone is clipped on. The operator can converse with the subject by use of the headphones and microphone. Once the prisoner has been within the coffin for a prolonged period of time the operator begins to hold occasional conversations. After a time the prisoner finds that the only link to the world becomes the interrogator. Typically the prisoner suffers from hallucinations and a variety of ill effects due to prolonged isolation and eventually becomes desperate for contact with another human being.

This is based upon actual interrogation techniques used in the past, the simplest of which is to bury the prisoner in a coffin and occasionally dig him up again and subject him to interrogation. Methods like this are believed to be used by a variety of intelligence services.

You awaken in the darkness. Your heartbeat sounds loud in your ears and you sense that you are in a confined space. Bonds hold you like a vise firmly about the head, chest, upper arms, wrist, hands, abdomen, thighs, shins and ankles. Ear buds seem to be inserted into your ears and something, perhaps a microphone is taped to your throat. There is a muffled sensation, a suffocating closeness, and it brings on a strong feeling of claustrophobia.

After a few moments of listening to your heartbeat and feeling a growing sense of horror you realize

that catheters have been inserted and a needle has been put into a vein in your wrist. Testing your bonds indicates a hold like steel. The vise-like grip seems to have no weakness. You are left waiting in the darkness with only the sound of your heartbeat for company. Time seems to no longer exist. How long you have been here is unknown. An eternity of claustrophobic darkness awaits.

After the characters have waited in the darkness for some indeterminate length of time, an interrogation is begun. The interrogator will ask some initial questions of the prisoners for the purpose of getting an initial read on each one. After this interview, regardless of the response, the prisoners are to be left to stew for some time.

A red light becomes visible to each character in turn and a disembodied voice asks a series of questions of each character:

What is your name?

How old are you?

Where were you born?

Where are you from?

Who is your leader?

How many are there?

Once the initial questioning is done the characters are allowed to lie in the darkness for an unknown period of time. They will notice strange sensations such as itching in the extremities and odd crawling feelings on the skin.

Staging The Game

It is a good idea to leave the players in darkness with only the sound of a heartbeat and breathing playing for 3-4 minutes to create tension. Use a flashlight with a red lens to illuminate each player while being questioned.

Scene 9 – Rescue (12:30 AM on March 27)

The characters will become aware of a faint sound, a series of staccato thumps. Following this they will hear the snapping of latches and their coffins will be opened. The first to be released will find her restraints, IV, headphones, microphone, and blindfold removed with great rapidity without any regard for discomfort or pain. As soon as the coffin is opened the sound of an alarm klaxon is heard and the characters are subjected to bright light.

You are suddenly aroused from your death-like state by the sound of popping latches and a bright light assaults your eyes. The piercing sound of an alarm klaxon fills your ears. A tall red headed wom-

an in a rumpled trooper uniform unadorned with insignia leans into the coffin-like box and begins to unceremoniously remove your restraints and catheter. She urges haste and is swearing like a sailor. Her face is abraded with partially healed scabs and she has a painful looking black eye that has faded from purple and blue to brown and yellow around the edges.

As soon as you are able to sit up in the box, you become aware that your coffin is one of a dozen in two rows in what is clearly a warehousing space. Wire bundles run from the ceiling leading into the boxes. Each of the active boxes has a saline IV set-up. On one side of the row is a ramp marked with a yellow and white striped border flanked by a red railing leading down to a pair of yellow and black doors marked Authorized Personnel Only. On the other side of the row is a large open space dominated by a large empty cage of the kind often used as a temporary holding area for prisoners. Beyond this is a closed roll-up door with a small steel door next to it.

Between the doors and the rest of the shipping area is a simple battered metal desk. Two troopers lie in a pool of blood nearby on the floor. To one side is a pair of chairs with body armor tossed on them and propped against the desk is a pair of M-16s. Not far from the desk, roughly in the center of the area, near the cage, is a demolition pack that has a clearly active chemical fuse.

The rescuer is Nola Flaherty, a tall athletic redhead. She has pale skin, green eyes, and her long red hair that is hidden presently under a helmet. She is wearing a stern expression and has a partly healed black eye and a number of scabbed over abrasions. She is wearing a trooper uniform and is carrying a slung M-16. (A successful Spot Hidden roll reveals that the uniform is not quite the right size for her.)

The body armor of the two troopers, two M-16s, a pair of Tasers, and a total of 4 magazines can be recovered from the dead troopers by a character showing initiative. The characters have only five minutes from when the first latches are popped on the coffins to escape. Leaving via the side door or roll-up door is sure suicide as troopers responding to the sound of gunfire and the alarm are approaching the entrance.

Nola urges haste and her objective is to hustle the party safely out of the area and down to the warehouse below before the charge goes off. She is very concerned that the group gets going as fast as is possible and will urge the first person that she releases (determined randomly by the Keeper) to release the others and so forth. She says things like the following.

"Hurry up. We have to move. Lets get the rest out of these coffins. I don't have time to explain but we need to get out

of here. I didn't get 'em before one could hit the alarm. That demo pack is going to blow in five minutes. Let's hope they think you're dead after that!"

She curses up a storm and urges more speed, leading them down the ramp to the underground warehouse entrance. Attempts to leave by other means are foiled by a hail of bullets if attempting to exit via the exterior doors. Other interior doors are sturdy reinforced steel and secured from the other side. Should the group delay beyond the five-minute time frame the demo pack will detonate and inflict overwhelming damage.

Nola Flaherty, Software Engineer, Age 31

STR: 14 CON: 12 SIZ: 15 INT: 16 POW: 15
DEX: 17 APP: 15 EDU: 17 SAN: 63 HP: 13
Damage Bonus: +1d4

Weapons:

Fist 40%, Damage 1d3 + db
Kick 30%, Damage 1d6 + db

Weapon	ATT	Range	Damage	Attacks	Bullets	Mal	HP
M16A2	40%	120yds	2d8	1/Burst	30	97	11

Ammo Load: 150 Rounds

Armor: 8 Points for Kevlar Vest and Helmet

Skills: Accounting 10%, Bargain 20%, Computer Use 80%, Conceal 15%, Credit Rating 45%, Dodge: 22%, Drive Auto 45%, Electrical Repair: 20%, Electronics 45%, Fast Talk 25%, First Aid 45%, Hide 35%, History 35%, Listen 25%, Natural History 25%, Navigate 10%, English 95%, Persuade 15%, Ride Horse 20%, Physics 25%, Rifle 40%, Sneak 45%, Spot Hidden 45%, Track 15%

Appearance: A tall athletic redhead. She has pale skin, green eyes, and her long red hair that is hidden presently under a helmet. She is wearing a stern expression and has a partly healed black eye and a number of scabbed over abrasions on her face. She is wearing a trooper uniform and is carrying an M-16. (A successful Spot Hidden roll reveals that the uniform is not quite the right size for her.)

Role-Playing Notes: While normally a rather calm person the stress of the last two weeks has taken its toll and she is edgy, commanding, and desperate. She is very afraid and very much wants to escape.

Staging The Game

The lights were bumped up as the coffins are opened and a flashing red light was used along with a klaxon sound effect. The hard soundtrack was started up again once the action got moving.

Scene 10 – The Tunnels

Nola leads the group to safety across the warehouse and into a maintenance area. She is very concerned that the group be as speedy as possible. The demolition pack is likely to go off at any moment. Once it does, it obliterates the area marked as a gray circle on the Keeper's Service Tunnel Map.

Nola, your rescuer, leads the group at a breakneck pace crashing through the double doors and leading you at a mad dash across a large warehouse space lined with steel storage racks filled with crates of manufacturing material, supplies, and equipment. Her long hair, once tucked under her helmet, has become dislodged and flies behind her as she races ahead leading you to safety.

Dashing along the primary aisle between the racks she leads you toward the back of the warehouse to a door with black and yellow banding marked Authorized Personnel Only. Moments after you pass through the threshold a powerful explosion shakes the very ground and a cloud of dust and debris is thrown through the doorway and into the hallway she has led you to.

At the end of the institutional gray hall there is a door with white and yellow and candy striping, stenciled Service Shop Authorized Personnel Only. A crowbar has been shoved through the door handles. To the left along the hallway are two more doors. The nearest is open and leads to a small locker room with a single row of lockers, a bench, a toilet, and shower stall. Beyond it is a door labeled Maintenance Closet.

Nola has stashed a number of items in the small locker room including a makeshift bedroll and some spare clothing. Each locker contains a few items of interest and the group should be able to clothe themselves in a variety of mismatched clothing. Personal items also include some deodorant, and some simple toiletry items such as safety razors, toothpaste, toothbrushes, and shampoo. In addition she has stocked a pair of lockers with the following items: 4 Kevlar Vests and Helmets (8 Pts), 4 Machetes, 5 lightweight water resistant headlamps (with red and white LEDs), 3 M-16-A2s, 9 30-round magazines, 2 full collapsible water bottles, and three-dozen MREs.

Characters may apply their fencing / sword skills to use of a machete.

In a separate locker she has a pair of laptops, a few black boxes and a few spare laptop batteries. One of the machines is active and seems to have an error screen. A successful Computer Skill test indicates that it was receiving data and has indicated that the feed has ceased. The black boxes are tools used to interface with and trick security systems and can be used by

Nola or Montgomery Thompson along with a Laptop and Computer Use Roll to bypass security doors taking 2 minutes (24 combat rounds) per attempt. (Nola is already a bit familiar with their security procedures and therefore has already laid the groundwork.)

She takes a moment to try to explain who she is and how she came to be in the situation, while the characters are dressing. The Keeper can read this monologue verbatim or ad lib as desired.

Well... I guess you guys need an explanation. I know I would. Where to begin....

I am a software engineer and I used to work here, at Helios Solar Tech, helping to design solar panels. It was a great job! I received my degree from MIT and paid for it with the GI Bill working in Army Signals Intel.

When the trouble came many people fled, but a group of us thought that this was a good place to hold out and that we ought to try and preserve this place for later. Although it is going to be a while before we get much sun. [She displays a wan grin after saying this.] There seemed to be so many resources and the high elevation seemed to make this a good area to try and wait out the comet strike.

A bunch of guys from our sister company Arrow Research seemed really well prepared and offered to work with us to get ready for the comet. We thought it was great! We covered windows with plywood, gathered supplies and provisions, and did our best to secure the park.

Then just before the strike there were some arguments between our people and theirs. Dan, one of our key engineers really did not see eye to eye with Harry Franks, a bio engineer who was in charge of the Arrow group. Tensions were increasing between the groups and they seemed to have some kind of hidden agenda. I don't know what the substance of the final argument was but I guess that was when the guns came out. There was a firefight. I was on the fringe doing some work nearby. Some of my friends were shot. A few us managed to hide down in the maintenance area here. Better part of valor and all that. Some guys I didn't recognize roamed around later, but it was not too hard to hide from a few up in the warehouse racks.

I scavenged some stuff from a few recently delivered crates up in the shipping area you were held in before it got too hot. That is how I came up with the weapons and ammo and such. I was afraid they'd come looking but it seemed like I really needed to take the opportunity.

So we hid down here in the service shop. We did not want to risk a confrontation. I did my best for my wounded friends. Steve, Janice, and Ted. It was

awful! Steve and Janice were both badly wounded. Ted died within a few hours, but Steve was gut shot and it took him a while to die. It was just horrible. [She grimaces a bit and her breath catches like she is about to start crying.] At the end he begged me to kill him and god help me I did it. [A tear runs down from her eye and she shakes for a moment.] Janice had a leg wound and she seemed okay for a while. Not long after the fire, judging from the tremors and the sound of the winds, the comet fragments must have struck and we hunkered down to wait it out.

I bet you know what is coming next! [A sob escapes her lips and a few tears escape. Her lips compress into a grimace and the fear can be seen in her eyes.] Some time after the comet strike, a few days I think, Steve and Ted rose up and attacked Janice and me. Zombies! She had been feeling poorly and I think she might have been infected or something. In any case she was killed and I was beaten about the head pretty badly. I trapped them in the Service Shop, jammed the door with a crowbar, and hid. They banged on the doors for days. I couldn't believe it for some time you know.... I mean zombies? What kind of insane world had it become that some critter from a b-movie was actually banging on the doors and seeking my life. [She shakes and it takes her a moment to regain her composure.]

It really freaked me out for a while. I eventually snuck up topside to the shipping area and saw all of these uniformed troopers running around. I recognized some of them as folks from Arrow Labs, but many of them I had not seen before. I think some people had come in just before the strike, you know? But I can't be sure.

All those guys with guns. I hunkered down to wait. The whole time I was thinking that I had that demo pack and at least there were instructions. I was thinking suicide bomb or something; I mean what else could I do?

Sneaking around to gather what info and what supplies I could, I was horrified to find out what was going on. How organized they were, you know?

I tapped into the backup data center and acquired some traffic on the network. It's encrypted data. Nothing simple, I think. I couldn't crack it. [She cocks her head and looks the group over, searching for signs of recognition of what she is talking about.] I guess we'd need a supercomputer or an encryption key....

I also managed to place a few concealed cameras. I found them among the supplies that were out in the warehouse. [She looks the group over with a fragile smile.] I was able to watch the warehouse and part of the parking lot by poking a camera

through a vent.

After a few days I saw something really shocking. [She shakes a little bit and pauses for a moment.] Outside in the parking lot were a group of zombies and a woman with Franks. A squad of troopers, a dozen or so surrounded the two and both of them wore a strange black uniforms with red armbands marked with a bold black Z in a gray circle. The woman seemed to be able to control the zombies and was making them move around. This really scared me. [She shivers slightly.] I overheard a snippet or two through the mic feed and it seems like Franks was leaving to take part in some kind of ritual involving a blessing and Zaoth. This woman was taking over. Zaoth, what the heck is that?

As you can imagine that freaked me out quite a bit too!

Something else I noticed too. Many of the workers seemed like drones. I recognized a few of them. One or two I knew and there was no animation or light in their eyes. The leader seems to have some strange power over the troopers too. I can't really describe it. It is subtle....

Later they took the remainder of the supplies and started bringing in the boxes I found you in. They installed the boxes. They called them coffins. The troopers said something about sacrifices and pens. The woman that replaced Franks came and looked it over. She said something about having some high value prisoners arriving soon.

I waited. In a few days you showed up. I waited until it calmed down a tad and then I came and got you! Sorry I had to wait a few hours.

There is only one problem now. We can't really go back. Going forward is a bit of a problem. Steve, Janice, and Ted are in the Service Shop.

The service tunnels should be beyond the shops. I have not been in the tunnels. I understand there is some security to be bypassed, but I don't know much about it except that I have prepared from some basic bypass routines. I am well equipped to hack card readers. I did manage to find a map in the shop. [She hands the Player Service Tunnel Map to one of the characters.]

Now what?

A successful Psychology roll indicates that she is sincere and appears to be telling the truth. It also makes it clear that she has suffered some kind serious of trauma. Characters don't have a baseline to make too many inferences about her.

Interlude

The characters have a few minutes to reflect, maybe



5 or 10 at most. Nola believes that the troopers don't have a good picture of the tunnels, but are certainly aware of them. Now that the cat is out of the bag with the explosion it is only a matter of time before the tunnels get swept. She thinks that the best chance of escape is to take advantage of the chaos and act now, sowing as much chaos as is possible in the process. She is scared to go on down the tunnels in the only direction available because of the zombies blocking her way. She has found that gunfire has minimal effect.

She knows that Arrow Research was involved in a number of electronics and communication projects and suspects that the command center is there. Nola expects that, at the very least, there will be some electronic security in the tunnels. She very much wants to escape in the most expedient and effective way that can be found.

The tunnels follow the streets and contain the electrical and other trunks for the park. Rectangular metal covers, much like manhole covers but larger, are at each of the four-way intersections and the two T intersections. Most of the buildings have a backup generator. Large conduits lead to maintenance spaces under most of the buildings from the tunnels. A full tunnel under Helios Building 2 once led to West labs, but is

now choked with rubble.

The ammo plant, Brookes Munitions, which is contracted to make 5.56mm ammo, is heavily guarded. She believes that the Troopers are barracked in squads throughout the complex and that there are a number of troopers barracked at the Thorne Woodworks shop. The tunnels do not lead directly to the gatehouses. She understood that Arrow Labs was involved in a number of projects including advanced bio research and computer modeling and knows that there is a computer center in building 1 and that most of the administrative staff worked in building 4.

She is aware of the most recent vehicle pool arrangements. Trucks and a handful of cars are parked in the lot outside of the New England Fuels gate. There are two Semis. One is a large conventional over-the-road truck with a long hood and is bob tailed (no trailer) and one is a cab-over with a tank trailer attached. There are also 2 M-923 5-ton Cargo Trucks as well as 2 16-Foot Box Vans.

The M-293 is a standard military cargo and personnel hauler. The cab seats three. These two military vehicles have simple starting systems and do not require hotwiring and have automatic transmissions.

All civilian vehicles will need to be hotwired, unless

captured with the driver inside. Humvees patrol the industrial park and a few can be found parked near Brooks Munitions. A few cars remain parked in each of the lots.

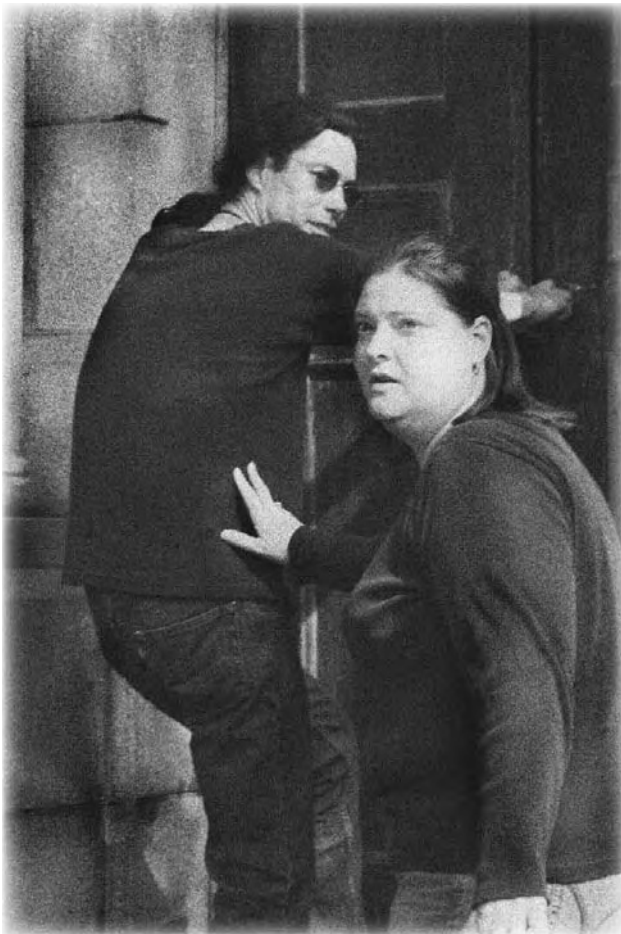
The Keeper should distribute the player Tunnel Map.

Staging The Game

The lights were dimmed for this scene and the hard soundtrack was started up again. The players should be given a sense of urgency. If they don't move quickly then they will probably be captured again!

Scene 11 – Zombies

To move forward the group must get past the room with the zombies in it. The room is suffering from electrical problems and the lights strobe as a result. The room shows signs of being sprayed with bullets and a number of fluorescent fixtures show damage. The secondary lights flicker like strobes.



Beyond the doors the lights strobe from electrical damage creating an eerie flicker. A row of lockers lines the wall to the left and ahead, creating a small cul-de-sac at the entrance. The lights strobe and

flicker. The odor of rot and death wafts out from within. The sense of menace is nearly palpable.

The zombies advance into the light from the shadows to attack once the group enters. If the door is left open for a long period of time the zombies will eventually notice and attack. For simplicity they are identified by their names in life. Ted is a man in coveralls with long matted black hair. Steve has a long dirty blond ponytail, is bald on the crown of his head, and sports a Green Day tee shirt, a green flannel shirt, and a pair of cargo pants. Janice has short dark auburn hair with wavy purple highlights, a number of facial piercings, and is using a 1 meter section of pipe as a club.

Maintenance Area Zombies

	Steve	Ted	Janice
STR	22	32	28
CON	12	15	17
SIZ	12	16	15
INT	N/A	N/A	N/A
POW	12	11	14
DEX	7	7	8
APP	N/A	N/A	N/A
EDU	N/A	N/A	N/A
SAN	N/A	N/A	N/A
HP	12	16	16
DB	+1d6	+2d6	+2d6
Bite	35%	50%	35%
Grapple	40%	40%	55%
Fist	45%	50%	60%
Kick	30%	45%	40%
Rifle Club	--	--	40%

Weapons:

Bite Damage 1d3 + db (*Chance is x2 with a successful Grapple*)

Grapple Damage Special (STR vs STR to hold)

Fist Damage 1d3 + db

Kick Damage 1d6 + db

Club 1d8+db+1

Armor: Impaling weapons do 1 point of damage and all others do ½ damage.

Sanity Loss: 1/1d3

Regeneration: Regenerates at 1 point per round per wound. Knocking a zombie below zero merely slows recovery. Once the zombie recovers to 3 or more hit points it will rise to attack again. It will not regenerate while burning. Incinerated zombies reduced to ash in a fire do not regenerate. Dismembering a zombie renders it ineffective, although the parts will try to rejoin and will do so eventually if they can move into contact with each other.

The workshop has a variety of tools and equipment from large bolt cutters to small soldering tools and locksmith tools. The group can put together any reasonable toolkit here. A few cans of spray paint and two well-equipped first aid kits are here among the many tools. There are no landscaping tools like chainsaws,

picks, or shovels.

In the far corner the shop is a red and white candy striped door labeled Electrical Room Authorized Personnel Only. This door is locked and can be picked with the locksmith tools by any qualified person at a +10% bonus. Characters can also force the door with a crowbar.

This room is an electrical distribution center for Helios Solar Tech Building 1 and the main electrical bus comes in through here. It is possible to throw a few really large knife switches and kill the power to building 1 or turn off the backup generators to the same effect. This will, however, telegraph the party location and the fact that the explosion was survived and squads will be dispatched within 5 minutes to deal with the saboteurs in the tunnels. More about the garrison reactions and capabilities is given below.

Staging The Game

The Keeper should use strobe lights and dim blue light for this scene. Referring to the zombies by name and giving them gruesome descriptions can be helpful.



Scene 12 – Escape

The tunnels are narrow and not very high when factoring all the cable and conduit. The width is slightly less than a meter and a half in most cases and the height is little more than 2 meters depending upon the location. A series of varied diameter conduits runs through the tunnels. In places large 20-centimeter diameter conduits contain cable runs to outlying buildings. These are not on the map and are too small to be entered by a person but very easy to snake a wire through with the right tools. A large section of tunnel is buried in rubble as shown on the Keeper's Service Tunnel Map.

Sections of the tunnel are illuminated with red standby lights in 30 meter segments activated by waist high occupancy sensors. Fortunately for the group, these sensors are not presently tied to the alarm system. If troopers are in the tunnels these lights will reveal the general location of the group when within line of sight.

Checkpoints

There are 7 checkpoints in these tunnels that have high security doors and 3 of these are additionally reinforced with a special chained zombie. These zombies have a link to the Exalted One who is in command. If they take any damage then she will become aware of it and be alerted to the presence of the group. Within a single round she can possess the body of the zombie and see the world through its eyes. She is capable of leaving the body at will. If the alarm goes off, the Exalted One is able to cycle through the zombies and look about. She could also use them to scout in this event.

The zombie has a simple easily twisted enlarged handle on the leg iron that holds the chain to the wall. When possessed the Exalted One may easily release the shackle, but the zombie is too innately stupid to do it alone. If the group is spotted, the commander will observe as best as possible and issue appropriate orders. Reaction of the garrison is described further below.

The checkpoints consist of a red and white candy striped heavy steel door marked "Authorized Personnel Only" blocking the tunnel. Next to the door, at about head height for an average person, is a video screen and a camera behind a plate of glass with a keypad, card reader and intercom call button in a panel below. Bypassing the security checkpoints requires a black box and a laptop and takes at least two minutes per attempt with a Computer Use roll. A Special Success results in its taking half the time, and a Fumble sets off an alarm alerting the troopers. The best characters to perform the bypass are most likely Nola or Montgomery Thompson. The doors can also be forced by use of a crow bar and STR Resistance Roll against a 30 STR by up to two characters, taking about 30 seconds for each attempt. Forcing the door sets off the alarm.



Alarms

The street level access doors are alarmed with simple magnetic switches. A successful Spot Hidden Roll is needed to notice them, unless the characters are looking specifically, in which case it is only missed due to a fumble. The switches can be bypassed with a Mechanical Repair or Electrical Repair roll by a character that is familiar with alarms or building sensors. Wayne Bamford is able to do this successfully unless a fumble is rolled. Opening the door without taking proper precautions will set the alarm off.

The Gates

The characters can attempt to ram the gate with a liberated vehicle. Ramming is not very difficult, but has repercussions. A car can be smashed through the gate with a successful Drive Roll, but is unlikely to be intact once the gates are smashed open. There is a chance equal to the driver's POW that the car will still be operational after impact. With a successful Luck Roll the vehicle can carry on a few yards before coming to a halt due to a smashed up engine. The chance of remaining able to continue to operate after ramming is POW x 3 for a semi truck. POW x 5 (full Luck) applies to an M-923 5-Ton Truck. The same rules apply to smashing through the fence. A second vehicle could be used as well to follow the ram.

The gate or fence can be blown with a charge, but it must be placed and shaped with some simple mechanism like, at the very least, a pile of rock or some kind of metal plate. The gates can be opened from inside the blockhouse as well. The characters could attempt to storm the blockhouse and use a crowbar to open the door and get to the controls. The blockhouses are made out of concrete and have steel doors, which are effectively bulletproof. Hitting a guard through a gun port, except when able to fire directly through the port at contact range, is at 20% of normal chance. Fire through the port when standing next to the blockhouse follows normal Point Blank rules (2x chance). The gun ports are well positioned to allow the two guards to fire out of any facing.

Grenades

Grenades can be used in the tunnels. When using a grenade in the tunnel, a failed Luck roll causes that section to collapse. The grenades can also be used to try to breach a hole through the crater wall near Helios Solar Tech Building 2. These can also be used to try to breach the tunnel section beyond the fence or the edge of a collapsed tunnel. To cause a breach the charge must be shaped with some method; a sheet of metal, or judicious use of rocks could do the trick. The chance of a successful breach is ½ the Luck for the setting character.

Patrols

Patrols walk the fence continually in four man teams with 8 men assigned to this task at any given time. This means that a pass is made over any given stretch of the perimeter about every 5 minutes, making it pretty tough to sneak out. (Nola has observed enough to suspect this.) Each building in use has at least two guards on each door. The fuel plant pump control center and dispatch office (N.E.corner) has four guards. 2 Humvees, with 4 men in each, patrol the street continuously as well.

Response

After the explosion takes place, a firefighting team and a 12-man squad is sent to the crater. Unless the group sets off an alarm or shuts the power down it will take about 20-30 minutes for the leadership to decide to move on the tunnels. If the alarm is set off, this time-frame is shortened to less than 5 minutes.

Next Moves

The first move that the troopers will make is to send a half squad of six men to secure the tunnels at each of the two four-way intersections. These teams are equipped with gas masks as are all troopers entering the tunnels. A squad is also sent down to the inside of the final Z Check Point near Arrow Research (West of the checkpoint.). These teams will be equipped with an M-60 and are able to spray fully automatic fire along the tunnels. Characters and troopers that are in prone positions or crawling are half chance to hit. The troopers will deploy into prone positions and wait. The M-60 and at least 2 troopers should be able to get fire down range in any given round. Ideally they will attempt to keep the characters bottled up until the gas teams are active. However, this does not mean that they will not put out maximum volume of fire.

Gas Teams

Gas teams are then deployed to the four-way intersections and final checkpoint with gas canisters and powerful blowers. These will be set up 5 minutes after the trooper teams arrive at intersections. Once ready, gas is blown into the tunnels disabling anyone not wearing a mask. The gas takes effect nearly immediately and requires only 1-2 rounds to be in sufficient concentration to take effect. Characters exposed to the gas are knocked out for 1d3 hours and awaken with a severe headache back in the coffins. The characters must make a CON x 5 roll or die from exposure complications.

Reinforcements

All of the principal buildings are host to at least a half squad (6 men) of troopers. Key structures host a full squad (12 men) and the Arrow Research hosts 2 squads in building 1 and a half squad in the others. A

half squad keeps watch on the fuels station with 2 men on patrol, while the other 4 remain in the pump control office in the Northeast corner. This is in addition to reacting forces. There are more than enough troops to pose a tremendous threat.

Capture

Capture is the most likely outcome for gassed or wounded characters that have failed their shock rolls or are left behind. Unless badly wounded, captured characters are placed back in coffins for interrogation with heavy guards. Grievously wounded characters are kept heavily sedated in specially prepared quarters under heavy guard, until well enough for interrogation. In the event of capture, suicide may be the best idea.

Escape

Characters that are able to get out intact are able to meet up with the chopper at the rendezvous site. Attempts can also be made to travel over land. Either way, characters that escape the industrial park are able to attempt to make their way back to Morgan Farm and are considered to have succeeded with the scenario. Survivors regain 1d3 SAN.

Staging The Game

A red wash or effect can be used for tunnel scenes. Blue light or dim light should be used for the outdoor scenes supplemented by flashlights. Strong pounding music should be playing. A red flashing light can be used near the crater.

Troopers

STR: 14 CON: 15 SIZ: 12 INT: 11 POW: 13
DEX: 12 APP: 12 EDU: 12 SAN: 65 HP: 14
Damage Bonus: +1d4

Weapons:

Grapple 40%, Damage Special (STR vs STR to hold)
 Fist 55%, Damage 1d3 + db
 Kick 35%, Damage 1d6 + db
 Nightstick 45%, Damage 1d8+db (*Guards Only*)
 Taser 55%, (Damage = Stun) (*Guards Only*)

Weapon	ATT	Range	Damage	Attacks	Bullets	Mal	HP
M16A2	40%	120yds	2d8	1/Burst	30	97	11

Ammo Load: 150 Rounds

Armor: 8 Points for Kevlar Vest and Helmet

Significant Skills: Dodge: 34%, Drive Auto 20%, First Aid 40%, Hide 25%, Jump 30%, Listen 45%, Navigate 20%, Sneak 40%, Spot Hidden 50%, Swim 25%, Throw 35%, Track 15%

Appearance: A trooper dressed in black fatigues and Kevlar body armor with a black Kevlar helmet vaguely reminiscent of a German WWII Helmet.

Eve Sands - Exalted of the First Degree

STR: 20 CON: 17 SIZ: 14 INT: 16 POW: 18
DEX: 16 APP: 14 EDU: 16 SAN: 0 HP: 16
Damage Bonus: +1d6

Weapons:

Grapple 35%, Damage Special (STR vs STR to hold)
 Fist 55%, Damage 1d3 + db
 Kick 60%, Damage 1d6 + db

Weapon	ATT	Range	Damage	Attacks	Bullets	Mal	HP
M16A2	40%	120yds	2d8	1/Burst	30	97	11

Ammo Load: 90 Rounds
9mm 60% 20yds 1d10 2 10 98 8
Ammo Load: 30 Rounds

Armor: 8 Points for Kevlar Vest and Helmet

Regenerates 1 HP per round and rises after reaching 3 HP. This process may be hindered by dismemberment.

Powers: Command Zombies, Influence the Blessed of Zoath, Possess Zombie (See Below)

Significant Skills: Accounting 40%, Biology 45%, Chemistry 55%, Computer Use: 45%, Dodge: 42%, Drive Auto 20%, First Aid 30%, Hide 25%, History 40%, Jump 30%, Listen 55%, Martial Arts 55%, Navigate 30%, Occult 70%, Sneak 40%, English 80%, German 40%, Arabic 20%, Latin 45%, Persuade 60%, Pharmacy 75%, Spot Hidden 50%, Swim 35%, Throw 25%, Track 15%

Appearance: A hawk faced woman with black hair and pale blue eyes dressed in black fatigues and Kevlar body armor with a black Kevlar helmet vaguely reminiscent of a German WWII Helmet. On her uniform jacket collar tabs is a silver skull and crossed swords insignia. Her helmet is marked similarly. On her left arm she wears a red armband with a black Z inside a light gray circle.

Industrial Park Features

Arrow Research: This Company is engaged in a variety of research enterprises primarily in biotech. Most of the work involves extensive computer modeling. The company is also involved in a variety of practical bio engineering applications such as oil producing bacteria.

Arrow Research Fencing and Gatehouses: The fence in this section remains electrified. A pair of especially alert troopers mans both gatehouses. These troopers are highly motivated to keep watch.

Arrow Research Building 1: This building contains a large computer center and also is being used as an HQ. A half squad of six men is assigned to this building at all times. A number of luxury SUVs are parked out front in the separate lot.

Arrow Research Building 2: This building is presently shut down. It contains a number of tanks being used to run a pilot program with oil producing bacteria. A few cars of various kinds are parked in the nearby lot.

Arrow Research Building 3: This building houses a variety of computer labs and bioresearch labs.

Arrow Research Building 4: This building houses the admin center for this location and executive offices.

Arrow Research Fencing and Gatehouses: The fence in this section remains electrified. A pair of especially alert troopers mans both gatehouses. These troopers are highly motivated to keep watch.

Arrow Research: This Company is engaged in a variety of research enterprises primarily in biotech. Most of the work involves extensive computer modeling. The company is also involved in a variety of practical bio engineering applications such as oil producing bacteria.

Brookes Munitions: A contract manufacturing company that manufactures ammunition. The current primary product is 5.56mm ammo. There is a rather significant stockpile of ammo. A half squad of six men guards this complex at all times.

Check Point: The checkpoints consist of a red and white candy striped heavy steel door marked "Author-

ized Personnel Only" blocking the tunnel. Next to the door, at about head height for an average person, is a video screen and a camera behind a plate of glass with a keypad, card reader, and intercom call button in a panel below.

Bypassing the security checkpoints requires a black box and a laptop and takes at least two minutes per attempt with a Computer Use roll. A Special Success results in the task taking half the time and a Fumble sets off an alarm alerting the troopers. The best characters to perform the bypass are most likely Nola or Montgomery Thompson.

The doors can also be forced by use of a crow bar and a STR Resistance Roll against a 30 STR by up to two characters, taking about 30 seconds for each attempt. Forcing the door sets off the alarm.

Fence: The fence is topped by barbed wire and is marked as electrified. The current is not on at the beginning of the game, but is activated once the alarm sounds. If touched by bare flesh, the fence inflicts a Stun effect. Characters who may be stunned must roll CON vs a Resistance of 20 or become stunned and unable to act for 1d10+2 rounds.

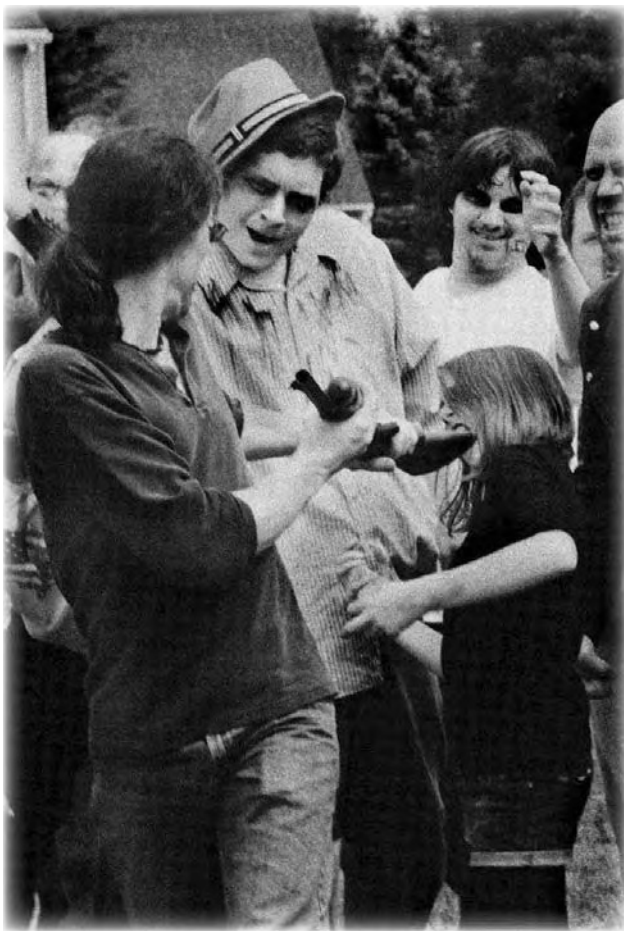
Gatehouses: These are gatehouses crudely reinforced with concrete and steel plates to make simple blockhouses. Two troopers are assigned to each blockhouse. Each gate therefore has 4 troopers watching it. Gun ports provide fields of fire for both troopers in each facing. The final chance to hit a trooper through a port, after range adjustments are calculated, is at 20 percent of the chance. If a character can move up to contact with the blockhouse, the ports may be fired through with the normal Point Blank modifier (2x Chance).

At the Keeper's option, grenades pushed through the gun port do double damage to the occupants. If a half luck roll is failed the explosion renders the gate opening mechanism inoperable, effectively locking the gate. Grenades cannot be thrown through a gun port except on a roll of 01%.

Henderson Machine: A machine tool company that specializes in producing custom boring and turning amplifications. Two troopers normally guard the building at all times and a squad is billeted within.

Maintenance Tunnels: The tunnels follow the streets and contain the electrical and other trunks for the industrial park. Large metal doors with magnetic alarm switches leading to the service tunnels are located at each of the four-way intersections and the two T intersections. Large 20 Centimeter diameter conduits lead to maintenance spaces under most of the buildings from the tunnels. A full tunnel under Helios Building 2 once led to West labs, but is now choked with rubble. (See also Scene 12 – Escape)

Motor Pool (Lot at New England Fuels Gate): Trucks



and a number of cars are parked in the lot outside of the New England Fuels gate. There are two Semis. (One is a large conventional over-the-road truck with a long hood and is bob tailed [no trailer] and one is a cab-over with an empty tank trailer attached.) There are also 2 M-923 5-ton Cargo Trucks as well as 2 16-Foot Box Vans.

The M-293 is a standard military cargo and personnel hauler. The cab seats three. These two military vehicles have simple starting systems and do not require hotwiring and have automatic transmissions.

New England Fuels: A fuel distribution facility. The control center is a building located in the northwest corner of the building. Two troopers man the gatehouse at all times. In the northeast corner is a small warehouse used to distribute oil and lubrication products. Directly in front of the warehouse is an overhead fill system with four filling stations used to fill the tankers.

The truck drives under the fill station and then a semi rigid pipe and hose are used to fill the tank from overhead. Along the west fence are the fuel storage tanks containing 3 grades of gasoline and one tank for diesel. The tanks are surrounded by a concrete retaining wall. A large portable stairway near the gatehouse is used to bridge the wall when needed.

Parker Stone Foods: A manufacturer of dehydrated food products currently unoccupied by troops and used to billet laborers.

Picnic Park: Once a nice little park for employees to enjoy a few minutes in the sun while lunching, this park presently has approximately a dozen zombies penned within. The simple decorative fence has been augmented by high chain link fence, barbed wire, and reinforced plywood barriers. *(If needed use the stats repeatedly for the maintenance area zombies.)*

Thorne Woodworks: A woodworking shop specializing in fine cabinetry and custom furniture making. The facility has a variety of very high-end woodworking tools including table saws, routers, planers, etc. There is a large stock of fine wood stored on the premises. This building is now being used for a barracks and nominally billets up to 2 12-man squads of troopers.

West Labs: A company that specializes in the development of resins and products for use in the marine industry. It is currently not occupied.

Z-Check Point: As the check point above but with a Zombie chained near the door by means of an odd leg iron and short chain. These zombies have a link to the Exalted One who is in command. If they take any damage then she will become aware of it and be alerted to the presence of the group.

Within a single round she can possess the body of the zombie and see the world through its eyes. She is capable of leaving the body at will. If the alarm goes off,

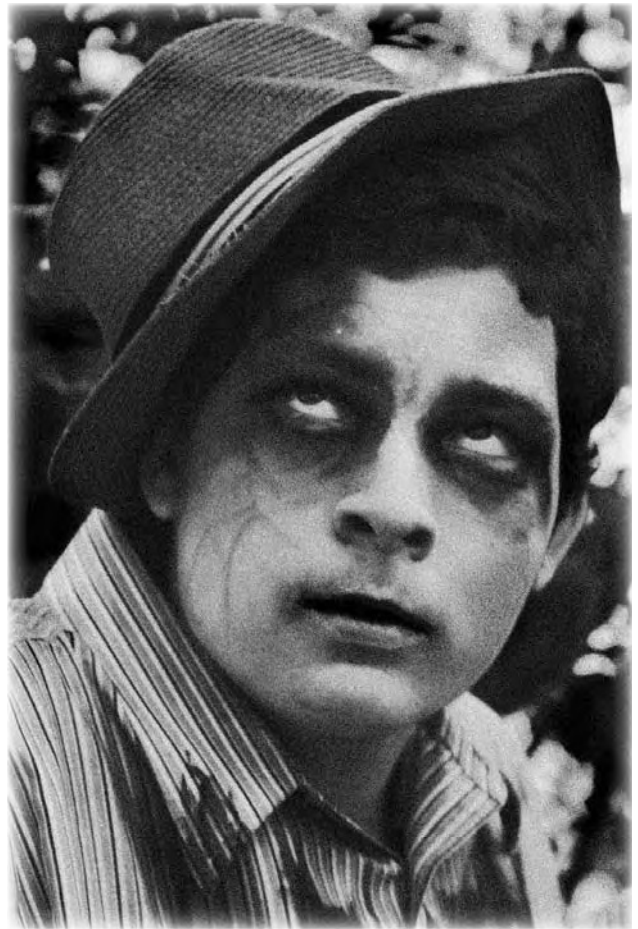
the Exalted One is able to cycle through the zombies and look about. She could also use them to scout in this event.

The zombie has a simple, easily twisted, enlarged handle on the leg iron that holds the chain to the wall. When possessed, the Exalted One may release the shackle, but the zombie is too innately stupid to do it alone. If the group is spotted, the commander will observe as best as possible and issue appropriate orders. Reaction of the garrison is described further below.

Keeper's Summary

Zaoth In Brief

Zaoth is a horrific alien being that has lurked in the cold depths of space for eons slowly building its power and eager to spread terror and drain sanity from the world. It is a creature that feeds upon hate, horror, and chaos. Over the centuries his mental influence reached the earth and warped and twisted the minds of the ambitious and greedy. His cult worked to speed his coming and gained subtle powers to numb the minds of the masses and sway them to their desires. This finally culminated in a series of rituals to bring forth Zaoth that he may rule the world with his cult, making slaves of those who survive.



He is served by a cult of followers that had paved the way for his arrival. Many of them expect to become initiated into a series of degrees of exalted status conferring great power upon them. This initiation also transforms them into inhuman parts of a group mind.

The basic members of the cult are troopers and their ranks are all initiated into the cult with a simple ceremony that includes the Blessing of Zaoth. This renders them no longer attractive to the zombies.

When The Zombies Rise

The zombies are the product of the presence of Zaoth, the orbiting comet. After a few days in orbit the energy of the red comet permeated the atmosphere and the dead began to rise. The length of time it takes for the dead to rise is dependent upon the presence of the red eye of Zaoth in the sky. It rises at 4:36 AM and sets at 4:36 PM Greenwich Mean Time. The chart for US times is given below. When the eye is in the sky it takes the dead 23 minutes to rise. When not in the sky it takes the dead 6 hours and 53 minutes (413 minutes) to rise. The old dead need to claw their way out of the grave. This may take as much as several days or as little as a few hours. This can be abstracted as taking 3d10 hours. All of the dead will rise unless burnt to ash. The dead will not rise while being consumed by fire. Dismembering a zombie renders it ineffective, although the parts will try to rejoin and will do so eventually if they can move into contact with each other.

Zaoth Rise & Set

Time	Rise	Set	GMT
GMT	04:36 AM	04:36 AM	0
Eastern	11:36 PM	11:36 AM	-5
Central	10:36 PM	10:36 AM	-6
Mountain	09:36 PM	09:36 AM	-7
Pacific	08:36 PM	08:36 AM	-8

Zombie Statistics

There are two forms of zombies and these are the Old Dead which were in their graves or otherwise partly rotten and the Fresh Dead who have recently become

deceased. The risen dead have the following statistics. Old Dead have their original DEX multiplied 0.25 and their original STR multiplied by 1.5. Fresh Dead have their original DEX multiplied by 0.5 and their original STR doubled. Zombies have no INT, APP, EDU, or SAN.

	Old Dead	Fresh Dead
STR	3d6 x 1.5	3d6 x 2
CON	3d6	3d6
SIZ	2d6+6	2d6+6
INT	N/A	N/A
POW	3d6	3d6
DEX	3d6 x 0.25	3d6 x 0.5
APP	N/A	N/A
EDU	N/A	N/A
SAN	N/A	N/A

Base Weapon Skills: A zombie has the base of a weapon plus a value from 0 to 50 depending upon how pug-nacious or familiar with the weapon that they were in life. This can be estimated by the Keeper or abstracted as a 1d100/2 roll. Most weapons can be used as clubs. (As a guideline, zombies often retain a pseudo-memory of actions their bodies were trained to perform in life.)

Sanity Loss: 1/1d3

Regeneration: Regenerates at 1 point per round per wound. Knocking a zombie below zero merely slows recovery. Once the zombie recovers to 3 or more hit points it will rise to attack again. It will not regenerate while burning. Incinerated zombies reduced to ash in a fire do not regenerate. Dismembering a zombie renders it ineffective, although the parts will try to rejoin and will do so eventually if they can move into contact with each other.

Zombies can sense life to some degree within POW x 2 meters. These undead creatures do not rely on traditional senses, but instead perceive the world through some method that is not truly understood. Fresh dead have some limited senses and can hear and see to some extent. As a result survivors can reveal themselves with movement or noise even when beyond the nominal range of the life sense. The zombie may



have a vague impression of life beyond this range but is not able to pinpoint the location and can be vaguely drawn to the area over time. Like all things, this life sense is not 100% accurate and therefore a living being that hides long enough may still evade detection after a dozen or more hours. Zombies are possessed of a desire to extinguish life and will pursue it with vigor. The empathic may sense an implacable and horrific hatred of all that lives.

Zombies can use tools as weapons in a rudimentary manner and often retain possessions that were used in life such as a rifle, shovel, or fire axe.

A ritual preparation of the cultists using dust from a cometary fragment keeps the zombies from showing significant interest in members of the cult, including troopers. Any competent initiate can perform the Blessing of Zaoth. This is most often used to allow troopers to herd zombies toward the living with limited risk.

New Spells

The Ritual of Transformation (The First Stage of An Exalted One)

This ritual is the first step in the transformation of an Initiate of Zaoth into a true servitor of the godlike horror becoming an Exalted One of the First Degree. This gives the changed one a number of abilities and exacts a price as well. To perform the ritual a suitable altar to the Great One must be erected. The altar typically takes the form of a stepped pyramid with 23 steps. A fragment of the comet of at least 413 grams is placed at the apex of the pyramid. 23 sacrifices are required to seal the ritual and it must be performed after the rise of Zaoth in the night sky. The red moon must be at least

sporadically visible through the clouds. The initiate and his assistants (a minimum of 2 are required) begin a chant after the rising of the red eye. This odd atonal fluctuating chant, with the word Zaoth appearing asymmetrically, is performed for approximately 5 minutes and then the prospective sacrifices are brought up to the apex of the pyramid. The hearts of the victims are cut out while they live and are offered up to the alien god. Blood is collected from each victim and mixed with dust derived from a meteorite fragment. At the culmination of the ritual the aspirant consumes the mixture and the transformation begins.

During the transformation the aspirant is filled with the red radiance of Zaoth. The initiate is struck down and begins to enter an ecstatic seizure superficially similar to an epileptic fit. A red glow begins to pour forth from eyes, nose, and mouth after which the body becomes suffused with a red glow that fades once the effect is completed. The process of transformation takes approximately 3 minutes. At the conclusion of this process the aspirant is transformed into an Exalted One of the First Degree. The ritual has a small chance of failure. In the event of a roll of 96-100 the ritual fails and the aspirant is slain.

Exalted One of the First Degree – Initiate of Zaoth

An Exalted One of this rank has a number of powers and has paid a price as well. The transformed one has their STR multiplied by 1.5 and regenerates 1 HP per wound per round. He rises when HP recover to 3 or more. To be truly killed he must be burnt and burning prevents regeneration. As with zombies, dismemberment can significantly slow the regeneration process. POW is increased by 5 as part of the essence of the god infuses the Exalted One.



The ability to command zombies within a range of POW x 20 meters is conferred. Each time command is exerted over a group of zombies 1 POW must be expended. Control lasts for 24 hours and then must be renewed. 50 zombies may be commanded for each point of POW statistic. The zombies may be directed to perform basic actions, but not fine manipulation. This power allows the controlled undead to be given a number of directives in groups. The number of separate directives that may be issued is INT divided by 5 rounding normally.

This transformation reduces the subject's Sanity to 0. The aspirant becomes part of the collective mind of the Exalted of Zaoth. As such he can tap into this mind with the expenditure of 1 POW. This permits him to transmit and receive information from the collective. The collective is able to make decisions as a group mind. The initiated has taken the first step toward true melding with the alien mind. Zaoth is able to exercise his will upon the collective. The experience of joining the collective causes a strange sense of ecstasy accompanied by a faint numbing sensation. While tapped into the group mind the Exalted is not able to perceive the physical world around him.

The Exalted is also able to use some influence upon the troopers and other organized cultists. For the expenditure of 1 POW mental influence can be applied to instill cooperation in the Blessed of Zaoth. This influence makes them more compliant.

Each time the powers are used by the Exalted Ones their eyes illuminate with a red glow from within.

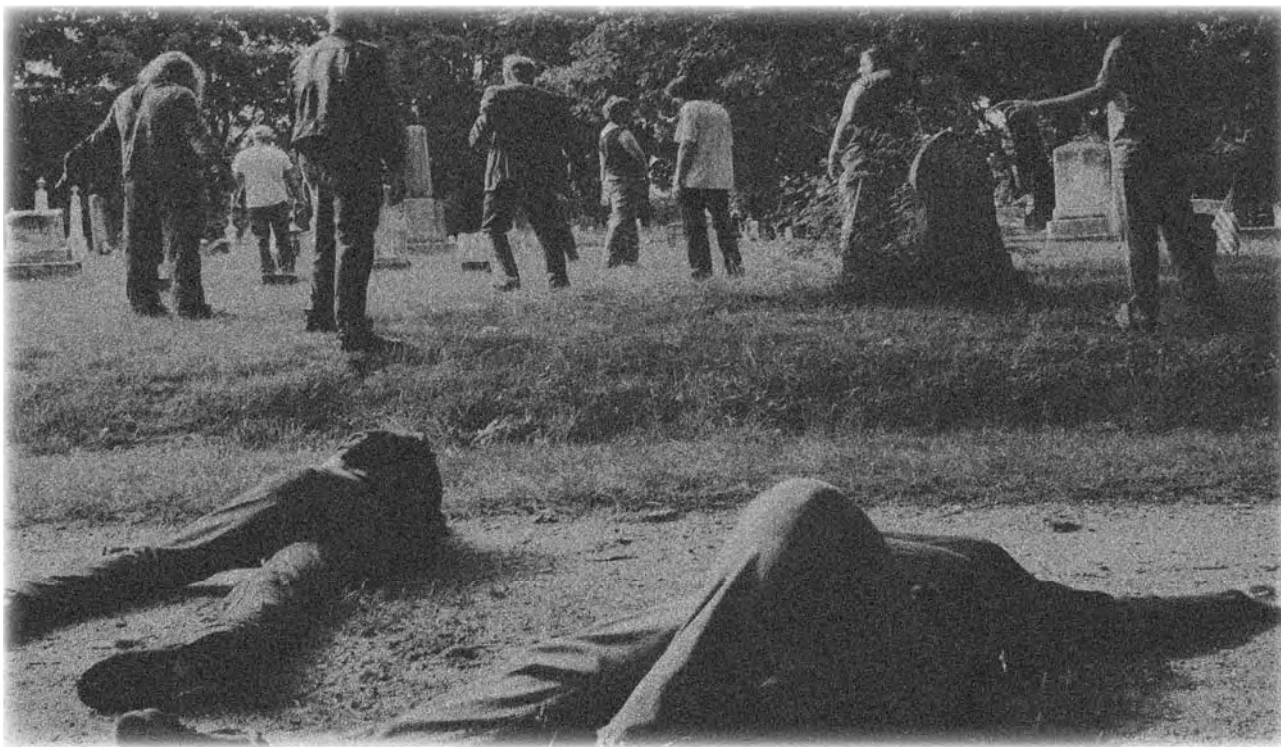
New Exalted Power: Possess Zombie

An Exalted One can prepare up to ½ POW zombies with a ritual for possession. A zombie cannot be attuned to more than one Exalted One at a time. The preparation requires some dust of Zaoth ground from a meteorite. The preparatory ritual with a strange atonal and asymmetric chant takes 1 hour, costs 5 POW, and can only be performed while Zaoth is above the horizon. Possession can be performed at any time once the preparations are concluded.

These prepared zombies have a link to the Exalted One. If they take any damage then he will become aware of it. Within a single round and the cost of 1 POW he can possess the body of the zombie and see the world through its eyes and be fully able to act. He is capable of leaving the body at will. The Exalted One is able to cycle through the prepared zombies as desired at a cost of 1 POW each time. This effect seems to have a range limitation equal to POW in Kilometers. Possession can be maintained for POW in minutes per point of POW spent.

Past Outcomes

This scenario has been run over a dozen times at home and conventions. Some groups are re-captured and some have escaped. Typically a number of characters die in the attempt to escape. In one game a character created a distraction, resulting in his death, by clipping the padlocks off and opening the emergency valves on the fuel tanks and then igniting the fuel with a thrown grenade. This caused a spectacular conflagration. More often than not approximately half the group manages an escape.



Player Introduction

Rise of the Dead: Part 2 - The Raid

It is approximately 6:00 AM on March 26th of the most horrific year of your life. A red comet nearly struck the planet and entered orbit breaking the known laws of physics in the process. Pieces of the comet calved off and struck the planet. A large number of fragments of various sizes struck all over the earth. The number of small and medium strikes is estimated in the tens of thousands, with a number of large strikes causing tremendous damage. Several ocean strikes affected both east and west coasts. The extent of the damage is unknown, but it is presumed to be apocalyptic in scale. The brown rain stopped about 4 or 5 days ago. Now the red eye of the comet appears through the occasional rents in the near perpetual cloud cover at night.

You and your hodge-podge band of survivors represent an ad hoc collective of groups in Vermont that joined together to survive under apocalyptic conditions. The group is headquartered at Morgan Farm due to the unique accommodations. The collective consists of a number of farms, a company of engineers that specialize in road building with recent roadside bomb clearing experience, a private observatory, a variety of local residents, property owners from away, campers, refugees, a BBC documentary team, a company of Rangers on a team building exercise, and a variety of others. This loose cooperative formed in response to the oncoming comet.

The events leading up to the arrival of the red comet were bizarre.

It began with the news of cult slayings. The first site of these atrocities was found in the Sacramento Mountains of New Mexico in late February. 1,652 victims were sacrificed in a vicious and cruel ritual upon a spired pyramidal structure. The news stunned the world. It became worse. Another site was found in Peru in the Cordillera Mountains in early March. The site was organized along the same lines as that of the New Mexico site: again, a site with the same spired pyramid and burial pits. Another site was found in the Anti At-

las Mountains of Morocco making for a third grisly site of horror. The world recoiled in shock at the terrifying news.

In early March more details of the sites were revealed. Each site was an organized prison camp designed with the express purpose of delivering human sacrifices to the spired pyramid. The pyramids were assembled like staging for the purpose. A pit on each of the four sides of the pyramid contained the bodies of 413 victims. Each sacrifice had its heart ripped out and was subjected to some kind of strange electro-chemical process. The altars at the top of the pyramids had the name Zaoth inscribed upon them, as did each of the 23 steps of the pyramids.

On March 10th authorities announced the appearance of a new comet in the sky. It was dubbed the Pelman Comet in the name of the discoverer, Ian Pelman. The comet appeared suddenly and approached with great speed. The world had only a few days to prepare. The hammer was going to fall.

Panic began to spread. The civil defense organizations could not keep up with the flow. There were traffic jams of immense proportions in all of the major metropolitan areas. The panic, riots, and looting, were more than authorities could handle. The number of deaths and the precise level of chaos are inestimable but believed to be of terrifying proportions.

The world was shocked by a massive wave of assassinations that began on March 13th. The President and several key staff members were believed to be shot down in the helicopter taking them to board Air Force One. A number of US Senators and key personnel were killed in a massive series of explosions at Dulles Airport. A campaign of assassinations was carried out throughout the western World and quite probably all over the planet. The implications, the level of organization needed, and the power required are all very disturbing subjects of contemplation.

Shortly after the wave of assassinations and mayhem



the hammer fell. The comet struck, driving the chaos-ridden planet into a truly apocalyptic state beyond the scope of imagination. The exact extent of the damage is not known. Billions have died. Storms ravaged the country and tidal waves blasted the coasts. This elemental rage has swept up phone and power lines, ravaged homes, swept away dams, and flooded lowlands. The very land has been transformed. The fallout and brown rain came down for at least a week.

There has been substantial radio and electromagnetic interference since the arrival of the comet. Radio transmission range is considerably reduced and some equipment does not appear to work at all. Satellites have been swept from orbit and long-range communication is almost nonexistent.

The horror of the aftermath was overwhelming. The scope of the disaster was almost beyond imagination. While the extent of the damage was beyond grasp, steps needed to be taken locally. As folks began to grapple with the needs of survival, the horror escalated to realms beyond belief. The dead began to rise. Packs of Zombies began roving the countryside and attacking the living. The interred clawed their way out of the grave. The dead had come to prey upon the living.

It took time and effort to deal with the marauding zombies, a few days to secure the area and a lot of casualties. The sad senseless waste was deeply disturbing. The number of refugees was much higher than expected. It seemed so hard to believe that the dead are rising and attacking the living.

A few things began to come to light. The Morgan Farm folks had been preparing before the comet was announced. Apparently a few of them were involved with a group that had been engaged in intelligence / anti-terror efforts against cultists and other strange foes. While disturbing in itself, this preparation was of great benefit.

Reports started coming in. The occasional odd snatch of short-wave signals gave some clue that zombies were attacking in other parts of the country. No coherent national response seemed to be in the making. The brief transmissions received did not make things seem any better in Europe or Asia. No coherent response seemed forthcoming there as well. Refugees began to

trickle in, bringing their own news with them.

The zombies were being organized. As if the dead rising, the earth being smashed by the debris of the comet, and civilization as we know it coming to an end was not bad enough, to find that a group of cultists, for lack of a better word, were organized and rounding up zombies and survivors was brutally difficult to bear.

One group of survivors that came in a few days ago was involved in an altercation in upstate New Hampshire. According to reports this team was asked by a friend of Colonel Gregg to bring back whatever intelligence that they could, after escaping the army of the dead. From the sound of things they were able to steal a helicopter and bring a codebook along with some very disturbing information about enemy activity. Colonel Gregg and his planning group have been a beehive of activity since then.

It seems that the black clad paramilitary cultists have not only been rounding up zombies and organizing them into some kind of war bands, but are also capturing survivors. These survivors are either sacrificed to Zaoth, the cult's name for their chosen deity, or pressed into labor. Some survivors may be offered a chance to join the cult, specifics are not known. The New Hampshire group said that they released a large number of locals being held prisoner and that one of their company stayed with the former prisoners to help them survive. A small 23-step pyramid was being assembled at this location and presumably some of the prisoners were being held as sacrifices.

Reports indicate that the wandering zombie population seems to be dwindling. Scouting indicates that the undead are being gathered into bands and controlled somehow. The enemy seems organized and to be consolidated around military bases and industrial centers. Some analysts conclude that some kind of psychological control is being exercised by the cult in some fashion, others dismiss this notion. The few that have survived and escaped from an encounter with troopers describe a drone-like quality and a high degree of discipline and efficiency. Scouting has proven to be a dangerous task and nearly 50% of all scouting teams sent on a mission fail to return.

Despite this horrific sacrifice, a sketch of the situation in Northern New England is emerging. The enemy appears to be a cult that worships a being named Zaoth. Many of the officers wear armbands with a stylized black Z in a gray circle on a red armband. All of the troopers tend to wear black fatigues, although some reports conflict on this and indicate encounters with units in green or camouflage fatigues. The enemy officers seem to be able to control groups of zombies en masse. If the implications of some shocking video are borne out, the zombies are being used in hordes to overwhelm and kill or capture survivors. If this is a



common tactic, most experts seem to agree that the casualty rate amongst the conquered survivors must be very high.

This most terrifying truth is that the cult seems to be assimilating rapidly and consolidating with alacrity. Colonel Gregg and his people seem to be in favor of rapid action. This team believes that as the cult is consolidating rapidly, it is the duty of the collective as an organized group to do the following:

1. Mount a solid and immediate resistance that must first gather intelligence about the enemy and then engage vulnerable points with strategic implications.
2. Spread out into settlement cells in defensible locations for survival.
3. Understand that there is a finite supply of support weapons and any settlement is going to be vulnerable to a zombie horde.
4. Scout resources while on the move with an eye toward eventually issuing resource dispatches.
5. Send many small teams of envoys to find like-minded individuals to resist the domination of the Cult of Zaoth and organize with them as needed.
6. Always have a fallback position prepared and a backup scouted at all times and remember it is mostly better to flee and live.

7. Create a voluntary courier group to convey messages with an eye toward a possible postal service.

8. Locate personnel and arrange a council of advisors and analysts that can offer advice and research the cult and its effects.

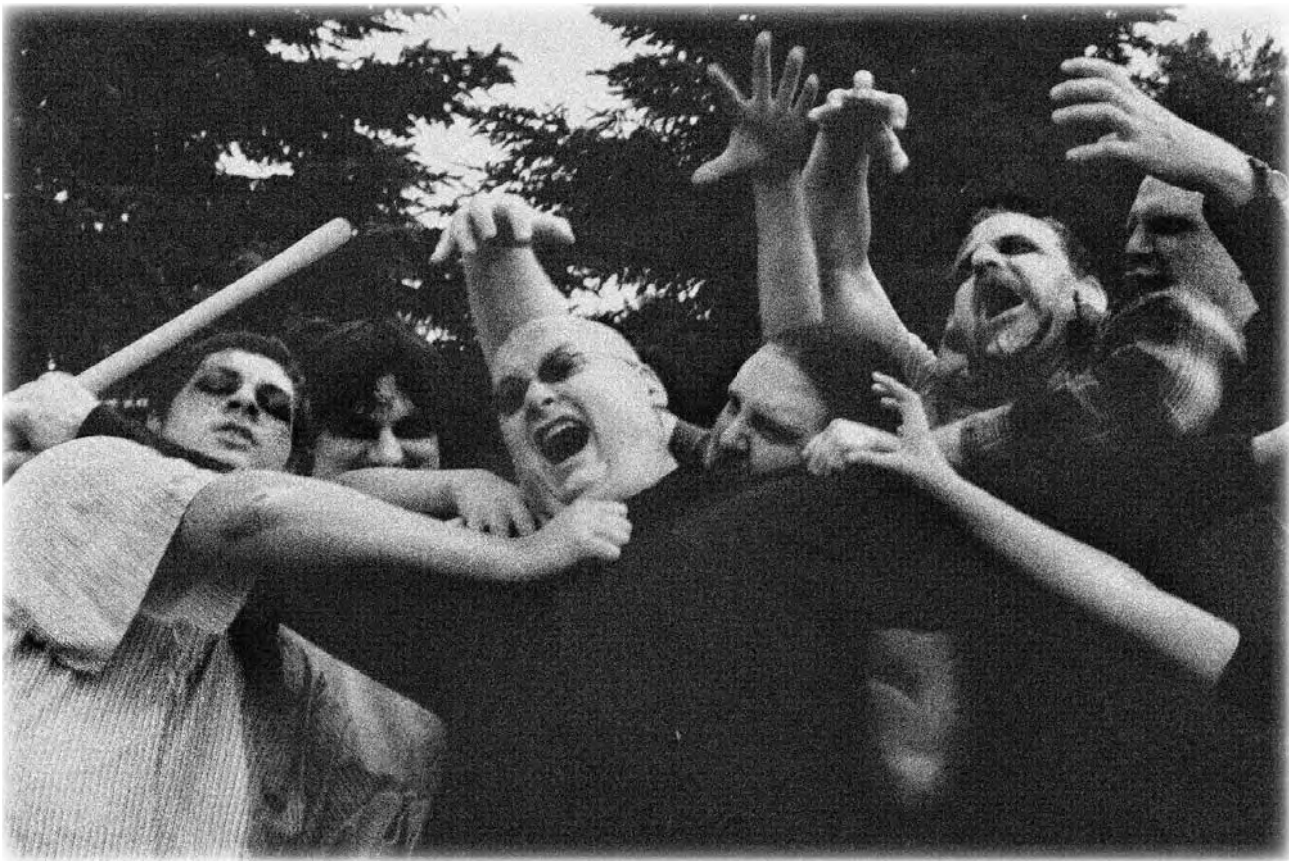
9. Always offer aid when possible with an eye toward rapidly amalgamating into a large organic cell based confederation.

10. Expect to improvise, improve, and be flexible when encountering others

This advice seems convincing to most folks attending the meetings. Small teams have been organized to recruit people and help families to find defensible locations to band together and hold. Other groups, mostly military and guard units, are cooperating to organize scouting, salvage, and convoy teams.

The initial zombie attacks were so brutal that the danger of a horde of zombies is truly hideous to imagine. There seem to be only two options: hide and hunker down or do something. You opt to do something.

After volunteering, you were interviewed and asked to take on an important mission. You and your heavily armed compatriots have been asked to undertake a raid to recover intelligence assets. You have gathered on the covered porch at one of the solar powered cabins at Morgan Farm. The briefing should start soon, but in the meantime there is coffee....



Player Introduction Video Clip

A handout has also been made that represents a video sequence shown to their characters and give them a bit of a first hand look at the enemy. The text is also shown below. It is important that the keeper make sure that the players understand that they have viewed this horrific sequence, as have most in the Morgan Farm enclave.

Zombie Horde Attack Video Clip

EXT. CITY ALLEY

A grainy shot from the P.O.V. of the helmet camera of one we believe to be LISA. In the foreground on the right is a man we believe is CHUCK. From behind, it can be seen that he is wearing torn jeans, a Kevlar Vest, and a Riot Helmet. He is equipped with a Riot Shield and a Machete. On the left is a woman who we believe to be JANE. She is wearing tight Green Fatigue Pants, Body Armor, and is equipped with a Staff. Beyond them pouring into the trash strewn alley is a horde of zombies.

LISA

(Screaming from off camera)

Hell! Look at 'em! Jane, Chuck, all we gotta do is hold 'em off 'til we get to the door.

The zombies rush down the alley slamming into CHUCK and JANE like a wave of flesh. JANE is able to knock down quite a few. CHUCK fights, holding back the horde for a while with his shield and sending heads and limbs flying with his machete.

CHUCK

(Screaming)

Back! Slow and steady.

JANE

(Sobbing)

We ain't gonna make it. Damn!

CHUCK and JANE fight back the tide sustaining grievous wounds in the process. They fall back before the press. More and more zombies swarm into the alley. The press grows stronger and the ravening horde redoubles the assault. At the very back of the horde can be seen 4 grim-faced troopers in Black Fatigues and Kevlar wearing helmets reminiscent of a WWII German design. The troopers are carrying M-16 Assault Rifles. An officer accompanies them. She is a blond woman in a similar outfit distinguished by a Red Armband (a stylized black Z in a gray circle is prominently displayed). Her eyes give off a red glow from within. She gestures from behind the horde as if propelling them forward.



CHUCK

(Screaming)

Oh Lisa, I'm sorry.

The horde of ravening zombies crashes over CHUCK and JANE knocking them both to the ground. A few pause to smash and tear them apart. The P.O.V. shakes and jiggles and is filled for a moment with the wounded and rotted faces of the zombie horde. The P.O.V. is knocked down and sideways changing the perspective. The feet and hands of zombies fill the frame. The P.O.V. jiggles as the horde begins to kick and smash. A sobbing begins off camera. In the background the creatures continue to tear apart CHUCK and JANE. This is a brutal scene with blood and parts spraying everywhere. In the foreground the kicking continues. Blood and gore spray into the frame as the zombies tear up LISA. The shot ends in static and white noise...



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Morgan Farm
7 Morgan Farm Road
Troy, VT 05044



Directions

From the East

- Take your best route to I-91
- Use Exit 26 taking VT-58 / US-5
- Travel toward Irasburg / Jay Peak
- Continue to follow US-5
- Turn Left onto VT-14
- Proceed forward onto VT-100
- Pass through Troy
- Turn right onto Morgan Farm Road

From the West

- Take your best route to VT-105
- Remain on VT-105 at the merge with VT-108
- Turn right onto Troy Street (VT-105)
- Follow slight left onto Jay Road (VT-105)
- Turn right onto VT-101
- Turn Left onto VT-100
- Turn left onto Morgan Farm Road



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- Secluded Cabins
- Conference Center
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- Trout Streams
- Bass Pond
- Horseback Riding
- Fitness Facilities
- Rifle Range

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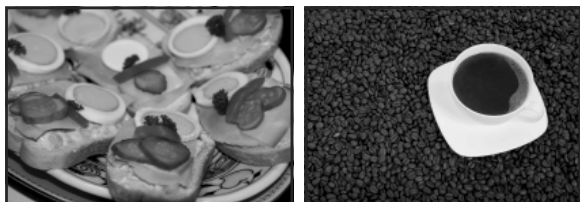
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We have much to offer at Morgan Farm from the cozy comfort of a secluded cabin to the rustic pampering of a bed & breakfast. Accommodations also include Greystone Lodge, which can be used for a variety of events from weddings to corporate retreats. Our unique location and range of activities include fishing, nature trails, and seasonal events. This makes us a great destination for families, couples, and group retreats.

Our meals are all made from local organically produced ingredients, much of which is grown on site. We participate in a large organic cooperative to guarantee safe and healthy food for ourselves and our guests. Meals are served daily at the farm by reservation and custom meals can be prepared by our chef upon request.



We offer a variety of activities which vary seasonally. In the spring we are host to the Green Mountain Renaissance Fair, the Galloway Equestrian Festival, and offer a variety of fly fishing classes. Summer is filled with an assortment of nature related activities including a variety of classes in outdoor skills and trips into the Green Mountain National Forest. Fall brings the Corn Maze, Harvest Festival, and Haunted Hayrides. In the winter we offer cross-country skiing, snow shoeing, and ice fishing trips.

Please feel free to visit our website or call us for more detailed schedule information:

800-555-0135

www.morganfarm.com



Facilities & Accommodations

Bed & Breakfast: A 9 room inn with fully prepared organic meals.

Guest Cabins: 21 cabins with kitchenettes, 5 of which are on secluded lots for enhanced privacy, available with 1, 2, and 3 bedrooms.

Greystone Lodge: A fully equipped function center ideal for conferences, weddings, workshops, and other events.

Home Cooked Organic Meals: Fully organic fare can be provided by reservation and can include a variety of catered services.

Nature Trails: Our nature trails offer an excellent relaxing walk for bird watchers, hikers and nature lovers of all kinds.

Fitness Center & Spa: A well-equipped fitness center including a wide variety of state of the art fitness equipment.

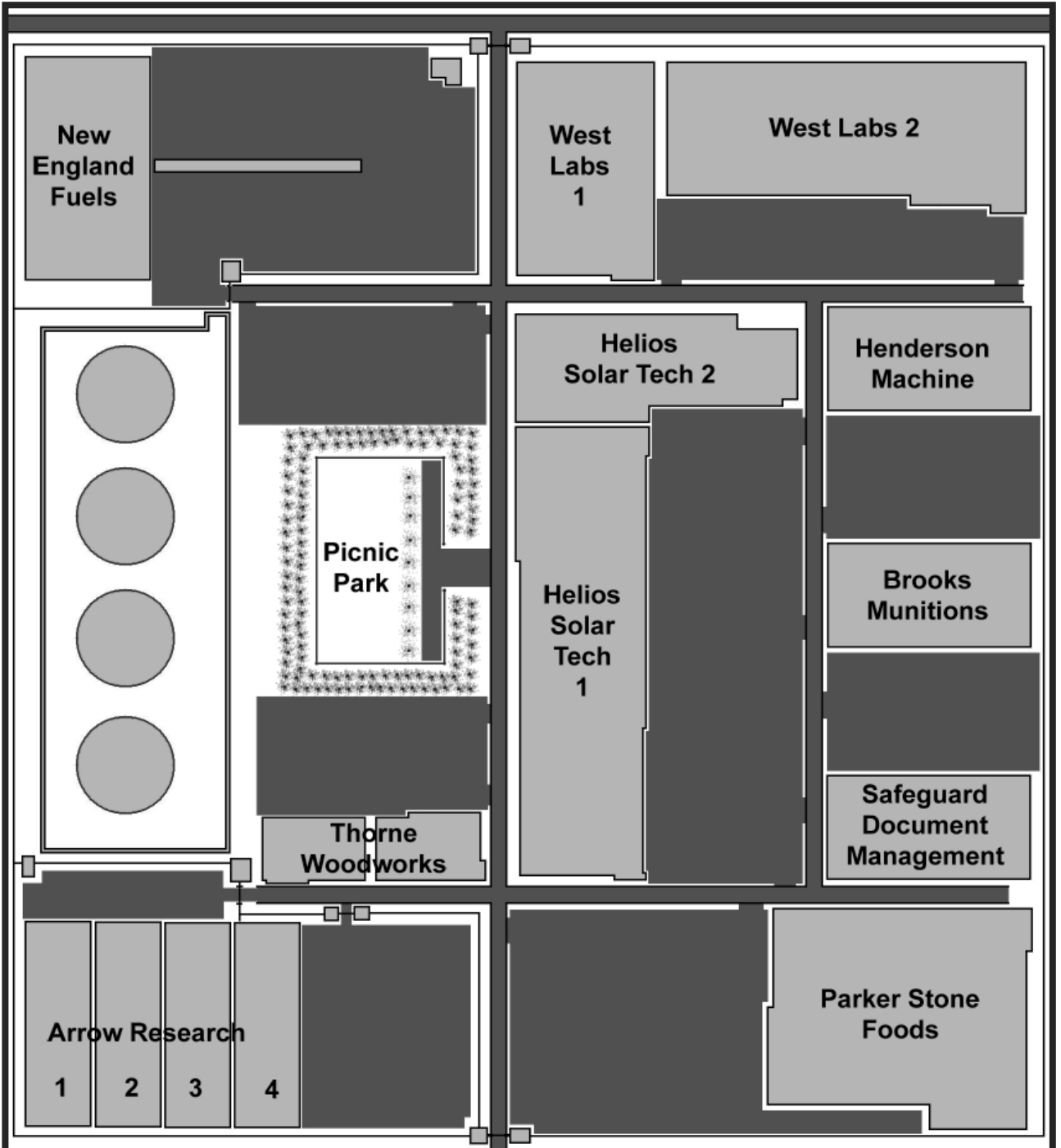
Equestrian Activities: Our stables provide a variety of opportunities including trail rides, lessons, and boarding.

Trout Streams: East Brook and Stone Brook Trout streams are stocked annually offering an exciting fishing experience. Lessons are available in fly tying, fly fishing, etc.

Bass Pond: McRae Pond is a 46 acre Bass pond providing an excellent fishing experience to casual and seasoned fisher folk.

Rifle Range: Our fully equipped rifle range is host to the Troy Rod & Gun Club and is available to guests.





Eastland Industrial Park Player Map

- Road
- Parking Lot
- Fence
- Gate House (Block House)
- Tree Line
- Building
- Scale: 0 15 30 45 60 (Meters)
- Concrete Containment Wall
- Fuel Storage Tank

Rise of the Dead: Part 2 - The Raid

Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Investigator Name Montgomery Thompson
Occupation Captain USAF - Retired (Software Engineer)
Colleges, Degrees Worcester Polytech
Birthplace Memphis, Tennessee
Mental Disorders

Characteristics & Rolls

Sex	M	STR	10	DEX	13	INT	17	Idea	85
		CON	11	APP	11	POW	14	Luck	60
Age	41	SIZ	16	SAN	70	EDU	18	Know	80
				99-Cthulhu Mythos		Damage Bonus		+1d4	

Sanity Points 63 **Magic Points** 14 **Hit Points** 14

Investigator Skills

Accounting (10%)	20	Geology (01%)	1	Persuade (15%)	1
Anthropology (01%)	1	Hide (10%)	30	Pharmacy (01%)	1
Archaeology (01%)	1	History (20%)	20	Photography (10%)	10
Art (05%)		Jump (25%)	25	Physics (01%)	41
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	45	Airplane	25
Astronomy (01%)	1	Listen (25%)	50		
Bargain (05%)	5	Locksmith (01%)	1	Psychoanalysis (01%)	1
Biology (01%)	1	Martial Arts (01%)	1	Psychology (05%)	5
Chemistry (01%)	1	Mech. Repair (20%)	50	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	30
Computer Use (01%)	81	Natural History (10%)	10	Spot Hidden (25%)	45
Conceal (15%)	15	Navigate (10%)	20	Swim (25%)	50
Craft (05%)		Occult (05%)	5	Throw (25%)	25
		Opr. Hvy. Mch. (01%)	1	Track (10%)	10
		Other Language (01%)			
Credit Rating (15%)	35				
Cthulhu Mythos (00)	0				
Disguise (01%)	1				
Dodge (DEX x 2%)	46				
Drive Auto (20%)	20				
Electr. Repair (10%)	40				
Electronics (01%)	61				
Fast Talk (05%)	40	Own Language (EDU x 5%)			
First Aid (30%)	40	English	80		

Firearms

		Handgun (20%)	50
		Machine Gun (15%)	15
		Rifle (25%)	50
		Shotgun (30%)	30
		SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a
Machete	1d8 + db	25	touch	1	1	12

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
M-16 A-2	2d8	50	97	130	1/Burst	30	11
Glock 17 9mm Auto	1d10	20	98	20	3	17	8

Rise of the Dead

Part 2 - The Raid



Montgomery is rather tall with short brown hair, green eyes, a bent nose, and a well-trimmed moustache. He speaks with a calm tone and a faint southern drawl. He is friendly and taciturn in manner. His nature tends to be rather conservative. He is known for his occasional outburst of temper and usually becomes incensed at perceived wrongs to others.

He was born in Memphis, Tennessee, and raised by his grandparents. His father and mother were killed in a plane crash when he was 8 years old. Both his father and grandfather served in the army. He broke with tradition and joined the Air Force, becoming involved with computer science. He went on to become a well-respected expert in the field of computer engineering and obtained an advanced degree from Worcester Polytech. His specialty was in the field of fire control and guidance systems. He spent the latter part of his career on the USNS Invincible, a Missile Range Instrumentation ship used in joint developmental work by the Navy and Air Force to refine missile capabilities.

Montgomery was divorced some years ago. His ex-wife, Jeanette, was unhappy with his career commitment and over time this wore down the relationship. They had remained on good terms, but did not remain close. He was not able to reach her as the strike came. He has developed strong feelings for Sarah Saxon and has worked hard to conceal this from her. His protective instincts are very close to the surface as of late and some of the veneer has begun to crack.

He is not too thrilled to have Wayne Bamford on the team. He has encountered him before as a guest on Morgan Farm and considers him a loose cannon. Colonel Gregg seems to value his skills despite the known issues. Wayne is a known petty criminal and a wastrel and has a conviction record for a variety of petty crimes.

Montgomery is very concerned with the current situation and highly disturbed by the fact that zombies exist. As a result of this he has begun to question a number of the underlying assumptions of his worldview. He is willing to do whatever he can to preserve civilization and contribute to the defeat of the as yet not truly defined enemy. The level of organization displayed by the cult is profoundly fearsome.

Equipment

On Person

Mini Red LED Flashlight
 Compact HiRes Digital Camera
 2 Packs of Gum
 Waterproof Matches
 Survival Pouch (Candy, Line, Hooks, Minor 1st Aid, etc.)
 Compass
 1 Bag Trail Mix
 5 MREs
 1 liter Canteen
 Flask Of Brandy
 Glock 9mm
 4 Spare 9mm Magazines
 Machete
 Area Map
 Survival Knife
 Pocket Knife
 Walkie Talkie w/Ear Bud (Voice Activation)
 M-16 A-2 w/ Night Vision Scope
 6 30 Round 5.56mm Magazines
 3 Cigars in hard case
 Lighter

Cigar Cutter
 2 Smoke grenades
 12 Zip Ties & 2 Hoods with Gags

Clothing

Urban Camo Fatigues
 Kevlar Vest (8 Pts)
 Kevlar Helmet (8 Pts)
 Boots

Backpack

Night Vision Binoculars (12x)
 First Aid / Field Dressing Kit
 Compact Computer Tool Kit
 Spare Fatigues
 Spare Socks & Underwear
 Spare Flashlight Batteries
 Pen & Notepad
 1 Box of 50 .223 Rounds
 Wire Cutters
 Notebook Computer
 Short Wave Radio Transceiver



Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Investigator Name Sarah Saxon
Occupation Lt. Colonel - Retired (Psych Ops)
Colleges, Degrees Uniformed Services University of the Health Sciences
Birthplace Syracuse, New York
Mental Disorders

Characteristics & Rolls

Sex	F	STR	14	DEX	18	INT	16	Idea	80
		CON	12	APP	11	POW	14	Luck	70
Age	44	SIZ	13	SAN	70	EDU	20	Know	96
				99-Cthulhu Mythos		Damage Bonus		+1d4	

Sanity Points 64 **Magic Points** 14 **Hit Points** 14

Investigator Skills

Accounting (10%)	10	Geology (01%)	1	Persuade (15%)	40
Anthropology (01%)	1	Hide (10%)	10	Pharmacy (01%)	21
Archaeology (01%)	1	History (20%)	20	Photography (10%)	10
Art (05%)		Jump (25%)	25	Physics (01%)	21
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	55		
Astronomy (01%)	1	Listen (25%)	40		
Bargain (05%)	5	Locksmith (01%)	40	Psychoanalysis (01%)	61
Biology (01%)	20	Martial Arts (01%)	41	Psychology (05%)	70
Chemistry (01%)	20	Mech. Repair (20%)	20	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	40	Sneak (10%)	40
Computer Use (01%)	20	Natural History (10%)	10	Spot Hidden (25%)	45
Conceal (15%)	15	Navigate (10%)	10	Swim (25%)	25
Craft (05%)		Occult (05%)	5	Throw (25%)	25
		Opr. Hvy. Mch. (01%)	1	Track (10%)	10
		Other Language (01%)		Fencing	60
Credit Rating (15%)	40	Latin	20		
Cthulhu Mythos (00)	0				
Disguise (01%)	1				
Dodge (DEX x 2%)	36			Firearms	
Drive Auto (20%)	20			Handgun (20%)	20
Electr. Repair (10%)	10			Machine Gun (15%)	15
Electronics (01%)	1			Rifle (25%)	30
Fast Talk (05%)	60	Own Language (EDU x 5%)		Shotgun (30%)	30
First Aid (30%)	60	English	100	SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	50	touch	0	1	n/a
Katana	1d8 + 2 + db	60	touch	1	1	15

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
M-16 A-2	2d8	50	97	130	1/Burst	30	11
Glock 17 9mm Auto	1d10	20	98	20	3	17	8

Rise of the Dead

Part 2 - The Raid



Sarah is a tall athletic woman with dark brown hair kept in a bob, piercing gray green eyes, full lips, and an olive complexion. She is very fit and dedicates at least 1-2 hours each day to exercise, which includes kata (martial arts practice). She is trained in Karate, Judo, and Kendo. She is a disciplined and taciturn individual and avoids interpersonal conflict as much as possible. She does not forgive easily and has been known to hold a grudge. This is a personal weakness that she has attempted to minimize.

She was born and raised in Syracuse, New York. Her father, James, is a medical doctor in general practice and her mother, Samantha, a journalist working primarily for the Syracuse Post-Standard. Her elder sister, Julie, was killed in a terrorist bombing in Beirut while traveling to an archaeological dig. Sarah was 16 at that time and her sister had recently begun her doctoral program specializing in Phoenician studies. This had a substantial effect on her and she believes is part of the impetus that drove her to join the Army. She did in a fashion follow her father's desires to become a doctor.

Sarah obtained her medical training from the Uniformed Services University of the Health Sciences in Bethesda, Maryland, and went on to do her psychiatric residency at the Walter Reed Army Medical Center. Her current specialty is PsychOps. She retired from service, declining to re-enlist after being heavily pressured to assist in developing what she considered radical interrogation techniques. She began her career working with teams to develop information warfare practices. Her most recent work involved the psychoactive effects of extremely low frequency electromagnetic and scalar fields. These experiments were highly classified. In a nutshell these were experiments in understanding methods of broadcasting EM at individuals to significantly affect their behavior. She had spent a number of prior years studying the effects of psychological conditioning on prisoners and attempting to develop therapies to help victims cope with this experience. She had become increasingly uncomfortable with this line of research.

Sarah is particularly fond of Montgomery Thompson and suspects that he may reciprocate her interest. She does not believe that the current situation is particularly conducive to forming a new intimate relationship. She has often had trust issues and has had a hard time "opening up" under far less stressful conditions.

She has found current apocalyptic events to be particularly disturbing. Sarah has volunteered for hazardous missions to obtain a further data on the enemy. The idea of walking dead has left her profoundly troubled and has plagued her with nightmares. She has recently begun smoking.

Equipment

On Person

Mini Red LED Flashlight
 2 Packs of Camel Filters
 Cigarette Lighter
 Survival Pouch (Candy, Line, Hooks, Minor 1st Aid, etc.)
 Compass
 1 Bag Trail Mix
 5 MREs
 1 liter Canteen
 Glock 9mm
 2 Spare 9mm Magazines
 Area Map
 Survival Knife
 Pocket Tool (Small Leatherman)
 Walkie Talkie w/Ear Bud (Voice Activation)
 M-16 A-2 w/ Night Vision Scope
 6 30 Round 5.56 Magazines
 Compass

Katana
 12 Zip Ties & 2 Hoods with Gags

Clothing

Urban Camo Fatigues
 Kevlar Vest (8 Pts)
 Kevlar Helmet (8 Pts)
 Boots

Backpack

First Aid / Field Dressing Kit
 Field Surgeons Kit
 Spare Fatigues
 Spare Socks & Underwear
 Spare Flashlight Batteries
 Pen & Notepad
 Waterproof Matches
 Hand Cranked AM/FM/SW Radio Receiver



Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Investigator Name Carlos Alves dos Santos
Occupation Captain USMC - Retired / Photojournalist
Colleges, Degrees University of Texas at Austin
Birthplace Bentonville, Arkansas
Mental Disorders

Characteristics & Rolls

Sex	M	STR	17	DEX	12	INT	17	Idea	85
		CON	16	APP	12	POW	15	Luck	75
Age	36	SIZ	16	SAN	75	EDU	16	Know	80
99-Cthulhu Mythos				Damage Bonus			+1d6		

Sanity Points 68 **Magic Points** 15 **Hit Points** 16

Investigator Skills

Accounting (10%)	10	Geology (01%)	1	Persuade (15%)	61
Anthropology (01%)	1	Hide (10%)	10	Pharmacy (01%)	1
Archaeology (01%)	1	History (20%)	20	Photography (10%)	60
Art (05%)		Jump (25%)	25	Physics (01%)	1
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	50		
Astronomy (01%)	1	Listen (25%)	50		
Bargain (05%)	5	Locksmith (01%)	1	Psychoanalysis (01%)	1
Biology (01%)	1	Martial Arts (01%)	1	Psychology (05%)	50
Chemistry (01%)	1	Mech. Repair (20%)	20	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	55
Computer Use (01%)	21	Natural History (10%)	10	Spot Hidden (25%)	70
Conceal (15%)	15	Navigate (10%)	10	Swim (25%)	25
Craft (05%)		Occult (05%)	20	Throw (25%)	25
		Opr. Hvy. Mch. (01%)	1	Track (10%)	10
		Other Language (01%)			
Credit Rating (15%)	30				
Cthulhu Mythos (00)	0				
Disguise (01%)	21				
Dodge (DEX x 2%)	44				
Drive Auto (20%)	40				
Electr. Repair (10%)	10				
Electronics (01%)	20				
Fast Talk (05%)	20	Own Language (EDU x 5%)			
First Aid (30%)	30	English	80		

Firearms

		Handgun (20%)	40
		Machine Gun (15%)	15
		Rifle (25%)	60
		Shotgun (30%)	30
		SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a
Machete	1d8 + db	25	touch	1	1	12

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
M-16 A-2	2d8	60	97	130	1/Burst	30	11
Glock 17 9mm Auto	1d10	40	98	20	3	17	8

Rise of the Dead

Part 2 - The Raid



Carlos Alves dos Santos

Age 36

Captain USMC / Journalist

Carlos is a muscular man with a strong square jaw, black hair in a very short buzz cut, brown eyes, a dark complexion, with a burn scar on his neck. He speaks with a gentle southern accent and speaks quietly, using just enough volume to compel attention. He has a quick and sometimes biting wit and enjoys reading about current events. He has sometimes referred to himself as a news magazine addict.

He was born in Bentonville, Arkansas, and spent most of his youth there. His father, Jesus, is a successful master electrician and owner of Star Electrical Services, and his mother, Maria, an accountant who worked from her home office for many years. He has 1 elder brother Jesus Jr., and two younger sisters, Carmela and Esmerelda. He declined to join the family business and pursued a degree in Journalism from the University of Texas at Austin. He participated in the ROTC program and joined the Marines and traveled to a number of theaters.

Carlos has spent considerable time in Central and South America. His primary occupation has been as a photojournalist, but he has written a considerable number of articles as well. Most of his work has been published in Stars & Stripes, Leatherneck (the official magazine of the USMC), Marine Times, Surface Warfare Magazine, Marines Magazine, and Ground Warrior. He has also been published in National Geographic and a variety of wire services such as United Press and Associated Press. After his last enlistment he became a freelance photojournalist.

His wife of 16 years, Jessica, has gone missing in the panic prior to the strike. He was expecting to meet her at Morgan Farm where they had vacationed a number of times and which he had used on several occasions as a base of operations while pursuing photography assignments in the region. He is very upset about her loss and does not hold high hopes.

Carlos is pleased to be on the team with Levi Warhmann with whom he has become fast friends after several assignments in the Green Mountain & Finger Lakes National Forest. He finds Levi's combination of wry humor and discipline refreshing.

The walking dead, evil cults, and the end of known civilization have come as quite a blow. It seems like something out a pulp novel from his youth and sometimes he has trouble wrapping his mind around it. The idea of doing something to help preserve what he can and defeat the enemy is what has kept him going.

Equipment

On Person

- Mini Red LED Flashlight
- High End Digital Camera
- High End SLR Film Camera
- Waterproof Matches
- Survival Pouch (Candy, Line, Hooks, Minor 1st Aid, etc.)
- Compass
- 1 Bag Peppermint Candies
- 5 MREs
- 1 liter Canteen
- Glock 9mm
- 4 Spare 9mm Magazines
- Machete
- Area Map
- Survival Knife
- Walkie Talkie w/Ear Bud (Voice Activation)
- M-16 A-2 w/ Night Vision Scope
- 6 30 Round 5.56mm Magazines
- Small Disposable Box Camera
- 12 Zip Ties & 2 Hoods with Gags

Clothing

- Urban Camo Fatigues
- Kevlar Vest (8 Pts)
- Kevlar Helmet (8 Pts)
- Boots

Backpack

- Night Vision Binoculars (12x)
- First Aid / Field Dressing Kit
- Compact Computer Tool Kit
- Spare Fatigues
- Spare Socks & Underwear
- Spare Flashlight Batteries
- Pen & 2 Notepads
- Digital Recorder
- 1 Box of 50 .223 Rounds
- High End SLR Digital Camera (Backup)
- Small Disposable Box Camera (Backup)

Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Investigator Name Wayne Bamford
Occupation Auto Mechanic
Colleges, Degrees North County Career Center
Birthplace Troy, Vermont
Mental Disorders

Characteristics & Rolls

Sex	M	STR	15	DEX	15	INT	13	Idea	65
		CON	14	APP	12	POW	15	Luck	75
Age	29	SIZ	13	SAN	75	EDU	14	Know	70
99-Cthulhu Mythos				Damage Bonus			+1d4		

Sanity Points 69 **Magic Points** 15 **Hit Points** 14

Investigator Skills

Accounting (10%)	10	Geology (01%)	1	Persuade (15%)	25
Anthropology (01%)	1	Hide (10%)	20	Pharmacy (01%)	1
Archaeology (01%)	1	History (20%)	20	Photography (10%)	10
Art (05%)		Jump (25%)	25	Physics (01%)	1
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	25		
Astronomy (01%)	1	Listen (25%)	50		
Bargain (05%)	20	Locksmith (01%)	70	Psychoanalysis (01%)	1
Biology (01%)	1	Martial Arts (01%)	1	Psychology (05%)	5
Chemistry (01%)	1	Mech. Repair (20%)	60	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	70
Computer Use (01%)	20	Natural History (10%)	10	Spot Hidden (25%)	60
Conceal (15%)	15	Navigate (10%)	10	Swim (25%)	25
Craft (05%)		Occult (05%)	5	Throw (25%)	25
		Opr. Hvy. Mch. (01%)	70	Track (10%)	60
		Other Language (01%)			
Credit Rating (15%)	20				
Cthulhu Mythos (00)	0				
Disguise (01%)	20				
Dodge (DEX x 2%)	50				
Drive Auto (20%)	60				
Electr. Repair (10%)	20				
Electronics (01%)	1				
Fast Talk (05%)	20	Own Language (EDU x 5%)			
First Aid (30%)	30	English	70		

Firearms

Handgun (20%)	30
Machine Gun (15%)	15
Rifle (25%)	60
Shotgun (30%)	
SMG (15%)	

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a
Machete	1d8 + db	25	touch	1	1	12

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
30-06 Semi-Auto	2d6+4	60	00	130	1	5	12
.45 ACP	1d10+2	30	00	15	1	7	8

Rise of the Dead

Part 2 - The Raid



Wayne Bamford

Age 29

Auto Mechanic

Wayne is a muscular individual of medium height with long brown hair in a ponytail, brown eyes, an aquiline nose, thin lips, and a modest beard. He speaks with a strong New England accent. He is brash, blond, and can be rather headstrong. He is capable of discipline most of the time but can be recalcitrant and difficult on some occasions.

He was born and raised in Troy, Vermont. Wayne's father, James, and mother, Cheryl, were both abusive alcoholics. His mother was killed while driving drunk when he was 9 years old. He went to Troy School in North Troy and learned auto repair while working in a local garage and attending North County Career Center. Most of his youth was spent hunting, fishing, and camping. He has a wild streak and engaged in a number of criminal activities. He spent a number of years in and out of the Northern State Correctional Facility. Most of his arrests were for breaking and entering, vandalism, and under age drinking. He has since served time for petty theft, drunk and disorderly conduct, and assault. Despite these problems he has excelled in the field of automobile repair and is an excellent mechanic. He has worked for a number of years at Ray's Auto Service and works on the side as a guide. His deep woods experience is extensive.

Wayne was married to Mary-Jean Carmichael for a number of years, but the relationship ended in a bitter divorce and he was unable to retain custody of his son William. He has had a string of short-term relationships. He has spent the last several years trying to straighten up his act with moderate success.

He is not too thrilled to have Montgomery Thompson on the team. He considers him stuffy and overbearing. Although he will not admit it he does secretly respect his drive and discipline. He particularly likes Levi Wahrman, whose easygoing nature he admires.

Wayne is very proud of his red 1974 Plymouth Barracuda that he has spent years restoring and hopping up.

The current events have really scared him and he has begun to be curious about religion. He finds the idea of zombies to be revolting and somehow fill him with angry urges. He is glad to work to any end to eradicate the zombies and somehow has found the idea of being part of a group attempting to preserve civilization and defeat the enemy to be invigorating. He never before has had such a strong sense of purpose and conviction.

Equipment

On Person

Mini Red LED Flashlight
1 Pack of Marlborough Smokes (Waterproof Case)
Lighter
Waterproof Matches
Survival Pouch (Candy, Line,
Hooks, Minor 1st Aid, etc.)
Compass
4 Chocolate Bars with Almonds
5 MREs
1 liter Canteen
Flask Of Whiskey
.45 ACP
4 Spare .45 Magazines
Machete
Area Map
Large Muti-Tool
Walkie Talkie w/Ear Bud (Voice Activation)
30-06 Semi-Auto w/ Night Vision Scope
5 6 Round 30-06 Magazines
Compass
12 Zip Ties & 2 Hoods with Gags

Clothing

Urban Camo Fatigues
Kevlar Vest (8 Pts)
Kevlar Helmet (8 Pts)
Boots

Backpack

3 Packs of Marlborough Smokes
Red / Blue LED Headlamp
First Aid
Spare Compass
Spare Fatigues, Socks & Underwear
1 Box of 25 30-06 Rounds
7 6 Round 30-06 Magazines
Lock Pick Set
Small Toolkit (Screwdrivers, Vice Grips etc.)
Universal Auto Lockout Toolkit
Spare Flask of Whiskey
Space Blanket



Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Investigator Name Amy Thibodeaux
Occupation Wilderness Guide
Colleges, Degrees University of Vermont in Burlington
Birthplace Baton Rouge, Louisiana
Mental Disorders

Characteristics & Rolls

Sex	F	STR	12	DEX	17	INT	16	Idea	80
		CON	11	APP	14	POW	17	Luck	85
Age	32	SIZ	10	SAN	85	EDU	20	Know	96
99-Cthulhu Mythos					Damage Bonus				

Sanity Points 78 **Magic Points** 17 **Hit Points** 11

Investigator Skills

Accounting (10%)	10	Geology (01%)	20	Persuade (15%)	50
Anthropology (01%)	1	Hide (10%)	20	Pharmacy (01%)	1
Archaeology (01%)	1	History (20%)	20	Photography (10%)	20
Art (05%)		Jump (25%)	25	Physics (01%)	1
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	50	Boat	50
Astronomy (01%)	1	Listen (25%)	45		
Bargain (05%)	5	Locksmith (01%)	1	Psychoanalysis (01%)	1
Biology (01%)	1	Martial Arts (01%)	1	Psychology (05%)	20
Chemistry (01%)	1	Mech. Repair (20%)	20	Ride (05%)	5
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	70
Computer Use (01%)	20	Natural History (10%)	40	Spot Hidden (25%)	70
Conceal (15%)	30	Navigate (10%)	40	Swim (25%)	25
Craft (05%)		Occult (05%)	30	Throw (25%)	25
		Opr. Hvy. Mch. (01%)	1	Track (10%)	60
		Other Language (01%)		Fly Fishing	40
Credit Rating (15%)	20	French	20		
Cthulhu Mythos (00)	0				
Disguise (01%)	1				
Dodge (DEX x 2%)	34				
Drive Auto (20%)	20				
Electr. Repair (10%)	10				
Electronics (01%)	1				
Fast Talk (05%)	5	Own Language (EDU x 5%)			
First Aid (30%)	30	English	100		

Firearms

Handgun (20%)	20
Machine Gun (15%)	15
Rifle (25%)	50
Shotgun (30%)	30
SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a
Machete	1d8 + db	25	touch	1	1	12

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
30-06 Semi-Auto	2d6+4	50	00	130	1	5	12
.45 ACP	1d10+2	20	00	15	1	7	8

Rise of the Dead

Part 2 - The Raid



Amy is an athletic African American woman of medium height with short curly black hair, a dark coffee colored complexion, an expressive face, high cheekbones, and deep blue eyes. She has a smooth voice that is oddly deep for her size and speaks with deliberation choosing her words carefully. She is well versed in environmental concerns and was very politically active in environmental causes.

She was born in Baton Rouge, Louisiana, and spent her early childhood there. Her father, Leon, was a chemist and her mother, Stephanie, a nurse. Her parents divorced as she entered her pre-teens and her mother moved to Maine where she worked at Millinocket Regional Hospital and remarried Frederick Watson, a local pharmacist, a few years after the move. The new marriage brought Amy a younger stepbrother, Willard, and a new home in Lincoln, Maine. The transition was difficult at first but she fell in love with the woods. She obtained a degree in English from the University of Vermont in Burlington, after starting in the Political Science program.

While studying at the university she met the love of her life, Travis Gregg. She and Travis moved to upstate Vermont, where they have a home in Hancock, Vermont. The two of them make a respectable living acting as guides conducting expeditions, tours, and hiking trips. Her father-in-law is Colonel Basil Gregg, and they have a strong connection to Morgan Farm as a result.

She is concerned about Wayne Bamford being on the team, but does believe that he seems to have acquired some backbone in recent years. Amy is well aware of Wayne's harsh upbringing, drunk father, and shady past, which includes petty theft, drunk and disorderly conduct, and assault. She has become rather fond of Levi Wahrmann as of late, enjoying his sense of humor.

Amy is a bit traumatized by current events especially as zombies assaulted her and Travis while they were foraging after the strike. She is heartened by the fact that he seems to be recovering well, despite having a broken arm. As an active woman she is glad to be moving and have a sense of purpose.

Equipment

On Person

Mini Red LED Flashlight
 Waterproof Matches
 Survival Pouch (Candy, Line, Hooks, Minor 1st Aid, etc.)
 Compass
 1 Bag Trail Mix
 5 MREs
 1 liter Canteen
 .45 ACP
 4 Spare .45 Magazines
 Machete
 Area Map
 Pocket Knife
 Walkie Talkie w/Ear Bud (Voice Activation)
 30-06 Semi-Auto w/ Night Vision Scope
 5 6 Round 30-06 Magazines
 12x Monocular
 Skinning Knife
 Large Muti-Tool
 Pen & Notepad
 Lighter
 12 Zip Ties & 2 Hoods with Gags

Clothing

Urban Camo Fatigues
 Kevlar Vest (8 Pts)
 Kevlar Helmet (8 Pts)
 Boots

Backpack

Night Vision Binoculars (12x)
 First Aid / Field Dressing Kit
 Red / Blue LED Headlamp
 Spare Compass
 Spare Fatigues
 Spare Socks & Underwear
 Spare Flashlight Batteries
 1 Box of 25 30-06 Rounds
 7 6 Round 30-06 Magazines
 Hand Cranked Flashlight
 Space Blanket
 Partial Roll of Duct Tape
 100 Feet Nylon Line
5 Granola Bars
1 Bag of Banana & Chocolate Chips
Ultra Light 4' x 6' Tarp



Call of Cthulhu

Horror Role-Playing

Modern Investigator's Sheet

Investigator Name Levi Wahrmann
Occupation Forest Supervisor (Green Mountain & Finger Lakes National Forest)
Colleges, Degrees Yale University
Birthplace Bridgeport, Connecticut
Mental Disorders

Characteristics & Rolls

Sex	M	STR	15	DEX	17	INT	15	Idea	75
		CON	14	APP	12	POW	13	Luck	65
Age	37	SIZ	14	SAN	65	EDU	18	Know	90
99-Cthulhu Mythos				Damage Bonus			+1d4		

Sanity Points 62 **Magic Points** 13 **Hit Points** 14

Investigator Skills

Accounting (10%)	10	Geology (01%)	20	Persuade (15%)	15
Anthropology (01%)	1	Hide (10%)	20	Pharmacy (01%)	1
Archaeology (01%)	1	History (20%)	20	Photography (10%)	20
Art (05%)		Jump (25%)	25	Physics (01%)	1
		Law (05%)	5	Pilot (01%)	
		Library Use (25%)	25	Boat	21
Astronomy (01%)	20	Listen (25%)	40		
Bargain (05%)	5	Locksmith (01%)	1	Psychoanalysis (01%)	1
Biology (01%)	20	Martial Arts (01%)	1	Psychology (05%)	5
Chemistry (01%)	20	Mech. Repair (20%)	40	Ride (05%)	20
Climb (40%)	40	Medicine (05%)	5	Sneak (10%)	40
Computer Use (01%)	21	Natural History (10%)	40	Spot Hidden (25%)	50
Conceal (15%)	20	Navigate (10%)	40	Swim (25%)	40
Craft (05%)		Occult (05%)	5	Throw (25%)	25
Carpentry	20	Opr. Hvy. Mch. (01%)	16	Track (10%)	50
		Other Language (01%)		Fencing	80
Credit Rating (15%)	15	Hebrew	20		
Cthulhu Mythos (00)	0				
Disguise (01%)	1				
Dodge (DEX x 2%)	34			Firearms	
Drive Auto (20%)	20			Handgun (20%)	20
Electr. Repair (10%)	20			Machine Gun (15%)	15
Electronics (01%)	1			Rifle (25%)	45
Fast Talk (05%)	5	Own Language (EDU x 5%)		Shotgun (30%)	30
First Aid (30%)	30	English	90	SMG (15%)	15

Weapons

Melee	Damage	%	Range	Hnd	# Att	Hp
Fist (50%)	1d3 + db	50	touch	1	1	n/a
Grapple (25%)	Special	25	touch	2	1	n/a
Head Butt (10%)	1d4 + db	10	touch	0	1	n/a
Kick (25%)	1d6 + db	25	touch	0	1	n/a
Saber	1d8 + 1 + db	80	touch	1	1	12

Firearm	Damage	%	Malf	Rng	# Att	Shots	HP
M-16 A-2	2d8	45	97	130	1/Burst	30	11
Glock 17 9mm Auto	1d10	20	98	20	3	17	8

Rise of the Dead

Part 2 - The Raid



Levi Wahrmann

Age 37

Forest Supervisor

Levi is a lithe muscular man with short black hair, brown eyes, a well-trimmed beard and moustache, and a relaxed demeanor. He speaks with a clear unaccented mellow voice. Levi enjoys chatting and is an excellent conversationalist. He is very well read. He is particularly calm and unflappable with a wry sense of humor.

He was born in Bridgeport, Connecticut, and spent his early years there. His father, Moshe, mother Sarah, and younger sister, Ariel, moved to Watertown, New York, shortly before Levi entered high school. He received a Master's Degree in Forestry Management from Yale University and went on to join the national Forestry Service. He is the Forest Supervisor for the Green Mountain & Finger Lakes National Forest.

Levi is a very athletic individual with a strong interest in fencing. He was a champion fencer while at Yale and competed for a number of years on the national level. In recent years he has begun participating in the Society of Creative Anachronism as a swashbuckler and enjoys teaching fencing and participating in tournaments.

Levi has a great deal of respect for Colonel Gregg and has known him for years, both of them having spent considerable time at Morgan Farm over the years. He has assisted the Colonel on one or two occasions in discreet inquiries regarding unusual activities in the woods of Vermont. In one of these instances the FBI became involved in tracking down the kidnapers of a young woman who was sacrificed at an ancient stone table deep in the forest. He has believed for a long time that the Colonel was involved in some kind of top-secret investigative unit, an observation that he has kept silent about thus far.

Levi has become good friends with Carlos Alves dos Santos and admires his spirit and discipline. He is still hoping that his wife, Melissa, will join the group at Morgan Farm, but does not hold high hopes. She was attempting to return home from a trip to visit friends from her college days in Brussels and he misses her greatly.

Equipment

On Person

Mini Red LED Headlamp (Waterproof)
Digital Recorder
3 Packs of Peppermint Gum
Waterproof Matches
Survival Pouch (Candy, Line,
Hooks, Minor 1st Aid, etc.)
Compass
1 Bag Butterscotch Candies
5 MREs
1 liter Canteen
Glock 9mm
4 Spare 9mm Magazines
Area Map
Survival Knife
Pocket Knife
Walkie Talkie w/Ear Bud (Voice Activation)
M-16 A-2 w/ Night Vision Scope
6 30 Round 5.56mm Magazines
Lighter
Saber (Very High Quality)
12 Zip Ties & 2 Hoods with Gags

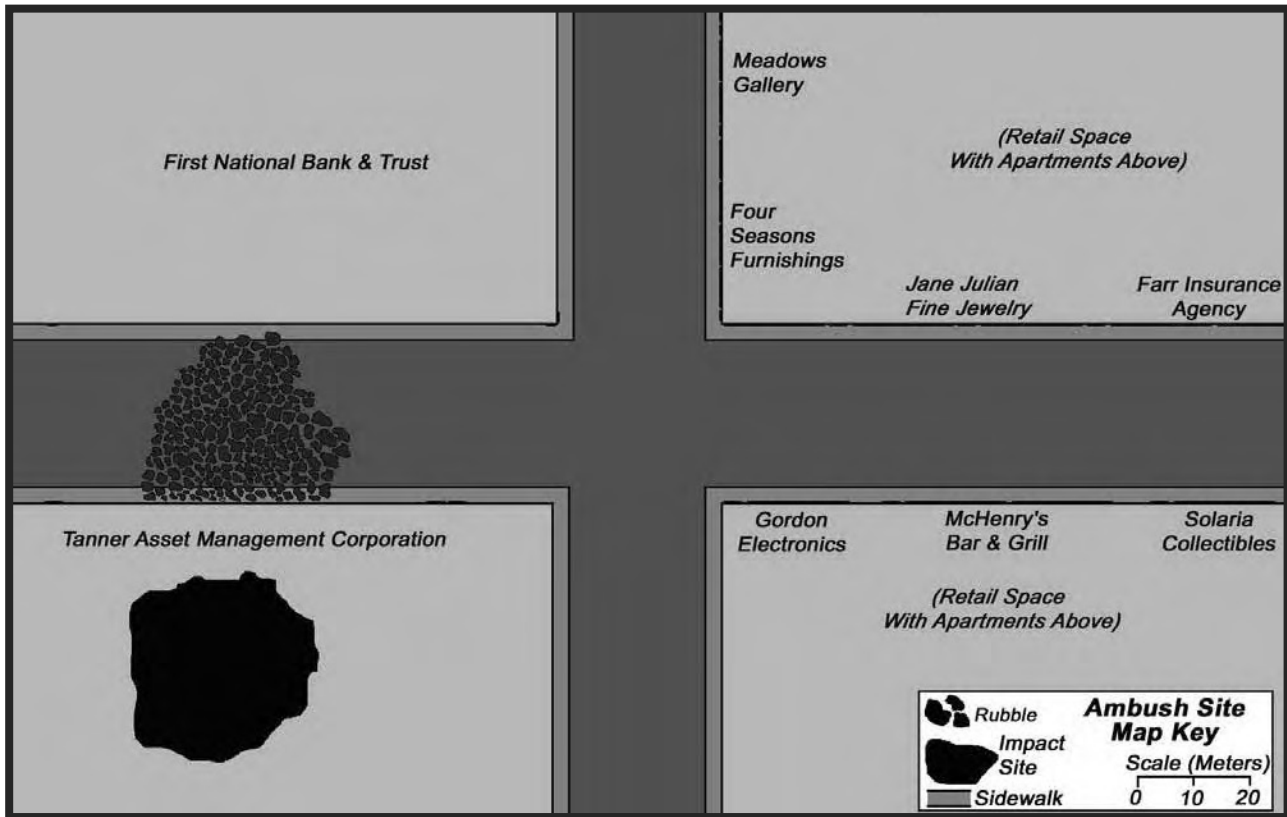
Clothing

Urban Camo Fatigues
Kevlar Vest (8 Pts)
Kevlar Helmet (8 Pts)
Boots

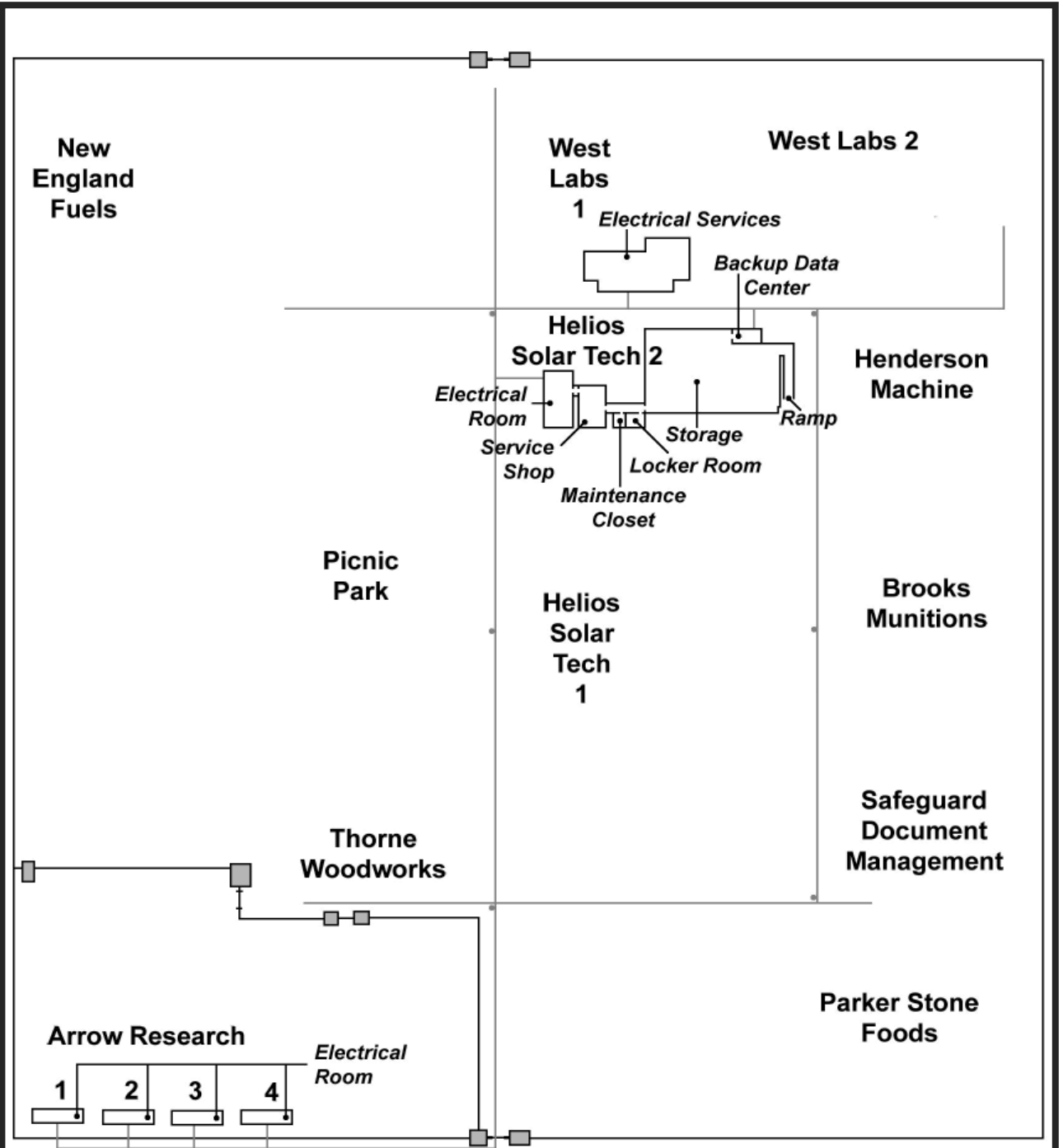
Backpack

Night Vision Binoculars (12x)
First Aid / Field Dressing Kit
Compact Computer Tool Kit
Spare Fatigues
Spare Socks & Underwear
Spare Flashlight Batteries
5 Granola Bars
2 Chocolate Bars
Pen & Notepad
1 Box of 50 .223 Rounds
40' High Quality Line (300 lb test)
Poncho
Hand Cranked Flashlight
Short Wave Radio Transceiver
Spare Compass





Rise of the Dead: Part 2 - The Raid



Gate House (Block House)

Fence

Service Tunnel

Eastland Industrial Park Service Tunnel Player Map

Note: Fences and Gate Houses are shown for reference.

Manhole Access

Note: 12 Inch conduits lead to all buildings except Arrow Research, Helios Solar Tech, and West Labs.

Scale

0 15 30 45 60 (Meters)

Rise of the Dead: Part 2 - The Raid

Player	Character Name	Profession	Conceal	Credit Rating	Cthlunu Mythos	Disguise	Fast Talk	Hide	Library Use	Listen	Locksmith	Navigate	Occult	Persuade	Psychology	Sneak	Spot Hidden	Track	POW	Luck	Idea	Know
	Montgomery Thompson (Software)	Captain USAF - Retired	15	35	0	1	40	30	45	50	1	20	5	15	5	30	45	10	14	70	85	80
	Sarah Saxon (PsychOps)	Lt. Colonel Army - Retired	15	40	0	1	60	10	60	40	1	10	5	40	70	40	45	10	14	70	80	96
	Levi Wahrman	Forest Supervisor	20	15	0	1	5	20	25	40	40	40	5	15	5	40	50	50	13	65	75	90
	Amy Thibodeaux	Wilderness Guide	30	20	0	1	5	20	50	45	1	40	30	50	20	70	70	60	17	85	80	96
	Wayne Bamford	Automechanic	15	20	0	1	20	20	25	50	70	10	5	25	5	70	60	60	15	75	65	70
	Carlos Alves dos Santos	Capt. USMC / Photojournalist	15	30	0	21	20	20	50	50	21	10	20	61	50	55	70	10	15	75	85	80



Rise of the Dead: Part 2 - The Raid



Keeper's Summary

Rise of the Dead: Part 2 - The Raid



Scene 1 – Introduction (6:00 AM): The players await the briefing at Morgan Farm.

Scene 2 – Mission Briefing (6:15 AM): Colonel Gregg briefs the party.

Scene 3 – Insertion (Arrival at 11:00 AM): The team is inserted via helicopter and must make their way overland to the ambush site.

Scene 4 – Ambush (1:00 PM): The team ambushes the truck.

Scene 5 - Zombie March (2:50 PM): The team is witness to a horde of zombies being marched past them.

Scene 6 – Arriving at the Base (3:00 PM): The truck arrives at the base and backs into the loading area.

Scene 7 – Taken (3:10 PM): The team is gassed and taken prisoner.

Scene 8 – Coffin Cure (7:30 PM): The characters awaken in darkness to experience initial interrogation.

Scene 9 – Rescue (12:30 AM on March 27th): Nola rescues the team from the coffins.

Scene 10 – The Tunnels: Nola leads the team into the tunnels and explains how she came to be there.

Scene 11 – Zombies: Three zombies must be combated to pass through to the tunnels.

Scene 12 – Escape: The team must escape and may do some damage on the way out.

Maintenance Area Zombies

	Steve	Ted	Janice
STR	22	32	28
CON	12	15	17
SIZ	12	16	15
INT	N/A	N/A	N/A
POW	12	11	14
DEX	7	7	8
APP	N/A	N/A	N/A
EDU	N/A	N/A	N/A
SAN	N/A	N/A	N/A
HP	12	16	16
DB	+1d6	+2d6	+2d6
Bite	35%	50%	35%
Grapple	40%	40%	55%
Fist	45%	50%	60%
Kick	30%	45%	40%
Rifle Club	--	--	40%

Weapons:

Bite Damage 1d3 + db (*Chance is x2 with a successful Grapple*)

Grapple Damage Special (STR vs STR to hold)

Fist Damage 1d3 + db

Kick Damage 1d6 + db

Club 1d8+db+1

Armor: Impaling weapons do 1 point of damage and all others do ½ damage.

Sanity Loss: 1/1d3

Regeneration: Regenerates at 1 point per round per wound. Knocking a zombie below zero merely slows recovery. Once the zombie recovers to 3 or more hit points it will rise to attack again. It will not regenerate while burning. Incinerated zombies reduced to ash in a fire do not regenerate. Dismembering a zombie renders it ineffective, although the parts will try to rejoin and will do so eventually if they can move into contact with each other.

Troopers

**STR: 14 CON: 15 SIZ: 12 INT: 11 POW: 13
DEX: 12 APP: 12 EDU: 12 SAN: 65 HP: 14
Damage Bonus: +1d4**

Weapons:

Grapple 40%, Damage Special (STR vs STR to hold)

Fist 55%, Damage 1d3 + db

Kick 35%, Damage 1d6 + db

Nightstick 45%, Damage 1d8+db (*Guards Only*)

Taser 55%, (Damage = Stun) (*Guards Only*)

**Weapon ATT Range Damage Attacks Bullets Mal HP
M16A2 40% 120yds 2d8 1/Burst 30 97 11**

Ammo Load: 150 Rounds

Armor: 8 Points for Kevlar Vest and Helmet

Significant Skills: Dodge: 34%, Drive Auto 20%, First Aid 40%, Hide 25%, Jump 30%, Listen 45%, Navigate 20%, Sneak 40%, Spot Hidden 50%, Swim 25%, Throw 35%, Track 15%

Appearance: A trooper dressed in black fatigues and Kevlar body armor with a black Kevlar helmet vaguely reminiscent of a German WWII Helmet.

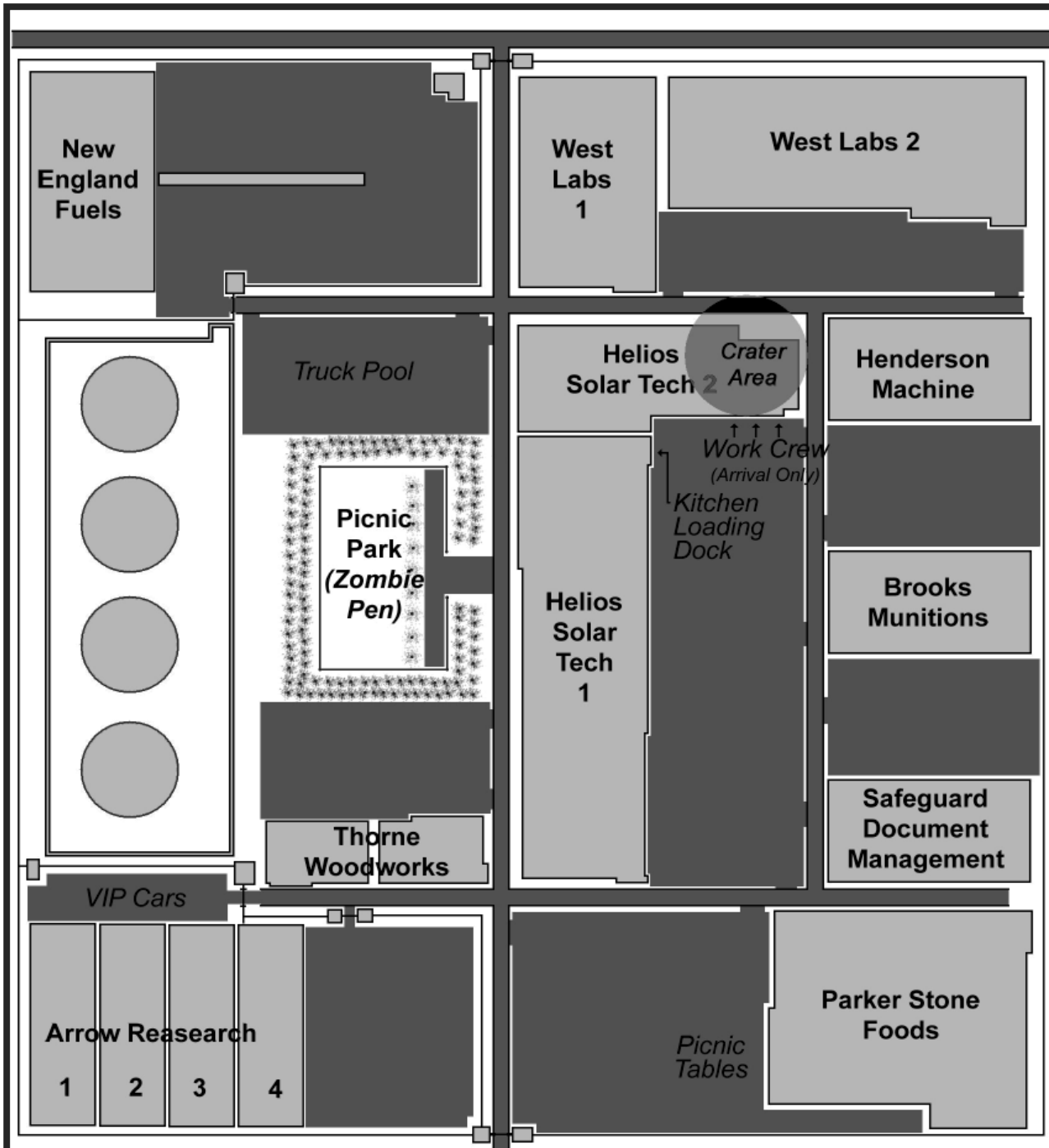
Quick Insanity Tables

Short Insanity (1d4+4 Rounds)

- 1 Character Faints
- 2 Flees In Panic
- 3 Babbles Incoherently
- 4 A Torrent Of Coherent Speech (Cannot Stop Talking)
- 5 Intense Fear Roots Character To Spot
- 6 Hysteria (Laughs or Cries - No Rational Actions)
- 7 Can Only Use Phrases Spoken By Others
- 8 Catatonic (May Be Led But Cannot Act)
- 9 Can Only Mimic Actions
- 10 Struck Mute (No Speaking - Gesticulation)

Longer Insanity (1d10x10 Hrs)

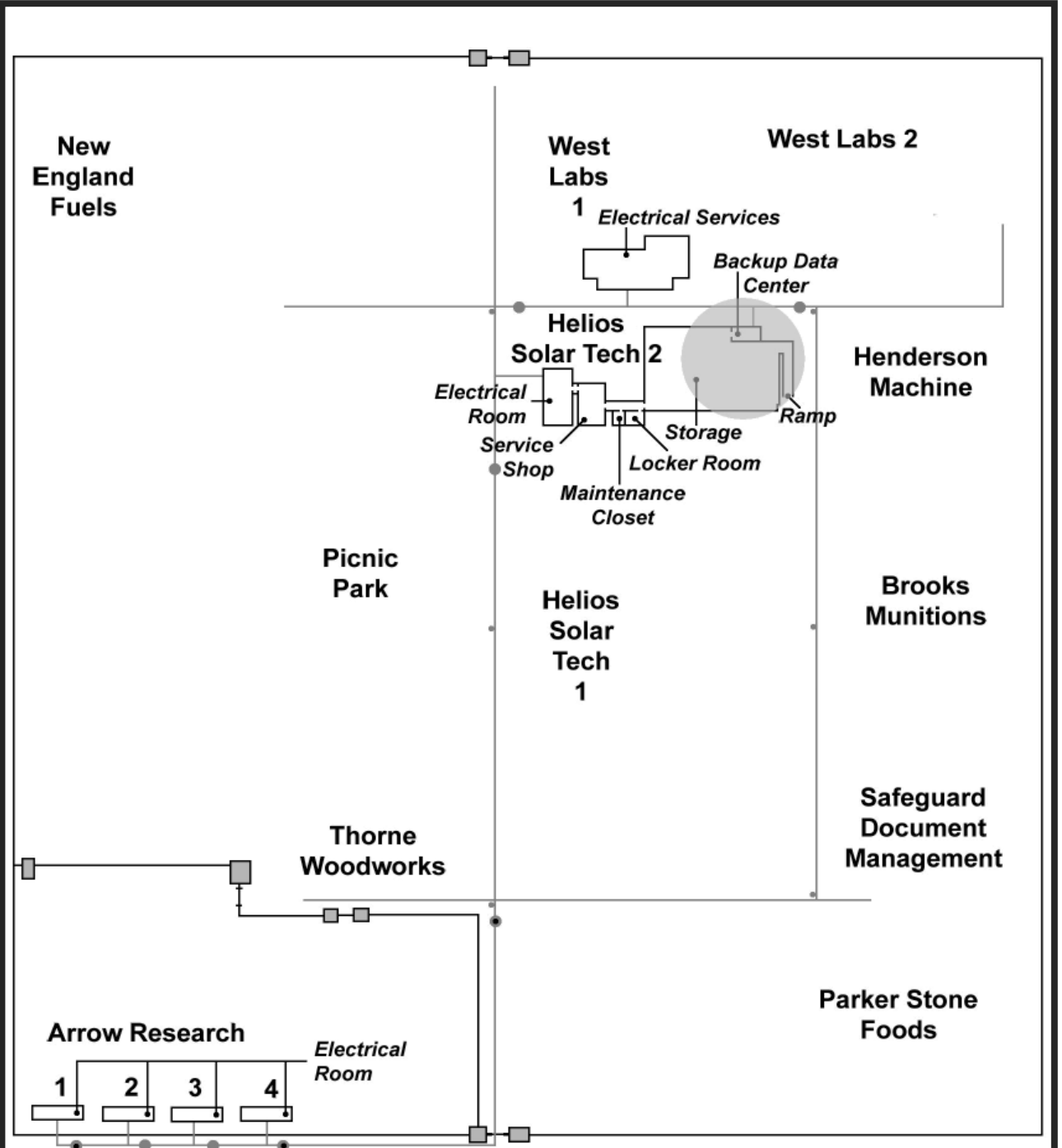
- 1 Amnesia (Can Not Remember Recent Trauma)
- 2 Stupor (Withdrawal - Assumes Foetal Position)
- 3 Denial (Rationalizing All Events As Normal)
- 4 Psychosomatic Blindness or Deafness (Odd or Even)
- 5 Fetish (An Object As A Source Of Safety)
- 6 Paranoia (All Out To Get You)
- 7 Claustrophobia (Avoid Close Spaces)
- 8 Agoraphobia (Must Avoid Open Spaces)
- 9 Catatonic (May Be Led But Cannot Act)
- 10 Inability To Communicate Via Speech Or Writing



Eastland Industrial Park Keeper Map

Road	Gate House (Block House)	Building	Concrete Containment Wall
Parking Lot	Tree Line	Scale	Fuel Storage Tank
Fence		0 15 30 45 60 (Meters)	

Rise of the Dead: Part 2 - The Raid



	Gate House (Block House)	Eastland Industrial Park		Crater Area
	Fence			Manhole Access
	Service Tunnel	Service Tunnel	Note: 12 Inch conduits lead to all buildings except Arrow Research, Helios Solar Tech, and West Labs.	
	Check Point	Keeper Map		
	Z Check Point	Note: Fences and Gate Houses are shown for reference.		
		Scale 0 15 30 45 60 (Meters)		

Rise of the Dead: Part 2 - The Raid

RISE OF THE DEAD: THE RAID

...

**It is approximately 6:00 a.m. on March 26th,
during the most horrific year of your life.**

**A red comet nearly struck the earth, entering orbit, and
breaking the known laws of physics in the process. Thousands
of fragments of various sizes struck all over the earth, causing
tremendous damage. The extent of the damage is unknown,
but is presumed to be apocalyptic in scale.**

**The brown rain stopped about 4 or 5 days ago.
The red eye of the comet appears through occasional
rents in the near-perpetual cloud cover.**

**You and your hodge-podge band of survivors struggle
to survive under apocalyptic conditions.**

ISBN-10: 1-56882-335-5
ISBN-13: 978-1-56882-335-5



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