

IN A HOMAGE TO NIGHT OF THE LIVING DEAD... WITH A TWIST... THE CHARACTERS ARE TRAPPED IN AN ABANDONED FARM HOUSE AS A HORDE OF LIVING DEAD SURROUNDS THEIR TEMPORARY REFUGE.

SHOTS IN THE NIGHT

The characters are slowly moving from the east coast toward Colorado, where the Federal Government has relocated and established Citizen Relocation Zones for survivors of the pandemic. The going has been extremely treacherous; the Living Dead are everywhere. Cities are a No Man's Land—the original military operations to safeguard people within city limits having quickly turned into a disaster as food for the ghouls was put into one place. Smaller towns have fared little better. Although a few have managed to hold on and secure their borders, a majority of them have fallen the same as the major cities. What's worse is that ammunition and food are becoming harder and harder to find, the vast majority of the non-perishable items having been looted in the first weeks of the outbreak.

The characters are once again on foot, as the idea of traveling across the country in a vehicle proves impossible. Fuel is too difficult to find to make using the back roads and secondary routes feasible, and the highways are choked with abandoned cars, massive wrecks, and the Living Dead.

As the sun sets, they come upon an abandoned farm. The property is big enough to have a three-story house, a small field for crops, a single barn, a pick-up truck with a near empty fuel tank, and a padlocked gas pump. The closest neighbor is on the other side of the field, past a wooded area. A careful reconnaissance of the property reveals just a few Shamblers in the barn (2 per character). The creatures are mulling about aimlessly, the long rotted

remains of four horses littering the floor. After dispatching the ghouls, a careful search of the house assures the characters that no other Living Dead are present. Although the electricity is turned off, the doors and windows lock to provide enough security for the night. Unfortunately, the place has no food—not even a can of lima beans.

Allow the characters to set-up their own security details and decide where everyone will rest for the night (in the same room, in separate rooms, and so forth). Searching the house for the keys to the gas pump and truck does them little good. The keys to the pump and the truck are actually discarded in the grass somewhere near the house (they were once held by one of the Living Dead from the barn, before they were killed and turned).

Two hours after they settle down, they hear gunshots in the night.

The echo of gunshots split through the quiet night, nearly causing you to jump out of your skin. A few seconds later, and the reports repeat. Then, again. The quick succession "pops" sound like a 9mm handgun—a pair of them, actually, if the rapid fire is any indication. Given the open area of the farm property, it's impossible to tell exactly where they came from. They are close, though, that's for sure.

If anyone decides to investigate, all rolls are at -2 due to the darkness. The sky is clear, but there is only a half-moon and stars. On the

far end of the property, they discover the remains of 7 Shamblers, all of them with clean bullet holes in the forehead. There is no sign of the individual—or individuals—that did the shooting.

Then the characters hear more gunfire, this time coming from the opposite end. Investigating reveals another 8 Living Dead shot through the head.

How the characters meet the mysterious gunman depends on the actions they take. If they investigated the gunshots, then the man runs yelling for everyone to get back into the house. Since he suddenly appears out of the darkness—is armed to the teeth with a machete across his back and 4 handguns on his hip, and is obviously in a panic—the characters must each make a Guts check to avoid suffering from Fear (-1 to all rolls the rest of the adventure).

If the characters remained in the house, however, the man will appear by slamming his shoulder against the locked door to get in, yelling "Let me in, they're everywhere". If the characters don't let him in, he'll manage to kick the door in.

Either way he meets the characters, he'll tell them that the Living Dead are all over the property! According to the man, they won't make it away from the farm in the dark, and need to secure the house. As if on cue, a massive moan fills the air as dozens upon dozens of Living Dead sense more living flesh.

THE MAN IN BLACK

In addition to his weapons, the man

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is dressed all in black and looks like someone that just walked out of a western film. He's wearing a black shirt with a duster over it, a black cowboy hat, and black pants and boots. His face has a scar running down his right cheek, and crow's feet accent the corners of his eyes. His name is Lucas Waller and, before the outbreak, he was a cattle rancher in Texas. Since that time, he's earned his keep by keeping the few small towns he's found with people still in them safe from the Living Dead. Most recently, he's been guarding a town about 10 miles north of here called Winterstown. In exchange for keeping the Living Dead culled in the area, he gets free room, board, and food. He's slowly making his way west, to the Citizen Relocation Zones in Colorado.

Recently, a pregnant woman in Winterstown got herself bitten and became infected, but no one knew it until it was too late. She went into labor about 4 weeks early, and the thing that chewed its way out of her was a terror to behold. Slightly larger than a normal newborn, it had strange eyes, sharp teeth, and could already move around on its own. It ripped the midwife and her assistants apart before anyone in the town even knew what was happening. Everyone it killed came back as one of those ghouls, but these could move with normal human speed. He managed to destroy the runners, but the baby—if it could be called that—got away. He's been tracking it for two days.

The real problem isn't that the thing can create more runners, but that it's shown itself to be a lot smarter than the other Living Dead. The thing can organize other ghouls, plan ambushes, and even avoid traps. It's gathered a small army of Living Dead and set a trap for him. Now, he's stuck here in the middle of nowhere with the things closing in and his ammunition just about gone. Every time he tried to make it off the property, the things were waiting for him with an ambush. They managed to bring down his horse and rip it apart.

REMEMBER THE ALAMO

Shortly after Lucas finishes his story, the Living Dead begin attacking the house. At first, the creatures attack in small waves (3 per character), but as the characters dispatch each wave, the attacks grow greater in number. There are over 100 Living Dead in total, lead by an extremely rare Infected Newborn (General). Under the leadership of the thinking ghoul, the creatures surround the house and make escape extremely difficult.

The characters are going to have to battle their way out of the house and put some distance between them and the Living Dead. Fortunately, the Infected Newborn wants Lucas, and when the former rancher makes his last stand so that the characters can escape, they will only have to battle their way through Shamblers to disappear into the night. If any of the characters can make a Notice check at -4, they will discover the small key chain that contains the keys to the truck and gas pump in the grass, on their way from the house.

If the characters decide to locate Winterstown, a horde of Living Dead has already decimated the small community. Avoiding the Living Dead now populating the town will require a Stealth check at -2, or a Smarts vs. Smarts Trick to lead them away. Once in the town and able to search it, a Survival roll at -2 allows each character to find enough food for 1 day on a Success, or for 3 days on a Raise.

LIVING DEAD (SHAMBLER)

The most common of Living Dead, Shamblers are slow moving creatures operating more on instinct than any sort of human intelligence. Driven by an unnatural hunger for living flesh, they'll attack anything alive: human or animal.

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

Skills: Intimidation d6, Notice d8

Pace: 4 **Parry:** 2 **Toughness:** 5

Special Abilities—

Bite: The bite of the Living Dead

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causes Str+d4 damage

Equal Senses: The Living Dead use all their senses equally, causing Stealth checks against them to suffer a -2 penalty regardless of lighting conditions.

Fear (-1): Shamblers are terrible to behold and cause a Guts check at -1.

Fearless: The Living Dead are immune to Fear and cannot be intimidated.

Hardy: If Shaken, a Living Dead never suffers a wound from further Shaken results.

Infected Bite: Anyone that suffers at least 1 wound (after soaking) from the bite of a Shambler is infected and will die, only to rise again as one of them (see The Infection, under Setting Rules in War of the Dead, Chapter One).

Living Dead: The Living Dead suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease or poison.

Slow: Shamblers are never dealt an initiative card that is greater than 5, and can never run.

Tireless: The Living Dead do not suffer from Fatigue.

Weakness: The Living Dead suffer normal damage and wound modifiers from a called shot to the head.



**INFECTED
NEWBORN**

When an expectant mother near the end of her third trimester becomes infected by a Living Dead bite, the effect on the fetus is catastrophic. Mysteriously transformed into a ravenous beast that typically eats its way out of the mother, the Infected Newborns are true horrors to behold. Fast moving, with mouths full of sharp teeth, and able to regenerate from almost any wound, the tiny creatures undergo roughly 6 months worth of growth within the first few days as long as they consume living flesh.

Just as infectious as other forms of Living Dead, their bites kill the victim and transform him into a new form of zombie: Sprinters.

THE DEAD OF NIGHT

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

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

Pace: 4 **Parry:** 4 **Toughness:** 3

Special Abilities—

Bite: The bite of the Infected Newborns causes Str+d6 damage.

Fear (-2): The sight of an Infected Newborn can unsettle even the most hardened person and causes a Guts check at -2.

Fearless: Infected Newborns are immune to Fear and cannot be intimidated.

Hardy: If Shaken, an Infected Newborn never suffers a wound from further Shaken results.

Infected Bite: Anyone that suffers at least 1 wound (after soaking) from the bite of an Infected Newborn is infected and will die (see The Infection, under Setting Rules in War of the Dead, Chapter One), only to rise again as one of the Living Dead (Sprinters).

Fast Regeneration: Infected Newborns heal wounds at an accelerated rate, making a Vigor roll each round for Healing (even if killed) unless damaged by their Weakness. The creatures also receive a +2 to recover from being Shaken.

Low Light Vision: Infected Newborns do not suffer penalties from Dim or Dark lighting conditions.

Size (-1): Infected Newborns are small and all attacks against them are at a -1 penalty.

Weakness: Infected Newborns do not regenerate from damage caused by a called shot to the head.

LIVING DEAD (SPRINTERS)

When a victim dies of a bite from an Infected Newborn, the result is a new form of zombie. Fast moving, agile, and known to emit a high-pitched screech similar to a baby's cry (as opposed to the deep moan of the Shamblers), the Sprinters are extremely dangerous due to their human-level motor skills.

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

Skills: Fighting d6, Intimidation d6, Notice d8

Pace: 6 **Parry:** 5 **Toughness:** 5

Special Abilities—

Bite: The bite of the Living Dead causes Str+d4 damage

Equal Senses: The Living Dead use all their senses equally, causing Stealth checks against them to suffer a -2 penalty regardless of lighting conditions.

Fear (-2): The speed of a Sprinter adds to the terror when facing them, causing a Guts check at -2.

Fearless: The Living Dead are immune to Fear and cannot be intimidated

Hardy: If Shaken, a Living Dead never suffers a wound from further Shaken results

Infected Bite: Anyone that suffers at least 1 wound (after soaking) from the bite of a Sprinter is infected and will die, only to rise again as one of them (see The Infection, under Setting Rules in War of the Dead, Chapter One).

Living Dead: The Living Dead suffer no additional damage from called shots (except for their weak-

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ness), suffer no wound modifiers (except for their weakness), and do not suffer from disease or poison.

Tireless: The Living Dead do not suffer from Fatigue.

Weakness: The Living Dead suffer normal damage and wound modifiers from a called shot to the head.



**LUCAS
WALLER**

Once a Cattle Rancher in the heartland of Texas, Lucas was on vacation in Nashville when the outbreak occurred. During the first days of the rise of the Living Dead, he watched his wife and teenaged children torn apart by the ravenous creatures.

A man who always helps those in trouble, he now rides the infested lands as a zombie hunter— doing what he can to protect the small towns he comes upon in exchange for the simple necessities of room, board, and food.

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

Skills: Fighting d6, Guts d4, Notice d6, Repair d6, Shooting d6, Stealth d4, Survival d6

Charisma: +0 **Pace:** 6 **Parry:** 5 **Toughness:** 6

Hindrances: Heroic

Edges: Brawny, Fast Healer

Equipment: Glock 9mm (x4, total of 20 shots remaining), Machete (Str+d6)

SHAMBLERS IN COMBAT

Although the average Shambler is unskilled in combat— instead relying completely on instinct to bring down its prey— the Shamblers naturally employ a few of tactics that can make them extremely dangerous.

The first tactic of the Shamblers is the Moan when they first see their prey (see Setting Rules).

The second tactic is the Wild Attack. The Shamblers lack finesse and know no fear, and they always use the Wild Attack maneuver against their prey. This gives them a +2 to their Fighting check (normally d4-2), but reduces their Parry to zero.

The third tactic is the Ganging Up maneuver. Whenever multiple Shamblers converge on prey, they all attack in search of living flesh to consume. While this gives them a +1 to Fighting for each zombie beyond the first, it's also combined with the Wild Attack— which means each zombie receives the +2 for a Wild Attack, and an additional +1 for each zombie beyond the first. The trade-off is that if the prey survives, the Parry to hit a zombie is zero.