

WORLD OF THE DEAD



Credits

WORLD OF THE DEAD

Requires **Savage Worlds Core Rules** by Pinnacle Entertainment Group for Use.

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PLAYER SECTION



RUIN AND DECAY

The End of Times

It was a time-honored theory within the scientific community that Earth would eventually suffer another extinction event—most likely in the form of an astronomical occurrence which would wipe out the human race. Meanwhile the birth of the new millennium carried with it fears of a biological disaster that would unleash a manufactured plague upon the world. Although both situations brought a different set of fears, the possibility of either actually taking place was seen as remote.

The world, however, is not without a sense of dramatic irony. At the end of the first decade of the new millennium, a biological disaster put humanity on course to extinction.

The End of Times

World of The Dead is focused primarily on the United States. The overview of the outbreak, therefore, covers what happened in America and what led to the formation of the Rotter Lands. Due to the loss of telecommunications, Internet, and media outlets during the early stages of the outbreak, the average survivor in America does not have extensive knowledge concerning events in other areas of the world. Information on what befell some of those countries is covered in the GM's section, and can be revealed during the campaign.

The Living Dead Were Not New

The existence of the Living Dead had been known about for many decades. Maintained as one of the most carefully guarded secrets within the Federal Government, an entire black-ops division was created specifically to deal with the random appearances of the ghouls—to bring them back for study, destroy them if capture proved impossible, and to eliminate witnesses. The events had always been localized, usually only one or two individuals at a time, and very infrequent.

Research into the cause of the phenomenon proved fruitless. After decades, scientists were no closer to understanding how, or why, the dead reanimated as flesh-craving monsters. Billions of dollars were funneled into unraveling their origins and billions

more into biological weapons programs to utilize the creatures against the nation's enemies. Despite all of the financial sleight-of-hand, all the top-secret facilities, and all of the risk, the Living Dead continued to prove a mystery.

Then it all fell apart. Despite knowing of the Living Dead, even the experts were unprepared for what was about to happen.

First Days of the Dead

For most people, the day the world started dying began just as any other. They went about their daily rituals, arrived at their jobs, and kissed their kids as they sent them off to school. For those in the medicinal profession, however, the day was beginning very differently. Hospital emergency rooms and clinics were flooding with people complaining of severe, flu-like symptoms. Extremely high fevers accompanied weakness and vomiting. At first, the cases were attributed to a new strain of flu outbreak, until the Center for Disease Control and Prevention arrived at various medical centers and placed them under quarantine.

Chaos followed shortly after the CDC took control. Patients died by the dozens, to suddenly reanimate and lunge for the living. Across the country, hospitals became slaughterhouses as the moan of the Living Dead mingled with the screams of the living. Entire cities were rapidly infested as those who were ill and did not seek medical help finally succumbed, attacking neighbors and family members. Those who were killed quickly reanimated, swelling the numbers of the Living Dead exponentially.

Crisis alerts went out across Washington D.C. The Federal Government mobilized as much of the core military, Reserves, and National Guard as was possible, deploying them to as many major cities as they could. Rigid quarantines were enacted as chaos reigned, and the Living Dead overran the streets.

By the second day of the crisis, emergency agencies, in conjunction with the United State military, had established rescue stations either within major cities, or on the outskirts. The President of the United States broadcasted to the American people that Federal agencies would determine the nature of the viral outbreak, and would stop it. By the third day, however, major news outlets broadcasted military stand-offs

Ruin and Decay

in Times Square and other locations around the nation, as the soldiers were incapable of stopping the onslaught of walking dead. By the fifth day, cities were completely overrun, rescue stations fell in all major metropolitan areas, and America was being consumed by the Living Dead.

Within a few days of the American outbreak, identical catastrophes were reported from Russia, Germany, Japan, China, the United Kingdom, and practically every other country around the world. People became violently ill, died, reanimated, and attacked the living. Cities became war zones. Governments, most of which had planned for some of the infected from the United States to make it to their borders, were unprepared for the sheer magnitude of the outbreaks.

The Great Fall

Within the first week, the military and law enforcement—those sworn to protect the people—abandoned their posts and raced to protect their own loved ones. Emergency responses and armed defense against the intrusion of the Living Dead became thin, drawn out engagements, with the living losing constant ground to the dead. Sometime during the first two weeks, exactly when is open to much debate, the Federal Government followed the examples of its military and abandoned post in Washington D.C. Separating the various agencies and congressional members so as not to risk an infection in one location wiping everyone out at once, political leaders and agency heads retreated to Groom Lake, Nevada, as well as various Continuity of Operations facilities along the eastern seaboard (some not even known to the American people).

By the end of the third week, the Living Dead had overwhelmed practically every major city, and the government sponsored rescue stations were gone. What remained of humanity was left to fight for survival on its own.

In a last ditch effort to eradicate as many of the Living Dead as possible, small nuclear strikes were launched against the Mid-Atlantic States. The result was catastrophic in ways not foreseen. Not only did an untold number of civilians die, but the remaining Living Dead from those areas were now irradiated.

Over the next several weeks, what was once the United States came to exist only in memory. Many of the Congressional leaders, the Vice-President, and even the President were eventually slain by the Living Dead. Despite its best efforts, the Federal Government was ill-prepared for a pandemic of the outbreak's

proportion, and the North American continent became a post-apocalyptic wasteland.

Dawn of a New World

In the years since the outbreak, humanity has begun reestablishing itself. The Midwestern and central United States are now known as the Rotter Lands, where survivors of the outbreak have created dozens of settlements and battle against the Living Dead and various raider gangs. Some of the Living Dead have changed, whether through experimentation or a mutation in the pathogen, and many have shown increased strength, damage resistance, and even speed and agility. Perhaps the most fearsome of the changes comes with the Rotters—Living Dead with human intelligence and partial memories of their former lives. Capable of thinking, plotting, and even feeling emotion, a majority of the Rotters have united under the Church of the Eternal Prophet and seek the extermination of all remaining humans so that they can inherit the Earth. Meanwhile, the Rager virus has mutated into a strange, new strain and created the Brutes. Neither human nor Rager, the Brutes are something in-between, and have introduced a new variable into the survival of the human race.

The United Protectorate wages a war for dominance against the Federal Commonwealth. Meanwhile, the twelve Unified Towns that struggle to reestablish civilization have brought the American railroads back into partial operation, and work valiantly to unite the numerous settlements of the Rotter Lands under a common banner.

Where society once stood, there are now lawless, wild lands. Where the United States once held dominance, there are now the Rotter Lands. It is a world of danger. A world of struggle for basic survival. A world overrun by flesh-eating ghouls and bloodthirsty raiders.

A world of the dead.



SURVIVORS OF THE DEAD

Since the outbreak of the Living Dead and the fall of civilization, the world has become a shattered and dangerous place. What are often times referred to as settlements or towns would have barely been a *small town* in the old world. Gone are the days of reporting crimes and disputes to the authorities, and even the most pacifistic survivor has learned to defend himself and his home. The Living Dead have continued to change, sometimes through profane experimentation, sometimes through a mutation to the pathogen. Meanwhile, gangs of marauders roar through the Rotter Lands in armored vehicles, assaulting towns to take their resources, weapons, and even to kidnap people to suffer as slaves.

It is a harsh and unforgiving world.

Below are a few character concepts common to World of the Dead. You don't have to choose one of the concepts, they are simply meant to help get the creative juices flowing.

Black Marketeer: Purveyors of lost relics from a dead world, the Black Marketeer has deep connections in the underworld that exists beneath the everyday veil of the Rotter Lands. They can often obtain weapons, resources, and even people through channels not available to the average survivor.

Bounty Hunter: Operating from bounty boards posted throughout most settlements, or through backroom deals in the dim drinking holes, Bounty Hunters ply their trade throughout the Rotter Lands. Whether it's bringing in a living person, or being charged to eliminate a specific Living Dead, the Bounty Hunter is trained, heavily armed and armored, and one of the most dangerous creatures roaming the wastelands between towns.

Clergy: It came as no surprise that when the dead rose, so too did a belief in forces greater than ourselves. Clergy typically take root in a specific settlement and use their self-proclaimed connection to a higher force to bring peace of mind to the citizens. Not all clergy are selfless, however, and there are some who have used the power of religion to control entire populations.

Delivery Agent: Since the dead rose and society fell, one thing that has been needed just as much as food, water, and shelter is a means of communication across distances. The United Towns Parcel Service harkens back to the days of the old postal service, the men

and women dedicated to rebuilding communication and the movement of goods and people across the Rotter Lands.

Explorer: The dead rose and destroyed society. Military engagements and bombardments changed the landscape. Cities fell, forests died, and the world entered a new era. Some people are determined to explore what the New World has to offer, researching and cataloguing changes to landscape, flora and fauna, and Living Dead migrations. It is a dangerous life, and when the threat of raiders is tossed into the mix, the life expectancy of a typical explorer is rather short.

Field Commander: Whether a former soldier or just someone who has been able to survive and adapt since the outbreak, Field Commanders are the backbone of any settlement. Able to develop sound strategies against Living Dead and raider attacks, and experienced at coordinating martial forces and maintaining morale even in the heat of battle, the Field Commander could mean the difference between life and death for a settlement and its citizens.

Living Dead Hunter: Some people have made it their life's work in the New World to hunt down and eradicate the Living Dead. These individuals have developed nerves of steel and an unwavering hand when it comes to battling the flesh-eating ghouls.

Mechanic: Gifted when it comes to machines, the mechanic is worth his weight in resources to any survivor kingdom. Able to repair or jury rig machines and car engines, and even modify vehicles with better armor and weapons, a single mechanic can keep a survivor kingdom running longer and its armed forces better equipped.

Scientist: What caused the outbreak? Is there a way to create a vaccination against infection? Why has the pathogen mutated over the past several years? What possible changes are on the horizon? Those questions and more could prove the difference between survival and extinction for the human race. Scientist are dedicated to seeking out those answers, gathering data and specimens and get the world out of this mess by using the exact same disciplines that caused the trouble in the first place.

Scout: No matter how fortified the defenses or how well trained the citizens, a settlement is only as safe

Survivors of The Dead

as its forward information on possible threats. Scouts live primarily in the Rotter Land areas surrounding a specific settlement, watching raider and Living Dead movements, anticipating attacks, and gauging enemy forces.

Survivalist: Long gone are the days of heading down to the local mega-mart for supplies, food, and water. In the New World, living off the land isn't just crucial to survival, it also means the slightest mistake can bring death. Survivalists are experienced in hunting, tracking, and knowing which flora is deadly.

Character Creation Summary

Creating a character for *World of the Dead* follows the same steps as outlined in *Savage Worlds*, and a copy of that book is needed to play this setting. While we won't reprint the character creation rules in this book, below is a brief outline on the steps required to get your character ready to survive in a dead world.

1) Race

The first step is to determine which of the available five races best fits with your character concept. In *World of the Dead*, you can take on the role of a Brute, Genetically Modified Dog, Genetically Modified Human, Human, and Rotter. Each race has its own racial Edges and Hindrances that are automatically included. In the case of the Rotter, you are able to further customize your character with unique Racial Edges and Hindrances.

Once you choose your race, make a note of its Racial Edges and Hindrances. Racial Edges do not cost you any points, and Racial Hindrances do not provide you with more points.

2) Traits

Once you have your race, it's time to assign your traits. You have 5 points to spend on attributes, and each attribute begins at a d4 (unless your Racial Edges and Hindrances state otherwise).

You also have 15 points to spend on skills. Some races might start with fewer skill points. Unlike attributes, skills do not start at a d4 (unless your race says otherwise), and every die step must be purchased separately.

Specific rules for spending points on attributes and skills can be found in *Savage Worlds*.

3) Edges and Hindrances

Now you decide if your character will have any Hindrances. If so, you can use the points you receive for choosing them to gain one or more of the benefits below. You may choose up to two Minor Hindrances for 1 point each, and 1 Major Hindrance for 2 points.

For 2 Hindrance points you can:

- Raise an attribute one die type
- Choose an Edge

For 1 Hindrance point you can:

- Gain an additional skill point
- Gain an additional 250 ration notes worth of supplies

4) Secondary Statistics

Once you have your attributes and skills assigned, and you've determined any further limitations and benefits granted by Hindrances and Edges, it's time to calculate your character's Secondary Statistics.

- **Charisma** is a measure of your character's likeability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless modified by Edges or Hindrances.
- **Pace** is equal to 6", unless modified by Edges or Hindrances.
- **Parry** is equal to 2 plus half your Fighting, and can be modified by Edges and Hindrances.
- **Toughness** is equal to 2 plus half your Vigor, and is sometimes modified by Edges and Hindrances.

5) Gear

Unless modified by Edges and Hindrances, your character begins with 250 ration notes worth of gear, equipment, and resources.

6) Background

The final step is to determine where your character came from. What did he do before the outbreak of the Living Dead? In those first few days, weeks, and months, how did he survive? Did he lose loved ones along the way? If those close to him became the Living Dead, did he eliminate them by his own hand? Did he leave them to wander the Rotter Lands?

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Keep in mind the skills, Hindrances, and Edges you've assigned to your character, as often times those choices can speak volumes as to where your character has been and what he's experienced.

Player Races

There are five races available for play. Each race has its own strengths and weaknesses, and each one can offer a very different style of play. Read through each race carefully, and choose the one that most appeals to you.

Brute

Hulking creatures with limited intelligence; Brutes are a rare strain of the Rager virus. Neither completely Rager nor Feral, Brutes are an entirely new breed. Although they maintain a large portion of their original personality, those unfortunate enough to become Brutes are forever trapped in a world between human and monster.

Typically hunted on sight by Reapers and Bounty Hunters, some Brutes have been accepted into survivor society and provide a significant boost to defense. A single Brute is usually more than capable of taking on several Living Dead or raiders at once, and their immunity to further Living Dead or Rager infection makes them excellent frontline soldiers.

Racial Edges & Hindrances

Brutish Intelligence: Brutes are not known for their intellectual acumen. Smarts can never increase higher than d6

Brutish Size: Like their Rager brethren, Brutes are very large, on average standing over seven feet tall and weighing close to 600 pounds. They receive a Size +1, which also increases their Toughness.

Fleet-Footed: The dense muscles of a Brute make them very fast on their feet. Brutes have Pace 8 and a d10 running die.

Inhuman: A Brute is clearly inhuman, usually possessing bleached-white skin, blood-red or solid white eyes, fangs, claws, or even more bestial features. This results in a -2 Charisma penalty and there's a good chance of getting shot on sight by strangers. Note that despite any faint resemblance to Living Dead, Feral, or Ragers, none of those creatures is going to be fooled; they'll feast on a Brute's flesh just as readily as on anyone else still breathing.



Immunity: Brutes are far enough removed from human that they are immune to the viruses that turn others into Living Dead, Feral, or Rager. Additionally, Brutes are not only sterile, but are not infectious. They cannot create more of their own kind.

Limited Training: Brutes receive only 13 points for skills at character creation.

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

Naturally Strong: Brutes are naturally stronger than humans and begin with Strength d6.

Natural Weapons: Brutes possess either claws or teeth that do Str+d6 damage.

Weakness: Brutes are susceptible to light. When in lighting brighter than Dim, they suffer -2 to all rolls involving sight.

Survivors of The Dead

Genetically Modified Dog

Before the outbreak, the UniMed conglomeration was known for its pharmaceutical and medicinal investments, as well as its defense contracts with the Federal government. One such contract, deeply involved in the bio-warfare division, was genetically augmenting soldiers for greater capabilities on the battlefield. Although the program had entered the human testing phase only months before the outbreak, it had been used for years on test animals. The most promising result of early phases was the genetically modified canine.

Although the average canine test subject gained little more than advanced animal-level intelligence, some reacted so favorably to the treatments that their intellectual capacity was elevated to human levels.

Since the outbreak, these super-smart canines have made their way into the Rotter Lands. Typically existing in packs with a hierarchy and society of their own, some have integrated into human survivor kingdoms and become assets to their human brethren.

Racial Edges & Hindrances

Bite: The dog's bite does Str+d6 damage

Canine Reflexes: Even though intelligent, the dog has not lost its natural ability to react and move. It begins with Agility d8.

Canine Size: Being smaller than a human, the dog suffers a Size -1 adjustment, also reducing its Toughness.

Fleet-Footed: Dogs are naturally faster movers than humans. They have Pace 8 and d10 running die.

Enhanced Senses: Dogs are natural hunters with greater-than-human senses. They receive a +2 to Notice checks involving hearing or smelling, and +2 to Tracking attempts.

Go for the Throat: With a raise on its attack roll, the dog hits the target's most weakly armored location

Immunity: Dogs are immune to the virus that turns humans and certain primates into the Living Dead, Ferals, or Ragers.

Limited Intellect: Despite the experiments that increased their intelligence, Smarts cannot advance above d6.

No Hands: Dogs have no opposable thumbs, or even fingers for that matter. While a smart dog can still flip a light switch, or operate a lever door handle, anything that normally requires hands is typically performed with a -4 penalty.

No Speech: A dog can bark for attention, and it has a remarkably wide vocabulary of words it can understand, but is incapable of performing human speech. UniMed dogs are limited to communication by emoting (growls, whines), barking, and by *showing* (pointing the nose, taking humans to the site, and so forth).

Genetically Modified Human

After successful testing on a variety of animals, UniMed, a biotechnology conglomerate with deep government defense contracts, moved into the human testing phase just a few months before the Living Dead rose to consume the Earth. Although several subjects died horribly as their bodies rejected the treatments, UniMed was able to conceal such failures behind those whose bodies reacted favorably. What UniMed, and by association the Department of Defense, achieved was miraculous. The era had finally dawned on a physically superior soldier. One who could withstand greater punishment, push beyond normal physical limitations, and ignore some degree of pain.

Although UniMed lost several facilities and laboratories in the Living Dead outbreak, the conglomerate still exists in the New World Order that is just now starting to form. Unfortunately, many of their experiments and



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breakthroughs were lost in the chaos of those first few weeks. Currently, many of the augmented soldiers are fighters in the Rotter Lands, struggling to survive even as agents of UniMed hunt them down.

Racial Edges & Hindrances

Enhanced Physique: Through drugs and other treatments, these humans have been increased to above average capabilities. Choose one: Agility, Strength, or Vigor to begin at d6.

Grating Personality: The treatments have also left these humans with abrasive, and often times downright mean, personalities. They suffer -2 Charisma.

Military Training: All humans chosen for the UniMed experiments were recruited from the ranks of the Armed Forces. The character begins with Fighting d6 or Shooting d6.

Pain Resistance: With an increased physique, the subjects were also gifted with a higher pain tolerance. They receive the Nerves of Steel Edge.

Short Tempered: Although their bodies have been improved, something went wrong with the wiring in the brain. The UniMed test subjects are short tempered when confronted, and have a tendency to kill the opposition without thought or care. They receive the Bloodthirsty Hindrance.

Slower Reaction: Something in the treatments resulted in a slight decrease in reaction time when in close-quarters combat. The character suffers -1 Parry.

Thick Muscles: The enhanced muscles have also given the character an increased natural Strength and damage resistance. Genetically Modified Humans possess the Brawny Edge.

Human

Whether they were lucky to survive this long since the outbreak, or are cursed to continuously watch the world around them rot away and die, these people are the backbone of the Rotter Lands and survivor enclaves around the world. Made hardier in the years since the Living Dead first appeared, forced to abandon the life they once knew and fight every day for survival, humans will never go quietly into the night.

Racial Edges & Hindrances

Fight to Survive: In the years since the outbreak, survivors have had to learn to fight if they want to live. Humans begin with Fighting d6.

Racial Enemy: Most Rotters are determined to eradicate what remains of mankind and claim the Earth as their own. Humans suffer -4 Charisma when dealing with them.

Survivor Adaptability: Humans are good at adapting to an ever-changing world. They receive a free Novice Edge regardless of requirements (except when requiring other Edges).

Rotter

In the years since the outbreak first happened, the rules have constantly changed regarding the Living Dead. What was once understood to be common weaknesses, strengths, capabilities, and limitations, have been shown to not hold true as the pathogen continued to mutate, experimental Living Dead made their way back into the world, and man's own folly continued to alter the creatures.

Rotters are intelligent Living Dead, those individuals who have somehow managed to retain memory, personality, and abilities from their former lives. Capable of the same feats and tactics as humans, and with all of the physical strengths of the Living Dead, Rotters are extremely dangerous. No one knows exactly where they originated from, though rumors of a survivor camp in Colorado and strange experiments permeate the Rotter Lands.

The Rotters pose one of the greatest threats to humankind. Although some have attempted to rejoin what remains of society, an even greater number have gathered entire armies of Living Dead and declared war on what remains of their former species.

Racial Edges & Hindrances

Bite: Rotters are capable of easily biting off chunks of flesh. Their teeth do Str+d6 damage.

Cold Susceptibility: Without a circulatory system, Rotters suffer -4 to resist cold.

Dead Body: Rotters never heal from damage, and all injuries received are permanent

Fearsome Presence: Rotters are frightening to behold. They begin with Intimidation d6.

Flashbacks: Being trapped between the Living and Living Dead sometimes plays havoc on a Rotter's brain functions. They automatically receive the Haunted Memories (Major) Hindrance.

Hardy: When the Rotter is Shaken, a second Shaken result does not cause a wound.

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Infection: Anyone that suffers at least 1 wound (after soaking) from the bite of a Rotter is infected and will die, only to rise again as one of them.

Living Dead: Rotters never suffer wound modifiers; suffer no additional damage from Called Shots, except to their weakness; and do not suffer from disease, poison, or fatigue

Racial Enemy: With a majority of Rotters determined to destroy the remaining humans, all Rotters are distrusted. When dealing with humans, the character suffers -4 Charisma.

Slow Learner: Rotters have retained their intelligence, but the infection has still damaged their brains. Smarts costs 2 points per die step at character creation.

Survivability: Rotters cannot become Incapacitated or "killed" except through damage caused to his weakness.

Weakness: Damage to the head.

Customizable Edges & Hindrances

Whether due to experimentation, a mutation of the pathogen that caused the pandemic, or some as of yet unknown source, Living Dead and Rotters can sometimes possess benefits and limitations not shared by other ghouls. Below are a few extra options that can be chosen as racial abilities.

The Rotter template has a total cost of +2. Additional Racial Edges and Hindrances must be balanced to a zero final modifier.

+3 Abilities

Fearless: The Rotter is immune to Intimidation and never makes a Fear check.

+2 Abilities

Dead Physique: The Rotter begins with a Vigor d6.

Dead Strength: The Rotter begins with Strength d6.

+1 Abilities

Equal Senses: The Rotter uses all its senses equally, causing Stealth checks against it to suffer a -2 penalty regardless of lighting conditions.

Low Light Vision: The Rotter never suffers penalties from Dim or Dark lighting conditions.

-3 Abilities

Dead Reflexes: The Rotter reacts with the speed and grace of Shambler, and must redraw any initiative card of 5 or higher.

Limited Intellect: The Rotter's brain is not what it was in life. Smarts can never be raised above a d6.

-2 Abilities

Flesh Addiction: The Rotter must consume one pound of living flesh every 24 hours or make a Spirit roll. The roll suffers a -2 for every additional 24 hours the character has not consumed flesh. On a failure, the Rotter must attack the closest living creature (even friends), gaining a +2 to Fighting and damage.

Frail: The Rotter is extremely skinny or small. It suffers a Size -1 adjustment and a reduced Toughness.

Lost Memories: The Rotter does not retain every memory or degree of training it possessed in life, and begins with only 13 skill points.

Shambler Lineage: The Rotter has a Pace 4 and rolls a d4 running die.

-1 Abilities

Rotting Away: The Rotter has decayed in a bad way and suffers -2 Charisma.

New Hindrances

Coward of the Dead (Minor or Major)

Your character might be brave in the face of most danger, but when it comes to the Living Dead, Ragers, Ferals, and the like, he is usually the first one leaving a trail of dust behind.

Whenever the character faces the Living Dead and other such creatures, he must make a Spirit check for Fear at a -2 penalty for a Minor Hindrance, or at a -4 for a Major Hindrance. Note that this is a specific case of the Yellow Hindrance from Savage Worlds. If the character also has the Yellow Hindrance, he would suffer a -4 or -6 penalty to Spirit checks when facing the Living Dead.

Guilt (Minor)

The character suffers a deep guilt over some past action or failure to act. As a result, he must make a

Survivors of The Dead

Spirit roll at the beginning of each session. A failure on the roll indicates the character begins with 1 less Benny. This is cumulative with the Bad Luck Hindrance.

Gullible (Major)

You are easy to sucker. The Persuasion skill can be used to adjust your attitude toward the other party, though the roll suffers a -2 penalty.

When this Hindrance comes into play, first determine your character's attitude toward the NPC or fellow player-character attempting to use Persuasion against you. Your attitude can never be adjusted more than two steps in a single scene, but you must role-play the result.

You may attempt to undo the effects of Persuasion at anytime by making a Spirit roll as a normal action. On a success, the Persuasion result no longer affects you, though they may make another attempt to sway you. On a Raise, you can no longer be affected by Persuasion from that same character for the remainder of the scene.

Haunted Past (Minor or Major)

The character suffers from some sort of tragic past. Whatever happened, it scarred him deeply and sometimes affects his performance in battle.

Whenever the character is dealt a Clubs suit from the Action Deck, all Fighting, Shooting, and Throwing rolls that round suffer a -2 penalty as the memories flood his mind and cause hesitation. As a Major Hindrance, the character suffers a -4 penalty to the rolls for the round.

Responsibility to Others (Minor or Major)

The character has friends or family members for which he is responsible. The responsibility is defined when the Hindrance is gained. It could be a spouse, child, sibling, parent, lover, friend, ex-spouse, et cetera. The other character is an Extra, never a Wild Card. If the character is responsible for only one other individual, then the Hindrance is Minor. If the character is responsible for more than one person, such as his family, then the Hindrance is Major.

The GM is encouraged to be creative with this Hindrance when using it during an adventure. For example, the person could be known for getting into trouble and biting off more than they can chew, constantly forcing the character to rush to the rescue.

Should the person or people ever die, the character must replace this Hindrance with another at an equal rank (or two Minors for a Major). Some suggestions are: Death Wish, Delusional, Guilt, Haunted Memories, and Mean.

Weak Immune System (Major)

The character is extremely susceptible to infection by the Living Dead. When suffering damage from a Living Dead bite, the character suffers -2 to the Soak roll. If the character receives a wound from the bite, they turn into a Living Dead in half the normal amount of time.

New Edges

Background Edges

Arcane Background (Controller)

Requirements: Novice

Arcane Skill: Psionics (Smarts)

Starting Power Points: 10

Starting Powers: 1

Powers: *Confusion, Dead Mind, Farsight, Invisibility, Mind Reading, Puppet, Slumber, Succor*

A Controller is adept at affecting the mind and perception of other people. He can cause a subject to go to sleep, become confused, and even obey his every command. Such gifted are also able to see areas far away, and even use their abilities to convince others that they are not actually physically present.

Removed Edges

The following Edges are not used in World of the Dead.

- **Background Edges:** Arcane Background (except as provided in this book)
- **Professional Edges:** Adept, Champion, Gadgeteer, Holy/Unholy Warrior, and Wizard

►► **Draining:** When a Controller rolls a 1 on his Psionics die (regardless of his Wild Die), he gains a level of Fatigue. On a critical failure, the character is rendered incapacitated. The Controller recovers 1 Fatigue level every hour.

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Arcane Background (Poltergeist)

Requirements: Novice

Arcane Skill: Psionics (Smarts)

Starting Power Points: 10

Starting Powers: 1

Powers: *Bolt, Blast, Burst, Deflection, Havoc, Pummel, Stun, Telekinesis*

A Poltergeist is an extremely dangerous individual capable of using his mind to physically affect the environment. He is able to unleash physical bolts of mental force, move objects with a mere thought, and beat a foe into submission without lifting a finger.

►► **Damaging:** When a Poltergeist rolls a 1 on his Psionics die (regardless of his Wild Die), he automatically takes a Wound. On a critical failure, the character is rendered Incapacitated, and must roll on the Incapacitation table.

Celebrity

Requirements: Novice

Before the apocalypse, your character was nationally (perhaps internationally) known, mostly positively. Even now, there's a high chance that he'll be recognized by anyone he encounters. The character gets a +2 Charisma bonus, and gains the benefits of the Rich Edge.

However, fame can be a double-edged sword. Sure, some survivors give your hero special treatment, but others are unimpressed with his charms and will go out of their way to torment him or target him first, either to vent frustration with a failed society, or in a twisted attempt to win "cred" in the eyes of their fellow scum.

This Edge is essentially a variation on the Noble Edge from *Savage Worlds*. In the event the character has both Edges, they cannot be combined to stack with each other for duplicated effects.

Combat Edges

Ambush Specialist

Requirements: Seasoned, Stealth d8+

The character is an expert at striking from hidden vantage points. Whenever an opponent would make a Notice check to determine surprise against the character's attack, the roll suffers a -2 penalty.

Improved Ambush Specialist

Requirements: Veteran, Ambush Specialist

The character is highly trained at striking from ambush. In addition to the -2 penalty to the Notice check to detect the ambush, the opponent suffers a penalty equal to the degree of cover the character is hiding behind as well as for lighting conditions.

Edge the Chase

Requirements: Novice, Agility d8+

The character is adept at gaining the upper hand when involved in a chase. Once during a chase, the character can make an Agility roll as a free action. On a success, he is dealt another card and keeps the better of the two. On a raise, he can either be dealt a new card, or skip the redraw and swap his card for that of one of his opponents, thereby putting himself in a better position over them.

Improved Edge the Chase

Requirements: Seasoned, Edge the Chase

The character can now make an Agility roll to change his card twice per chase.

One-Armed Bandit

Requirements: Novice, Agility d6+, Strength d8+

Since the outbreak, many a survivor has lost a limb due to emergency amputations after being bitten. Some have learned to adapt by bracing a weapon differently, or even by creating special modifications to make it easier to hold with one hand.

The character can wield most normally two-handed weapons with one hand, as long as his Strength is at least one step higher than the Minimum Strength required to use the weapon without penalty. For particularly awkward weapons, the GM may still require you to come up with an explanation as to *how* you manage to wield it. With a chainsaw, perhaps you start it by pulling the cord with your teeth (ouch!), but for something like a bow and arrow, you're going to have to be much more creative.

Survivor of the Dead

Requirements: Novice, Fighting d8+, Shooting d6+

The character is trained for combating the Living Dead. When making a called shot to the head against the ghouls, the penalty is reduced by 2 points.

Survivors of The Dead

Professional Edges

United Towns Deliverer

Those who work to return some semblance of the old postal service throughout the Rotter Lands are a crazy, hardy group risking life and limb to maintain communication between the towns. No single Professional Edge would do those guys justice. For the best of the best in the United Town Parcel Service, consider taking the following Edges: Ace, Edge the Chase, and Steady Hands.

Black Marketeer

Requirements: Novice, Smarts d8+ Persuasion d6+, Streetwise d8+

Some brokers on the Black Market are experts in their trade, maintaining extensive contacts and able to send out feelers for just about anything. Instead of having to take the Connections Edge for each contact, the character gets use of the Connections Edge, as though he possessed it normally, by spending a Benny. This is a single use per Benny spent, but can apply to a new contact each time it is used.

Additionally, the character receives a +2 to bartering rolls for buying and selling goods through the market.

Bounty Hunter

Requirements: Novice, Smarts d6+, Fighting d8+, Streetwise d8+

Bounty Hunters are trained at tracking both the living and Living Dead. When using those particular skills to hunt the target, they receive a +2 to Streetwise and Tracking.

Bounty Hunters are also a much-needed resource throughout the Rotter Lands, and the true professionals carry some weight. Whenever bartering for a contract's price, such professionals gain +2 to the Persuasion roll.

Mechanic

Requirements: Novice, Smarts d6+, Repair d8+

The character knows his way around vehicles, and receives +2 to the Repair roll for fixing and modifying the things.

If the Repair roll gets a Raise, the mechanic makes the needed repairs or modifications in a quarter of the normal time, instead of half the time.

Experienced Living Dead Hunters

Some people in the Rotter Lands are extremely adept at combating the Living Dead. If a character takes both the Survivor of the Dead and Reaper Edges, they are able to negate 4 points of penalty for making a Called Shot to the head. In most situations, this would result in no penalty to the attack roll.

Reaper

Requirements: Novice, Spirit d8+, Fighting d8+, Guts d8+, Shooting d6+, Taunt d6+

The character is an expert at combating the Living Dead and bringing closure to their ghoulish existence. When making a called shot to the head against the creatures, the penalty is reduced by 2 points. Additionally, the character receives a +2 to Taunt when distracting the Living Dead.

Trapper

Requirements: Novice, Survival d6+, Tracking d6+

Your character has a +1 bonus to any rolls relating to setting, disarming, or detecting mechanical traps. In addition, he is adept at observing likely paths prey might take, given the local obstacles, line of sight, positioning of bait, et cetera, and knows just the right spot to place a trap for maximum effect.

When your character places a trap, the area is secretly under a Large Burst Template centered on the trap. When anyone enters the area of effect (except for the trapper and anyone else he's informed about the trap's location), the trapper makes a Tracking check with the +1 Bonus, and is opposed by the victim's Notice. On a success, the trap was placed in just the right spot for the victim to step into it; and on a raise, the trap does an extra d6 of damage.

Please note that individuals with a complete lack of self-preservation instinct (such as the less intelligent forms of the Living Dead) are not looking for traps, and haven't the sense to avoid trip-lines and the like, so they are treated as automatically rolling only a "1" for their Notice check.

Traps might consist of things such as tripwires tied to the pin of a grenade or to some noise-making cans, or even a bear trap.

Survivors of The Dead

Social Edges

Apocalypse-Adapted

Requirements: Veteran, Spirit d8+

You've seen bloated bodies explode in the sweltering heat, you've heard Shamblers moaning for weeks on end as they lay siege to your bunker, or you've had to go rummaging around in the innards of the dead to retrieve a ring from someone's finger that got bitten off. Whatever your story, and even if you might still run away on general principle, the Living Dead just don't impress you like they used to.

Quite simply, your character is immune to Fear and Nausea checks caused by the Living Dead, whether they shuffle, sprint, or crawl, and by the effects of the Moan, whether it's high-pitched or low. There are still plenty of other things in the world to be terrified by, of course, so don't get cocky.

Competent Ally

Requirements: Novice, Wild Card

A chosen allied Extra accompanying the hero is now considered Competent, rolling a Wild Die with all trait checks and able to take Edges that require Wild Card. In all other respects, the character is still an Extra. This Edge does not suddenly conjure up an ally for the character, nor does it grant the player any sort of influence or control over this Extra that wasn't there before. The Extra needn't be human; this could be applied toward a faithful animal companion such as a horse or dog, for instance.

If this ally should be slain or leave the party indefinitely, the benefit from this Edge may be assigned to another Extra after at least a week of getting to know the new fellow survivor.

Survivor Field Commander

Requirements: Seasoned, Common Bond

The character is highly trained and experienced at leading his fellow survivors into battle. When performing a Gang Up, the Survivor Field Commander provides an additional +1 bonus as long as at least one other ally is adjacent to the target.

Furthermore, the character can coordinate his team to such a degree that they can apply the Gang Up rules to attacks that use the Shooting or Throwing skills,

with the same +4 maximum bonus as per the normal. The attackers do not have to be adjacent to the target, but must all be within Short range.

Survivor Leader

Requirements: Novice, Spirit d6+

The character is a natural leader and gifted at pulling people together for a common cause. This Edge can be taken at character creation and once per experience rank (including at Novice rank). Each time the Edge is taken, the character gains 2 Influences to spend on survivor towns.

For more on Influence, see: **Survivor Towns**.

Changed Edges

The following Edges work differently than described in Savage Worlds.

- **Rich:** The character begins with 150 ration dollars in supplies and resources. However, there is no annual income used in World of the Dead.
- **Filthy Rich:** The character begins play with 250 ration dollars for initial supplies and gear, but doesn't receive an annual income or equivalent.

Weird Edges

Lie Detector

Requirements: Novice, Notice d6+

The character has the strange ability to know when others are not telling the truth. The character's Notice is considered one die type greater for making a check to detect falsehood.

New Power

Dead Mind

Rank: Novice

Power Points: 2/4

Range: Smarts

Duration: 1

Trappings: Telepathy, Mind Touch, Death Speak

Dead Mind allows a character to penetrate what remains of a Living Dead brain. Doing so requires an opposed Smarts roll against the Living Dead. On a success, the character receives impressions and images from the Living Dead mind. It might be deeply buried memories of its life, or its immediate instinct against the character. If the Living Dead is somehow being controlled, the character will also feel an outside presence on a success. On a raise, the character can project a particular emotion into the Living Dead, such as calmness so it does not attack.

For twice the normal Power Points, the character can mind touch a number of Living Dead equal to his Smarts. The Living Dead make the opposed Smarts roll as a group roll.

Touching upon a Living Dead mind is extremely dangerous. In addition to the Arcane Background's normal result for rolling a critical failure, the character also permanently loses one die type in Smarts. If Smarts would drop below a d4, the character instead permanently loses all ability to use the Arcane Background.

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The following rules are additions, changes, and expansions to the standard rules found in *Savage Worlds*, and are used to convey the harsh world of the Living Dead, raiders, and dangerous organizations.

Armor versus Infection

In the **Gear & Goods** chapter some armor types have a +0 bonus to Toughness. Although such armor will not do anything to negate damage inflicted by a blade, bludgeon, bite, or bullet, it still counts as armor for the purpose of keeping you from becoming one of the Infected.

In *World of the Dead*, if a Living Dead or Rager bites an armored section of the body and only 1 wound is received after Soaking, it won't result in infection. The character is still injured, but the bite has not actually penetrated flesh. Perhaps the armor was driven into the character, or the bite managed to fracture a bone without breaking the skin.

If the attack causes 2 or more wounds, that's a different story and the character is infected as normal. In this case, treat the number of wounds received as one less for purposes of determining the speed of infection.

Bartering

While towns have a currency known as a ration note, and the Unified Towns all use the same type of ration note as a common currency, those not part of the Unified Towns must barter their way to obtaining goods instead of simply purchasing them when in a settlement other than their own. In towns where the person's currency is not generally accepted, this could mean the difference between life and a slow death once the individual heads back into the Rotter Lands without replenished supplies or weapons.

For most of the Rotter Lands, bartering is a normal way of life.

There are two types of bartering. One uses the market value of the item and assumes the character is negotiating a payment in accepted ration notes. The other is when the individual doesn't have ration notes, or doesn't have a form of note the settlement will accept, and must barter with labor. The hours of labor are based upon the normal price of the item.

Regardless of the type of bartering, use the **Social Conflict** rules from *Savage Worlds*. The rolls are opposed Persuasion checks, with the character's margin of victory determining the final price to be paid for the item.

Ration Note Bartering (Purchaser)

Margin of Victory	Result
None	2x normal price
Tie	Normal price
1-2	75% normal price
3-4	50% normal price
5+	25% normal price

Labor Bartering (Purchaser)

Margin of Victory	Result
None	8 hours per 5 ration notes
Tie	4 hours per 5 ration notes
1-2	3 hour per 5 ration notes
3-4	2 hours per 5 ration notes
5+	1 hour per 5 ration notes

The above charts assume the character is the one attempting to purchase the item. If the character is the one selling the item and negotiating a price, use the following charts instead.

Ration Note Bartering (Seller)

Margin of Victory	Result
None	50% normal price
Tie	Normal price
1-2	1.5x normal price
3-4	2x normal price
5+	2.5x normal price

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Labor Bartering (Seller)

Margin of Victory	Result
None	2 hours per 5 currency value
Tie	4 hours per 5 currency value
1-2	6 hours per 5 currency value
3-4	8 hours per 5 currency value
5+	10 hours per 5 currency value

Black Market

Connections Edge and the Black Market

Dealing on the black market means knowing a person, or several people, who can get you what you need, and who know you can be trusted. This is represented by the Connections Edge. Simply taking the Edge, however, doesn't grant you unlimited access to the market. Black marketeers are specialized. While one broker might be able to get you firearms, you will need another to get you vehicles. Usually, the broker getting you military grade explosives is not the same person dealing in slaves.

A Connections Edge must be taken separately for each type of item category (as well as for slavery), unless the character has the Black Marketeer Professional Edge. See the **Gear & Goods** section for more on item categories.

A small settlement will likely provide the characters with some basic supplies, while a large settlement might have a few weapons or armors to trade. What happens, though, when the character needs to get his hands on a vehicle or firearm, things even the largest settlements are loathe parting with? Where can the character go to purchase rare items, like functioning night vision goggles, military grade explosives, or even a can of pre-outbreak beer?

He goes to the black market.

Since the fall of civilization over the past four years, the black market has grown into a thriving, highly secretive microcosm. Though it exists in nearly all facets of post-apocalyptic life, and many rumors persist that it stretched across boundaries and oceans, getting in touch with someone associated with the underworld is not easy for the uninitiated.

To contact someone in the black market, the method is very similar to using the Connections Edge with a few modifications as detailed below.

First, make a Streetwise roll. Unless the character has the Black Marketeer Professional Edge, or has the Connections Edge specifically for that category item, the Streetwise roll suffers a -4 penalty.

Once the broker has been contacted, the character must make a Persuasion roll to get a hold of the item. On a failure, the black marketeer refuses to come through with the item. Perhaps the character inadvertently did or said something to spook the broker, or maybe the item just isn't readily available through the broker's channels.

On a success, the character can get the item, but any price bartering receives no modifier.

On a Raise, the character can attempt to negotiate the price (see: **Bartering**) and gain a +2 bonus to the roll.

On two or more raises, the character gains a +4 bonus to the bartering attempt.

Bounty Hunting

The Bounty Hunting Adventure

Using the Bounty Board Adventure Generator, the GM determines the exact nature of the job, complications that will hinder the bounty hunter, and any assistance the hunter might gain along the way.

How well the hunter does on the Streetwise roll to locate the target, however, can also have a direct bearing on the job, as it could generate additional complications against the bounty hunter.

Whether hired to capture a living person or track down a specific Living Dead, bounty hunters are as respected as they are dangerous. Most settlements in the Rotter Lands have a bounty board where the hunters can review jobs being offered in that town. Once the bounty hunter has selected a job, the next step is usually meeting with the individual who offered the bounty to go over the details.

During the initial meeting, the bounty hunter— if he feels he might be able to get more for the job, or if the dangers are severe enough that additional compensation is warranted— can attempt to negotiate a better price. This is done using the **Bartering** rules, with the bounty hunter acting as the seller. The

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difference between negotiating a bounty price and normal bartering is that even if the bounty hunter receives no margin of success, the price remains unchanged as though he achieved a tie. No bounty hunter in his right mind, after all, would take only 50% payment for a job.

Once the hunter has the details and is satisfied with the pay, it's time to get to work. Finding a target in the Rotter Lands isn't easy, however, and relies as much upon skill as blind luck.

Determining whether or not the hunter finds his target, and whether or not forces conspire against him, uses a combined and modified, combined version of the **Dramatic Task** and **Social Conflict** rules from *Savage Worlds*.

The hunter has three rounds to gain as many successes as possible using the Streetwise skill. Exactly how much time each round takes is up to the GM, as each roll represents the bounty hunter hitting the streets, getting in touch with contacts, and perhaps even intimidating people to get information on where to find

his target. Each round the hunter is also dealt an Action Card. If the card is a Clubs, it represents something working against the character (perhaps the person being questioned is actually a friend of the target), and the Streetwise roll that round suffers a -2 penalty.

Depending on the total number of successes gained by the end of the third round, the bounty hunter's information gathering gets the following result:

- **No Successes:** The bounty hunter gained no useful information on where to find his target, or what to expect. He can try again the next day. Unfortunately, word has spread that the bounty hunter is looking for the target, and the GM rolls two additional complications on the adventure generator to hinder the character.
- **1-2:** The hunter gets a general idea of where the target might be hiding out, but word gets back that the bounty hunter is on the job. The GM rolls an additional complication to face the bounty hunter.
- **3-4:** The bounty hunter knows where to find the target.
- **5+:** The bounty hunter not only knows where to find the target, but also can choose to either get The Drop on him, or gain a +2 to a single attempt at a Test of Wills against the target. The player can choose which benefit to use, and when to use it in the scene in which the hunter can confront or capture his target.

Competent Extra

A Competent Extra gets to roll a Wild Die on Trait rolls and can use Edges with the Wild Card requirement, but in all other respects is still treated as an Extra. This is a good option for major NPC allies, but also for the occasional "mini-boss" enemy.

Your characters can also gain a Competent Extra as a regular companion by taking the Competent Ally Social Edge.

Critical Failure

Whenever a character rolls double 1's on any Trait roll, a Benny cannot be spent to reroll of the dice. The character is stuck with the result, and bad things are likely to happen.



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Gritty Damage

Combat in *World of the Dead* can be very lethal. Characters do not usually engage in a fight and walk away without a potentially serious injury.

The Gritty Damage rule applies only to Wild Cards. Treat damage to Extras normally.

For Wild Cards, count wounds as usual and go through the normal steps for Incapacitation should he accumulate more than three wounds.

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

Injuries sustained in this way are cured when the wound is healed. Injuries sustained via Incapacitation, however, may be temporary or permanent as usual. A Shaken character that's Shaken a second time from a damaging attack receives a wound as usual but does not have to roll on the Injury Table.

Example: *Jack Gavins, a renowned bounty hunter in the Rotter Lands, takes a wound from a raider, fails to Soak it, and so rolls on the Injury Table. He rolls a 3, for an Arm location. The GM rolls a die and decides it's the right arm. Jack now has the One Arm Hindrance until the wound is healed.*

Jack is one tough fella and managed to take down the raider even with an injury. Later, though, other members of the raider group attack the bounty hunter

to get a little revenge. During the battle, Jack takes two wounds to the head. The GM rolls once and gets the Blinded result, now causing Jack to take the One Eye Hindrance until he is healed. Note that while the attack caused two wounds, there was only one roll on the Injury Table since it was one attack.

Jack is now without the use of an arm and an eye. The bounty hunter had better get some medical treatment soon, or his days in the Rotter Lands are likely to come to a bad end.

Heroic Determination

The character may spend a Benny and gain the benefit of any one Combat Edge for the duration of the round. The character need not meet the requirements for the Combat Edge, except for other Edges (for example, Improved Nerves of Steel requires Nerves of Steel). This represents the character pushing his natural ability beyond its threshold. The drawback is that while spending a Benny for a much needed combat Edge for 1 round might sound like a real asset, it leaves you with fewer Bennies to spend on soaking wounds.

Legendary Edges cannot be gained through Heroic Determination.

Joker's Wild

Whenever a player character draws a Joker during combat, he receives the normal +2 bonus to Trait and damage rolls, plus all players receive a Benny.

Modification Chart

Type of Modification	Repair Roll Modifier	Time to Complete	Base Cost
Add/Replace Weapons	+0	6 Hours	Weapon Cost
Increase Acc or TS by +5	-2	2 days	1d4 x 50
Increase Acc and TS by +5	-4	3 days	1d4 x 100
Armor increased by +1	-1	1 day	1d6 x 100
Armor increased by +2	-2	2 days	1d6 x 200
Armor increased by +3	-4	3 days	1d6 x 400
Improve Firearm Damage +1	-2	2 days	1d6 x 200
Improve Firearm Damage +2	-4	3 days	1d6 x 400
Negate -1 Driving penalty	-2	1 day	1d4 x 50
Negate -2 Driving penalty	-2	2 days	1d4 x 100

Modifying Items

Characters can modify the speed, suspension, armor, and weapons of vehicles. Modifying a vehicle can mean something as complex as redesigning key systems to work better; or something as simple as entirely replacing old armor with new and improved plating, and removing current weapons to replace them with bigger and better things that go boom.

To make a modification to a vehicle, roll the Repair skill. The type of modification determines the modifier to the roll and the time required, as shown on the Modification Chart. The base cost is in the current currency of whatever town the modifications are being conducted at, and covers the cost of any parts and additional labor needed for the work. Bartering can be used to adjust the final cost.

Adding or replacing weapons: Adding or replacing weapons is the most straightforward type of modification, and requires the characters to actually have the weapons on hand.

Increasing acceleration and top speed: To increase a vehicle's acceleration and top speed, the characters are going under the hood and modifying the engine. It isn't easy, and a lot can go wrong (as conveyed through the Repair roll modifier).

Increasing armor: This isn't the same as simply replacing the armor. In this type of modification, the characters are actually reinforcing and modifying the vehicles armor to be tougher and heavier. Not only does this type of modification take time, but depending on how much the armor has been modified, the vehicle might suffer a decrease in speed and handling.

Improving firearm damage: The characters are modifying the onboard guns to pack more of a punch. There's a limit to how far a weapon can be pushed, though, and the more it is modified the better chance it will go kaboom at a very inopportune moment.

Negating Driving roll penalties: By upgrading a vehicle's suspension system, the characters can get better handling out of it, possibly helping off-set some of the issues of bad terrain or mounting heavier armor.

Making the Repair Roll

Once the characters decide on the type of modification they're going to attempt, they must make a Repair roll and apply the listed modifier.

On a Critical Failure, not only did the modification not work, but also the vehicle is somehow damaged. Apply the opposite of what the characters were attempting. In other words, if they were attempting to increase the ACC and TS by +5, both are reduced by -5 instead.

Vehicle Armor Modifier

Armor Modification	Driving Roll Modifier	Acc/TS Modifier
Armor increased by +1	-1	No Change
Armor increased by +2	-2	-5/-10
Armor increased by +3	-4	-10/-20

Firearm Failure

Damage Increase	Shooting Die rolls a 1	Critical Failure
+1	Jammed	Breakage
+2	Breakage	Backfire

Setting Rules

If they were trying to improve the armor by +2, it is reduced by -2 instead.

On a failure, the time is wasted and the modification didn't work. Whatever they were attempting, it was a complete failure, but the vehicle isn't damaged and retains the pre-modification stat.

On a success, the modification worked. On a Raise, the character completed it in half the time.

Special Considerations

Modifying a vehicle's armor or weapons brings with it additional problems for the vehicle.

When improving a vehicle's armor rating, consult the Vehicle Armor Modifier Chart for the degree of armor improvement. The vehicle suffers a penalty to Driving rolls and speed due to the extra weight of the armor.

Modifying a firearm to do more damage brings with it some serious risks. Whenever the Shooting or die rolls a 1 (regardless of Wild Die), or the attack suffers a

critical failure, consult the Firearm Failure chart for the consequences.

Backfire: The gun goes kaboom, damaging the character. Reduce the damage of the weapon by -1 die type, and then roll damage normally. A handgun that does 2d6 damage, for example, rolls 2d4 damage when it explodes on a backfire. Armor applies as normal, but the damage cannot be Soaked.

Breakage: Tough luck for the character, but pushing the gun too far has now made it completely useless. It cannot be repaired, and a new weapon will have to be obtained.

Jammed: The gun jams and requires a Repair roll at -2, and two rounds of effort, to get it working again.

THE LIVING DEAD PRIMER

Current Understanding of the Living Dead

In the years following the outbreak, many of the assumptions believed to be true about the Living Dead have been thrown to the winds. Although the original rules still hold for the most basic variety of Living Dead, insane experimentations and pathogenic mutations have altered the war for survival. Now Living Dead exist with memories of their past and full cognitive abilities, gathering an army of basic ghouls around them as they lead assault after assault on the last havens of humanity. Others have shown physical abilities beyond what they possessed in life. Meanwhile, experimentations into ways to modify and control the creatures have resulted in new breeds of horrors. Some of them are not dead at all, but living beings with incredible ability.

Living Dead Basics

The information provided on the Living Dead represents the basic Shamblers and Sprinters. In the years since the outbreak, a variety of factors have given rise to a myriad of Living Dead, though your two basic types are still the majority. When facing one of the other forms of Living Dead, survivors must contend with a dangerous game of trial and error to discover what distracts them, the extent of their physical and mental capabilities, and any other unique features they might possess.

The GM, using special rules you players don't get to see, creates unique Living Dead.

In short, if you're set on venturing into the Rotter Lands, then you'd better pay attention.

How They Hunt

The first thing to understand when surviving in a world of the dead is their hunting patterns. Luckily, your typical Shambler and Sprinter still comprise the bulk of the Living Dead population, and what has been understood for the past four years still largely holds true where they are concerned.

Originally, it was believed the Living Dead did not possess specific hunting patterns. Careful research in the years following the outbreak has introduced a

new theory that is commonly accepted throughout the Rotter Lands. Leading researchers have suggested the Living Dead use the same type of hunting process found in sharks and other animals known as the Levy Walk (or Levy Flight, depending upon to whom you talk). What this entails is short movements in many different directions before taking a longer migration and repeating the process. Such a hunting process would be very effective in finding human enclaves in even the largest of the ruined cities, and would account— along with their attraction to even the most basic noise— for the effectiveness with which the Living Dead are able to track most survivors.

Although the theory has yet to be empirically proven, it is generally accepted as fact over the earlier belief that the Living Dead moved about randomly and without purpose until they accidentally came upon living victims.



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Another important factor to consider is the extent of their senses. The Living Dead are fantastic hunters, whether in broad daylight or pitch darkness. Even without eyes, they are unable to effectively navigate around obstacles, still able to find their prey and move to its general location. The reason for such a feat is simple: although living humans tend to rely on sight, the average Living Dead uses all five of its senses equally. They can smell the living as effectively as they can hear the smallest breath or the loudest explosion. The Living Dead also seem able to pinpoint the direction of a sound, even when reverberated through an urban environment, and converge on the exact location.

The living does have an advantage, however. Although the Living Dead no longer rely on a single, dominant sense, for some reason they are easily distracted by noise. More so than following a scent or touch, the Living Dead are drawn to sounds of any type. Firearms, explosions, even yelling, all serve to attract the ghouls, in a majority of cases even causing them to abandon whatever action they were undertaking— including feeding— to seek out the source.

The final thing to consider is the moan. Unlike every other predator, which hunts in silence and only makes noise to defend itself or intimidate potential threats, the Living Dead often (but not always) moan at the first sight of the living, effectively alerting the prey and allowing it to take countermeasures. Researchers, though unable to prove their theory, firmly believe the moan is a form of communication between the Living Dead— a way for them to alert others to the discovery of the living.

If the experts are correct, and the moan is actually a form of communication, then many more questions must be asked as to the exact nature of the creatures and what other social— or cooperative— abilities they might possess.

Regardless of the reason behind it, one thing that cannot be debated is the effect the moan has had on the living. Many have been driven insane by the sound, especially when surrounded by dozens or more, with the moan continuing for days or weeks at a time.

Physiology and Mental Capacity

Knowing what to expect when it comes to the physical and mental capabilities of the Living Dead is where things get hairy. In the beginning, it all seemed simple. The Living Dead had lowered coordination and reflexes, didn't possess strength greater than they had in life, didn't have much in the way of thought processes, and didn't plan ambushes or attacks. They

simply migrated about in search of living creatures to eat, attacked, and then eventually moved on.

Four years later, the world isn't as simple. Encountering a basic Shambler or Sprinter means the old rules are still in play. Unfortunately, between the secret experimentations, pathogenic mutations, and whatever other insanity has been wrought on the world, the Living Dead have changed. Now you have completely intelligent Living Dead, called Rotters, who can not only feign being one of the original Shamblers or Sprinters long enough to get close to a victim, but can also plot, scheme, and command entire Living Dead armies. Other Living Dead have had an increase to their physical attributes; increasing the danger of falling to them should they get in too close.

Meanwhile, experts have begun studying exactly how the Living Dead physiology works. Although it is widely believed that the creatures possess no blood flow, since the heart doesn't beat, the questions remain as to how the virus continues to survive within them, and how the brain is prevented from drying out. Not only that, experts are still unclear how the Living Dead avoid livor mortis. Theories abound, including the virus containing some sort of self-propellant capability like normal human cells.

Further studies have been conducted, probing into the Living Dead physiology in an attempt to determine how the Living Dead can moan and why their lungs have not deteriorated beyond the point of expelling air. Other studies seek answers as to how they can freeze in the winter and successfully thaw in the spring, how the muscles and other necessary anatomy can function enough to allow them movement when all internal organs except the brain appear dead, and why the rate of decay is much slower than originally theorized.

The mental capabilities of the Living Dead can vary as much as their physical abilities. While the most basic specimen appears to have no concrete memory of its previous life, some Living Dead have been observed mimicking specific actions or rituals from when they were alive, such as the Living Dead carpenter who still carries a hammer and will absently pound on objects, the former musician that still attempts to play its instrument, or the cheerleader who still shakes its pom-poms.

Furthermore, the basic Living Dead are incapable of climbing ladders or opening doors. In fact, whether or not the creatures can even stumble up a flight of stairs is questionable, and varies depending upon the Shambler or Sprinter.

Living Dead Primer

Of course, as is a common theme when discussing the Living Dead, the years since the outbreak have given birth to a variety of new capabilities. When facing the Living Dead, use extreme caution and be prepared for everything— especially a Rotter in disguise.

Social Habits

As if the variable physical and mental capabilities of the Living Dead weren't bad enough, experts have also struggled to catalogue the social structure of the creatures. Once again, what was once considered accurate has been tossed to the winds.

Reports have been made of multiple Living Dead overtaking a particular area, and then maintaining a central location where Shamblers held Infected Newborns like they would have infants and toddlers in their normal lives, while Sprinters roam the perimeter in what could only be described as a guard pattern.

While those reports are disturbing enough, experts have also devised a theory for the Living Dead horde. Most of the basic Living Dead, when encountered in singles or very small groups, are not much of a threat to humans. The real danger manifests when a large group of them— called a horde— swarm on the human prey. Then, the hapless targets are facing a serious threat. Given that the Living Dead seem to have no solid means of overall communication and can wander about alone as easily as in a group, studies of the creatures have likened them to a colony of bees. Like a bee, each Living Dead somehow knows what it must do for the continuation of the colony— which in this case could mean the Living Dead species as a whole. They have no concern for their individual existence or well-being, only the continued forward progression of devouring the human race.

Whether or not such a model accurately reflects the Living Dead is still up for debate, but it serves as a starting point to understanding an enemy that might not be as unpredictable as once believed.

Combating the Living Dead

When traveling the Rotter Lands, it's important to remember that the best way to combat the Living Dead is to be gone before they arrive. An early warning system, even if only a minute or so, can allow you to avoid the risk of infection that a confrontation brings with it. To that end, animals are fantastic companions to have along. Whether it's man's best friend or a beast of burden, animals do not like the Living Dead and can sense (or smell) them coming before they reach you. It bears mentioning, though, that while the

infection can't transform animals into the Living Dead, that doesn't stop them from being attacked the same as any human. The Living Dead do not care what species of prey they devour, as long as they are able to consume living flesh. So, while your dog or horse might save your life, remember that they are prey the same as you, so don't leave them behind unless you have no other option.



In the unfortunate situation where you are forced to directly confront the Living Dead, it's best to know your options. Luckily for everyone, information has remained reliable when it comes to taking down a ghoul. Whether you are facing one of the basic Shamblers or Sprinters, a Rotter, or one of the Living Dead with a special surprise waiting to take a pound out of your hide, the tried and true methods of making them stay down still work.

First of all, remember that you aren't facing raiders, Brutes, Ferals, or Ragers (and count yourself lucky). The Living Dead, despite the first part of the name, are not alive. Well, not in a way the experts have managed

Living Dead Primer

to understand yet. You can cut off a limb, blast them square in the chest, and even rip out their internal organs; but if they have a way to grab you, they'll still make you their next meal.

In other words, fight a Living Dead the way you would a live opponent, and expect to have your number punched. If you want to take them down, regardless of the type, go for the head. Only by having their brain destroyed will a Living Dead stay down for good. Anything else is simply a waste of time and energy—and they have much more of both than you ever will.

We Are Already Them

Folks insert a blade into the base of the skull, or more savagely crush the skull, of anyone who dies, and for a very good reason: what makes the dead become the Living Dead is already inside of us. It doesn't matter how we die, as long as the brain is intact. Of course as we all know by now, a bite from one of the things will make the transformation happen faster, but that is because a bite contains a concentrated dosage of the pathogen that rapidly works through the bloodstream; first causing extreme illness and fever, then death, and then . . . well, you know. Death by other means causes the process to take longer, but only by a couple of hours. The reasons for this are still unknown, though rumors persist (as they always do) that some sort of breakthrough was made in Colorado a few months after the outbreak. If that's the truth, no one told the rest of the world what mysteries were solved, and humanity is no closer to understanding it today than they were when it first happened.

Other Monsters to Watch For

Sadly, the Living Dead aren't the only things to watch out for, whether you're in the Rotter Lands or a settlement.

Ragers are a serious problem. Huge, hulking, and covered in fur, these creatures are damned difficult to put down and are extremely fast. A single Rager has been seen many times ripping apart an entire group of people. They usually hunt in packs at night, and have an issue seeing in bright lighting or daylight.

Ferals are the lesser cousins of Ragers. Although they are fast, they lack the enhanced physical abilities of their larger counterparts. They also lack the sensitivity to light, and are known to openly hunt in daytime.

Brutes are the result of a wild strain of the Rager virus, and possess abilities somewhere between a Rager and Feral. The interesting thing is that they also possess

human intelligence. Though they are considered a danger, approach a Brute slowly before attacking. While many of them are ready to rip any human apart, there are some who wish to rejoin human society (such as it is), and are willing to do what is necessary to prove their worth. Although many settlements refuse to allow Brutes inside their walls, it's an oversight and prejudice that could cost them in the end. Brutes are immune to any type of further infection, and make excellent soldiers against the Living Dead and Ragers.

Finally, although a Living Dead, this particular threat deserves its own mention: Rotters. Living Dead who have maintained their human intellect and memories, these creatures are one of the greatest threats to us all. Determined to eradicate humanity and assume what they feel is their rightful place upon this Earth, the Rotters usually serve the Church of the Eternal Prophet—a religious organization that preaches Rotter supremacy. No human has yet infiltrated the church and survived, so exactly what their true game is, or if there really is some sort of prophet in the center of it all, is anyone's guess. Nevertheless, Rotters are as difficult to kill as any Living Dead, and with the ability to plot, scheme, and strategize, they are a threat that cannot be ignored. Granted, not all Rotters follow the teachings of the Church, and some have attempted to reintegrate into human settlements. Like with the Brutes, they are an asset in battle. Unlike with the Brutes, however, a town never knows whether or not the Rotter is actually an agent of the Church.

Rules for the Living Dead

The following section contains the rules for encountering and combating the Living Dead, as well as the mechanics for handling the infection in your games.

Damaging the Living Dead

Damage for the Living Dead is handled differently than other characters in *Savage Worlds*.

Wild Card Living Dead never suffer from wound modifiers. That's not to say, however, that the Living Dead are not affected by damage. Whenever a Wild Card Living Dead takes damage, the **Gritty Damage** rule still applies, and the Living Dead receives an injury from the Injury Table. The main difference is that the Living Dead does not heal, and the injury is considered permanent.

Otherwise, damage is not recorded for the Living Dead. It doesn't matter if it sustained 1 wound this

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round and 2 wounds the next round. Having 3 or more wounds means nothing; except for the associated injuries they've received.

When attacking the head of a Wild Card Living Dead, record the damage normally. A head shot is the only damage that will cause a Living Dead to suffer from wound modifiers. Once a Living Dead has reached Incapacitated through head trauma, it is considered dead. There is no roll on the Incapacitation table.

For Extras, receiving 1 wound to the head immediately puts it down for good. Otherwise, the creature continues its progress as though nothing happened to it. Extras do not receive injuries from the Gritty Damage rule.

Example: A Wild Card Living Dead Sprinter is attacking the character. The character fires randomly at the ghoul, scoring two wounds that didn't hit the head. Although the GM rolls on the injury table for the damage, he does not record the damage as wounds and the Living Dead does not suffer any wound modifiers to its rolls.

Next round, the character gets his wits about him and takes aim, scoring a wound through a head shot. The Living Dead takes another injury, now suffers 1 wound modifier, and the damage is recorded. Once the ghoul reaches Incapacitated through called shots to the head, it is finished.

Distracting the Living Dead

Living Dead with a Smarts (A) are easily distracted by noise. To distract such a creature, use the Trick maneuver in a Smarts vs. Smarts opposed roll, or a Test of Wills using the Taunt skill.

Other mechanics for distracting the Living Dead can be tailored by the GM as best fits the scene.

Infection

Facing the Living Dead should never be taken lightly. One solid bite that breaks the skin and it's all over. The infection is fast acting and terminal. If a character is bitten by one of the Living Dead and receives at least 1 wound after Soaking, they are already knocking on death's door.

Once infected, it's just a matter of time. But how long?

The GM secretly makes the roll to determine the amount of time. Typically, this mechanic is used when one of

the characters becomes infected. For a non-player character, the GM should have the transformation take place at whatever rate best suits the story.

Once a Living Dead bites a character, he goes through an incubation period while the pathogen races through the bloodstream. The number of wounds the character received determines how long the incubation period lasts. For characters that receive wounds from multiple Living Dead, the incubation period is determined by the most serious injury suffered from a Living Dead attack, not the total wounds received.

- **One Wound:** If the character only received a single wound, the bite isn't usually deep. Roll 1d20 to determine the number of days before the incubation period ends.
- **Two Wounds:** When a character receives 2 wounds from a Living Dead's bite, the injury is usually severe enough that the virus has entered the bloodstream. Roll a d12; the result is the number of hours before the infection starts affecting the character.
- **Three (or more) Wounds:** If a character receives at least 3 wounds from a single bite, roll 1d6. The result is the number of minutes before the infection begins to affect the character.

Example: A character is attacked by a Living Dead and receives 1 wound. His incubation period is 1d20 days. The next round, another Living Dead attacks him and does 2 wounds. Although the character now has 3 wounds, the most serious attack only caused 2 wounds. The incubation period is now 1d12 hours.

Once the incubation period ends, the infection takes hold and the victim begins suffering from a high fever. The character immediately receives a level of Fatigue, and he'll continue to gain a Fatigue level each hour until falling unconscious.

Once the character receives his first Fatigue level, he must make a Vigor roll and include the modifier from

Mean / Spirit Modifiers

Number of Living Dead	Modifier	Length of Time	Modifier
10	-1	12 Hours	-1
20	-2	1 day	-2
50+	-4	2 days+	-4

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the Fatigue. If the character succeeds, he continues to make another Vigor roll when an additional Fatigue level is received at the end of every hour. If the character fails the Vigor roll or becomes Incapacitated from Fatigue, he is dead. The character is gone, and the player is free to create a new one using the replacement character rules from the advancement section of *Savage Worlds*.

Once the character has died, roll 1d6. The result is the number of minutes until he revives as one of the Living Dead (unless the brain is destroyed first).

Example: A character has been bitten by a Living Dead and receives 1 wound. The GM rolls 1d20 and gets a 14, indicating an incubation period of two weeks.

Two weeks later, the infection takes hold of the character and the fever begins. The character receives a level of Fatigue, and must immediately make a Vigor roll at a -1 penalty. The character rolls a 5, reduced to a 4, and continues to live. An hour later, the character gains a second level of Fatigue. Now, the character makes a second Vigor roll at a -2 penalty. Once again, the character succeeds. On the third hour, the character becomes Incapacitated and dies. The GM secretly rolls a d6 and gets a 2. Two minutes after death, the character revives as one of the Living Dead.

Unfortunately for the survivors, dying from a bite isn't the only way someone becomes a Living Dead. When a character dies by any means (as long as the brain wasn't destroyed), roll 1d6 to determine how many minutes until he reanimates.

Moan of the Dead

Whenever the Living Dead first notice their prey, they unleash a moan that is extremely unsettling to anyone who can hear it. The ghoul makes an Intimidation roll against any target it notices (see **Test of Wills** in *Savage Worlds*).

Likewise, a crowd of Living Dead can make a collective moan against one or more targets. Treat this as a group Intimidation roll (include a Wild Die) against each target's Spirit.

If the crowd succeeds against one or more victims, it gains the normal benefits of a successful Test of Wills. This benefit is granted to only one Living Dead in the crowd—not the entire crowd. If the Living Dead cannot reach a victim that failed the Test of Wills that round, then the benefit is wasted.

Hearing the moan for a continuous amount of time can also cause a person to slowly go insane. If a character

is trapped so that they are constantly exposed to the moan, make a Spirit roll. The roll suffers a penalty based upon the number of Living Dead and how long the exposure to the moan has continued. A group of survivors surrounded by 20 Living Dead trapped in a building for the past 12 hours, for example, would suffer -3 to the Spirit roll.

If the Spirit roll is a Critical Failure, the character permanently loses one die step in Spirit, to a minimum of d4. The moaning has broken him, and he'll likely never be the same again.

If the Spirit roll is a failure, the character loses one die step in Spirit until the moan finally ends and he can get at least 8 hours of uninterrupted sleep.

On a success, the character has managed to grit his mental teeth and resist the moaning beating like a drum against his mind.

Removing an Infected Limb

If a character received an injury to a limb from a Living Dead attack, there is still a chance the infection could be stopped by removing the limb.

First, the limb must be removed before the incubation time has expired. In other words, for a character who received 3 wounds from a single bite and for whom the GM rolled a 5 on the d6, the limb must be removed within 5 minutes.

To remove the limb, a Fighting roll is made against the victim's Parry. If the victim is restrained, the Fighting roll is against a Parry 2. It requires 3 wounds before the limb is removed (which means the one doing the amputation might find himself hacking or sawing for a few rounds before he accomplishes the grisly task). Removing a limb is never easy, and causes considerable trauma to the body.

Once the limb is removed, the victim makes a Vigor roll at -3 (the wound penalty) or becomes Incapacitated. Once the character is Incapacitated, roll on the Incapacitation chart as normal, but ignore any temporary injuries. The character has already suffered a permanent injury, and gains the One Arm or One Leg Hindrance as appropriate.

Even severing a limb, however, doesn't always stop the Infection. After the limb has been removed, the GM secretly rolls a d6. If the roll is a 5 or 6, the infection continues to spread, and severing the limb did nothing to stop it.

Automatic Weapons, Area Effect Weapons, and Flamethrowers

In addition to the traditional head shot method, automatic fire, area effect weapons, and flamethrowers are also good weapon choices for eliminating the Living Dead. When a Living Dead reaches Incapacitated through such weapons, it's considered destroyed due to **Severe Damage**. Although the brain might still be active, the body is damaged enough that it's no longer a threat. The exact type of damage is left up to the Gamemaster, but should range from missing limbs to the body being cut in half from the impact.

Firing into a Crowd of Living Dead

It's unlikely, regardless of what the dice say, that a character firing into a Living Dead horde is going to fail to hit anything. As long as the Shooting die (regardless of Wild Die) doesn't come up a 1, apply the following mechanic when firing into a group of Living Dead.

Whenever a character fires into a crowd of Living Dead and fails the Shooting check (as long as he doesn't roll a 1 on the Shooting die or rolls a critical failure), he automatically hits a number of ghouls equal to the weapon's Rate of Fire. Use the normal rules for Double Tap, Three Round Burst, or Automatic Fire.

If any of the Shooting dice rolled a success or greater, the shot is considered a head shot.

Example: A character firing into a crowd of 10 Living Dead with an M-16 on Auto rolls 3 Shooting dice and 1 Wild Die. The Shooting dice come up 3, 5, and 2, which are adjusted to 1, 3, and -1 due to the -2 penalty for firing on Auto. The Wild Die comes up a 4, adjusted down to 2. Although the character would normally miss all the shots, the 3 Shooting dice still all hit (since none of them rolled a 1). The character rolls damage for each shot against the 3 Living Dead, checking for Severe Damage with each hit.

Had any of those Shooting dice scored a success or raise, the hit would have automatically been applied as a head shot.



SURVIVOR TOWNS

Since the outbreak four years ago, the world has become a very different place. Gone are the electrical grid, the Internet, cellular communication, congested traffic, and the mass manufacturing of goods. Now the human race survives in a dangerous wasteland known as the *Rotter Lands*, gathering in precariously created towns.

Not every town is the same. Some are nothing more than shantytowns with little to no defenses and barely any food— a collection of individuals hoping to scrape together whatever meager means of survival they can manage. Others are sprawling, walled cities with hundreds of soldiers, manufacturing capabilities, and vast food reserves. A majority, however, are somewhere in the middle, managing a delicate balance between defense, shelter, and food.

With the many roving bands of raiders, slavers, mercenaries, and Living Dead, the ability of a town to not only house and care for its citizens, but also provide for their physical safety, marks the thin line between life and death.

Influence

Influence is gained through the Survivor Leader Social Edge, and can be spent to build and increase the character's own town. That, however, isn't the only usage for Influence. Characters can also use Influence to increase the resources of towns they visit, in essence allowing them to customize places their travels will take them to in order to gain a slight advantage.

Should You Build a Town?

Building a town is not going to be for every group. The main question to ask is whether or not the group really wants to deal with managing their own settlement, and whether or not they want to invest in the Edges necessary to do so. While running a town and having a main base of operations can lead to a very different type of campaign, for those groups who want to pursue the Plot Point Campaign, investing in Edges that directly relate to survival and interaction would be a better investment, since they would be spending very little time in the town they've constructed.

Regardless of how and when Influence is spent, the points are gone once used. Influence does not replenish, and the only way to gain more is to take additional applications of the Survivor Leader Edge. Use it wisely.

Size

You've decided you want to build and manage your own town. Well, good for you— but it isn't an easy endeavor. Besides the various personality conflicts, resource management issues, and invasions your town will suffer, you also have to worry about keeping your needy citizens loyal and happy.

Town Construction

Size (Population)	Influence Cost	Resource Points	Frequency	Trait Die
Way Station (up to 10)	2	3 (includes shelter resource)	Once every 2 months	d4-2
Small (50)	5	6	Once per month	d4
Medium (100)	10	12	Twice per month	d6
Large (200)	15	18	Once per week	d8
Gigantic (500)	20	25	Twice per week	d10

Survivor Towns

The first thing to do when building a town is to determine its size. Each size category costs a number of Influence points, which are gained by taking the appropriate Edges. Additionally, each size comes with its own population, resource points that are used to construct the actual kingdom, and a frequency for how often you must participate in an Upkeep Mission. The larger the town, the more that can go wrong.

Influence Cost: The cost in influence points to construct the basic survivor town. This represents claiming the land and recruiting the citizens. Influence can be pooled together by multiple characters with the Survivor Leader Edge to purchase a larger town size.

Size (Population): Determines the general population of the town, which is used when purchasing military resources, as well as for figuring opposing forces for Upkeep Missions.

Resource Points: The amount of points the town receives for determining initial resources.

Way Stations, by their very nature, automatically receive a building for free as a Shelter resource. The building is considered the equivalent of a two point **Basic Houses, Multi-family** resource.

Frequency: How often the town must conduct Upkeep Missions.

Trait Die: When an Upkeep Mission is not run as a full adventure, the town's Trait die is used in place of character Traits, as detailed in the specific mission types.

Way Stations

Way Stations are outposts found throughout the Rotter Lands where travelers can get food, basic supplies, and information. Only a few individuals operate each one, and raiders usually leave the stations alone. Typically, Way Stations will assist any traveler or group.

A Way Station can make an acceptable base of operations for a very small group of characters. Unless the station possesses NPCs who assist with operations, it never has to conduct Upkeep Missions or check for loyalty. If the characters operate a particular station on their own, the GM should work with the players to determine what happens to it if they are away for too long.

Town Hindrances

Town Hindrances function the same as character Hindrances. A Minor Hindrance grants 1 point, and a Major Hindrance gives 2 points. Points gained from Hindrances cannot be used as resource points, and can only be used to purchase Town Edges.

Low Combat Morale (Minor)

The town's military is not the bravest bunch of people. When conducting a Mass Battle, Morale checks suffer a -2 penalty.

Overbearing Military (Minor or Major)

The town's military might be effective at defending the settlement, but they are little more than organized thugs when interacting with the citizens. As a Minor Hindrance, all loyalty checks which use the military forces resource suffer an additional -1 penalty. For a Major Hindrance, the loyalty checks suffer an additional -2 modifier.

Towns without a military forces resource cannot take this Hindrance.

Poor Location (Minor)

The town wasn't built in the safest location and is the target of regular raider attacks. Whenever rolling on the Upkeep Mission chart to determine the type of mission, -2 is subtracted from the roll.

Poor Resource Management (Major)

The citizens might be loyal and the facilities superior, but poor resource management places the entire settlement in a precarious situation. When making loyalty checks at the end of an Upkeep Mission, the highest resource is reduced -1 level on a success, and -2 levels on a failure.

Weakened Defenses (Major)

The town's constructed defenses possess serious weak spots. When running an Invasion Upkeep Mission and using the Dramatic Task Method, the town's roll automatically suffers a -2 penalty. When using the Mass Battle rolls, the Battle Roll suffers a -2 penalty. If using the Upkeep Mission as a full adventure, the attackers can take a -4 penalty to attack rolls to break through the walls. If the attack is a success, roll damage normally and then double the total.

Town Edges

Just as with normal Edges, Town Edges cost 2 points per Edge. The Edges cannot be purchased with normal resource points, and can only be obtained through the points gained from Town Hindrances or by spending Influence.

Unless otherwise stated by the Edge, each Town Edge can only be taken once.

Dedicated Citizens

Requirements: None

The citizens, though not always living in the best of conditions, are more dedicated to the town than normal. When making a loyalty check, add +1 to the total.

Improved Dedicated Citizens

Requirements: Dedicated Citizens

In addition to receiving a +1 to all loyalty checks, the town's Loyalty Die is increased +1 die type.

Fuel Reserves

Requirements: None

The town has enough fuel reserves to run some vehicles, but must carefully ration them and raid to get more. The ability to use armored vehicles, or even any vehicles to help facilitate travel and cargo hauling, provides a +1 bonus to Loyalty checks.

Improved Fuel Reserves

Requirements: Fuel Reserves

The town has abundant fuel supplies, perhaps from a nearby large military depot or even a nearby refinery. Loyalty checks receive a +2 bonus.

Electrical Power

Requirements: None

Whether through solar power, wind power, or some other means, the settlement has access to electricity. The power can only be run 6 hours out of every 24-hour period. Due to having power, the settlement adds +1 to loyalty checks.

Improved Electrical Power

Requirements: Electrical Power

The settlement is able to run its electricity without normal interruption for 12 hours out of every 24-hour period. Additionally, the settlement now adds +2 to all loyalty checks.

Experienced Leadership

Requirements: None

The settlement has an experienced leader running the show, and is able to better handle the normal maintenance of upkeep and keeping its citizens loyal. Whenever making a roll using the upkeep die or the loyalty die, the roll also uses a d6 Wild Die and is now considered a Trait roll. Bennies can be spent on the roll as normal.

Improved Experienced Leadership

Requirements: Experienced Leadership

Due to extremely effective leadership, the town's Wild Die is a d8.

Railroad Control

Requirements: None

The settlement is built along the rail lines and possesses its own station and diesel engine, granting it the ability to move people and cargo with relative ease.

Ruling Council

Requirements: None

Instead of one player rolling the town's Trait die or Loyalty die and applying the result, two players can each make the rolls and use the highest total.

Improved Ruling Council

Requirements: Ruling Council

All players can make a roll using the town's Trait and Loyalty dice and apply the highest roll.

Town Resources

Each town has its own resources that determine how loyal the citizens are, how susceptible it is to invasion, and how effectively it can manufacture its own goods or care for the sick and injured. Not every town will have all of the comforts its people might desire, and

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how well it can provide for them is determined by the size of its population. The larger the town, the more manpower it can muster to improve the quality of life.

Each of the eight resources below details the benefits it brings to a town. While some provide direct bonuses to skill rolls, others only provide a modifier to the Loyalty Check for Upkeep Missions. The cost for each resource level is listed in parenthesis.

Constructed Defenses

More Than One Barrier Type

Some towns might have more than one type of barrier surrounding it. In such a case, the cost for such a design is the highest cost of the barrier types.

For example, if a town has a portion of its perimeter guarded by a chain link fence, while another section has a makeshift wall, the cost is equal to the most expensive of the two barrier types: 3 resource points for the makeshift wall.

A town's constructed defenses are its erected barriers. Such defenses can range from simple wooden walls, to makeshift vehicle remains, to heavily constructed brick or cinder block defenses.

By default, the walls are 2" (12 feet) high and have platforms for guards to view the surrounding area. For each additional 1" (6 feet) to the height, add +1 to the cost. All walls are constructed with battlements and walkways, which provide medium cover to the guards.

Chain link fence (1): A chain link fence surrounds the settlement. Although the fence provides no cover bonus, it is useful for keeping the Living Dead at bay—



as long as there are not too many of them pushing against a single area of the fence to topple it over. Toppling a section chain link fence requires a Strength check at a -4 penalty.

Wooden wall (2): The town is surrounded by a wooden wall that has Toughness 9, and provides +3 Toughness to anyone using it as cover.

Constructed Defenses

Type	Toughness	Obstacle Bonus	Battle Modifier	Loyalty Modifier
None	—	—	—	-2
Chain Link	6	+0	+0	-1
Wooden	9	+3	+0	+0
Makeshift	12	+4	+0	+0
Cinderblock	15	+6	+1	+1
Brick	17	+8	+1	+1
Steel	20	+12	+2	+2

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Makeshift wall (3): A town with this type of barrier has piled various derelict vehicles to create an artificial barrier. The wall has Toughness 12 and provides a +4 Toughness bonus.

Cinder block wall (5): The town spent a considerable amount of time and resources on its defenses, erecting a wall of cinder block to keep the Living Dead and raiders at bay. The wall has a Toughness 15, and provides a +6 Toughness bonus to anyone using it as cover.

Brick wall (7): Another type of wall that displays an expenditure of resources and manpower, a brick wall has Toughness 18 and provides a +8 Toughness bonus to anyone using it as cover.

Steel wall (14): Typically seen only in government zones and enclaves, a steel wall is the ultimate defense. Steel walls have a Toughness 22, count as Heavy Armor, and provide a +12 Toughness bonus to anyone using them as cover.

Food Resources

A town's ability to provide food for its citizens is a key factor in its longevity. No matter how well fortified the walls, how well trained the soldiers and militia, or how advanced it is in manufacturing, a settlement that fails to provide basic needs to its citizens will soon find itself in the middle of a mass exodus, or worse.

Poor (1): The town is unable to provide enough food to feed its citizens adequately, and has to enforce heavy rationing that can cause many citizens go a day without eating.

Minimal (2): Although the town enforces a rationing system, a vast majority of the citizens still receive at least one solid meal a day.

Adequate (3): The town is able to provide enough food for its citizens to eat regularly, but stores are always low and the slightest disaster could see the food supplies dramatically reduced.

Abundant (4): The town tends crops, raises livestock, and is able to not only provide plenty of food for its citizens, but also maintain reserves in case of an emergency.

Food Resources

Resource Quality	Loyalty Modifier
None	-4
Poor	-2
Minimal	-1
Adequate	+0
Abundant	+2

Manufacturing Capabilities

A town's manufacturing capabilities translates directly into a bonus to the associated crafting rolls.

Each type of manufacturing must be purchased separately, and one type of manufacturing resource does not provide a bonus to a separate type. In other words, a settlement that possesses an Advanced Blacksmithing resource would provide a +1 bonus to crafting rolls for things like horseshoes, swords, and armor, but would not provide the bonus for making clothing or survival gear.

If a town does not possess a specific type of manufacturing, all associated crafting rolls suffer a -2 penalty.

Basic Manufacturing (1): The town possesses the basic materials and facilities needed to create specific types of goods. The crafting roll does not receive a penalty, but nor does it receive a bonus.

Advanced Manufacturing (2): At this level, the town possesses a cache of relevant supplies, and facilities that actually assist in the manufacturing. Crafting rolls receive a +1 bonus for making that type of item..

Superior Manufacturing (3): The town contains a vast supply of the needed supplies, as well as the facilities to create items that rarely contain defects. Crafting rolls receive a +2 bonus for making the associated items.

Manufacturing Capabilities

Resource Quality	Crafting Modifier
Basic	+0
Advanced	+1
Superior	+2

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Mechanical Resources

A town's mechanical resources directly relate to the Repair skill and how easy or difficult it is to modify existing items. The kingdom's level of mechanical resource provides a bonus to the Repair skill when used to modify existing items.

A town without mechanical resources causes a -2 penalty to the related Repair check for modifications.

Basic Garage (1): The town possesses enough workspace and tools that vehicles can be repaired, and armor and weapons modified, without running undo risk of damaging the vehicles.

Advanced Garage (2): The garage contains the necessary lifts, as well as a full array of tools and other equipment needed to conduct modifications and repairs to most vehicles.

Superior Garage (3): Towns with this type of garage have committed considerable resources to making sure vehicles can be easily upgraded and repaired. Most towns with this type of garage rely heavily upon armored, engine-powered transports.

Mechanical resources

Garage Quality	Bonus
Basic	+0
Advanced	+1
Superior	+2

Medicinal Resources

The medicinal resources of a town provide a bonus to Healing skill checks. In some instances, a town's ability to treat injury and disease could very well mean the difference between life and death.

Towns without medicinal resources cause a -2 penalty to all Healing checks.

Basic Services (1): The town is only equipped with a basic medical kit used to treat mostly minor injuries. It provides no bonus to the Healing roll, but eliminates the penalty for not having adequate resources at all.

Clinic (2): The town has established a full-blown medical center, allowing medical personnel to treat minor and serious injuries, and is equipped with an array of needed equipment. A clinic provides a +1 bonus to Healing rolls.

Hospital (3): After investing considerable resources in the health of its population, the town has established a complete hospital within its borders. Able to treat all forms of injury and disease, the hospital is staffed with professionals dedicated to the survival of the human race. Hospitals grant a +2 bonus to all Healing rolls.

Medicinal resources

Medical Facility	Bonus
Basic Services	+0
Clinic	+1
Hospital	+2

Military Forces

A town's walls and constructed defenses can only go so far in repelling a raider invasion or horde of Living Dead. Even the hardest walls can be blown through or scaled. The true strength of a settlement's defenses lies with its trained soldiers and militia.

Military forces contribute to a town's Mass Battle modifier when repelling an invasion, and provide a modifier to the loyalty check.

The Knowledge (Battle) and Spirit Traits found on the Military Forces chart are used by the attacking forces, unless the Upkeep Mission is run as a full adventure and the GM assigns other Traits to the attackers.

Minimal Military (1): With a minimal military investment, roughly 15% of the total population is able to bear arms against invading forces. Such towns are typically only a well-planned invasion away from being conquered.

Average Military (2): An average military force indicates that roughly 30% of the total population is prepared to grab weapons and defend its territory. While they tend to be adequately defended, a superior force would still likely conquer them with minimal losses.

Dedicated Military (4): A town with a dedicated military investment means that 50% of its population is equipped to defend against invading forces. Such settlements can usually call upon some sort of artillery support, and can withstand all but the most well orchestrated invasion.

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Military Forces

Size (Battle) / Spirit	Type	Troops	Battle Modifier	Loyalty Modifier	Knowledge
Any	None	—	—	-2	d4-2 / d6
Small	Minimal	7	+0	-1	d4 / d6
	Average	15	+0	+0	d4 / d6
	Dedicated	25	+0	+1	d4 / d6
Medium	Minimal	15	+0	-1	d6 / d6
	Average	30	+0	+0	d6 / d6
	Dedicated	50	+1	+1	d8 / d6
Large	Minimal	30	+0	+0	d8 / d6
	Average	60	+1	+1	d8 / d6
	Dedicated	100	+2	+1	d10 / d6
Gigantic	Minimal	75	+1	+0	d10 / d6
	Average	150	+2	+1	d12 / d8
	Dedicated	250	+3	+2	d12 / d8

Shelter Quality

How well a town houses its citizens directly affects how loyal they will remain. Like with minimal food, poor shelter conditions will quickly erode morale and tempers, and can cause a settlement to fall from internal strife long before raiders or the Living Dead are able to bring the society to its knees.

Tents or Shanties (1): The citizens only possess tents or shanties, some single area and some multiple rooms, to call home. Unfortunately, even the best-case scenario will see the occupants at the mercy of the hot summers and frigid winters.

Basic Houses, Multi-family (2): Although the people have full houses to live in, either row homes or single-family constructed units, they are forced to share the dwelling with several others. Despite being more comfortable than living in tents or shanties, the close quarters often lead to conflicting personalities and inevitable problems.

Basic Houses, Single-family (3): The town is able to provide a private dwelling to each family or close group of friends.

Fortified Houses, Multi-family (4): The same as a basic house, with multiple families sharing the same dwelling, but the homes have had the windows and

doors reinforced to provide superior protection. The doors now have a Toughness 12, and the metal shutters on the windows have a Toughness 10.

Fortified Houses, Single-family (5): The best shelter a town can offer, each family or group not only receives a private dwelling, but the doors and windows have been reinforced. The doors possess a Toughness 12 and the windows have metal shutters with a Toughness 10.

Shelter Quality

Type	Loyalty Modifier
None	-4
Tents or Shanties	-2
Basic Houses, Multi-family	-1
Basic Houses, Single Family	+0
Fortified Houses, Multi-family	+0
Fortified Houses, Single Family	+1

Supply Reserves

A town's supply reserves represent its medical supplies, weapons and ammunition, and things such as batteries, MREs, seasonal clothing, and so forth.

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How well a settlement is stocked can directly affect the population's loyalty. Even though four years have passed since the fall of civilization, people haven't forgotten the lives and comforts they once held. In most cases, providing batteries for lanterns and flashlights, clothing to keep warm, and medicine for the sick is as vital as providing enough food. Note that these supplies do not include the supplies needed to manufacture goods, which are covered under the manufacturing resource.

Poor (1): While the settlement has supplies, they are stretched thin and could disappear at any time.

Minimal (2): The settlement has medicine, batteries, clothing, and other supplies, but they are heavily rationed to prevent them from running out.

Adequate (3): The town has enough supplies to keep most people happy, but everyone still knows to use them carefully. Gluttony will quickly lead to the supplies being used up.

Abundant (4): The settlement has a strong cache of

reserves, allowing the citizens to live as close to the comforts of having batteries, fresh clothing, medicine, and other amenities, as the post-outbreak world will allow.

Supply Reserves

Resource Quality	Loyalty Modifier
None	-4
Poor	-2
Minimal	-1
Adequate	+0
Abundant	+2

Improving A Town

The initial Resource Points that are provided when purchasing a town are not the only method of improving a settlement's resources. During the course of normal play, a town can be improved by two different methods.

Using Influence

To improve a resource, whether for the character's own town or one he is visiting, the character must spend Influence. The cost is the difference between the current level and the next level of the resource. In other words, improving a clinic to a hospital costs 1 Influence. The only exception is improving Constructed Defenses. When improving the type and quality of the settlement's protective walls, the cost is the level of the new wall. Improving a makeshift wall to a cinder block wall costs 5 Influence— the actual cost for constructing a new wall of better material and design.

To purchase a new resource with Influence, the cost is simply the desired level in the new resource. So, for example, a town with no current military that wanted to obtain an average military force would pay 2 Influence.

Upkeep Missions

Resources can also be improved at the conclusion of an Upkeep Mission. If the loyalty check receives a Raise, the lowest rated resource is improved by +1 quality. If more than one resource is tied for lowest quality, the characters choose which resource to improve.



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On two Raises, the characters can increase the lowest quality resource by two levels, or increase the two lowest quality resources by one level each.

Increasing Town Size

To increase a town's size, the characters must spend influence. The cost is the difference between the current size and the next size category. Additionally, the characters receive the difference in resource points between the two sizes, representing the expanded population working together and making things better.

Town Upkeep Missions

Running a town not only gives you a steady base of operations in a world where you are the main course, but also brings with it an entirely new series of problems. Raiders are going to want what you have, whether it is resources or slaves culled from your population. With so many humans gathered in one place, the Living Dead are going to eventually recognize the buffet for what it really is, and will be pounding on your walls in no time at all. Worse, the Rotters are going to view you as a threat, a barrier to their dreams of inheriting the Earth.

How frequently your little slice of paradise must survive an Upkeep Mission depends on its size, as shown on the Town Base chart. The larger the society, the more frequently things can go wrong.

Whenever the town must deal with upkeep, the GM rolls a d8 on the Upkeep Missions chart to determine the type of mission. At the end of each mission, a loyalty check is made to determine any increase or decrease to a settlement's resources. The base loyalty modifiers used in the specific mission type are listed on the chart. Some mission types call for additional modifiers, which are explained in the mission's details.

Unless the town has the appropriate Edges, the group must designate one player to roll the town's upkeep and loyalty dice during each mission.

Upkeep Missions

d8 Result	Upkeep Mission Type	Base Loyalty Modifiers
1-2	Major Invasion	Defense, Food, Military
3	Moderate Invasion	+1
4	Minor Invasion	
5	Internal Strife	
6	Major Living Dead Outbreak	
7	Supply Run	
8	Minor Living Dead Outbreak	+2

Citizen Loyalty

Raiders and the Living Dead aren't the only threats to a survival kingdom. Fail to provide adequate food, shelter, or peace of mind and you might find your citizens taking off in a mass exodus, or rebelling outright.

Each town gains a loyalty die based upon its size. The size also determines the Event die, which is rolled by the GM in an opposed roll at the end of each Upkeep Mission. Observant types will notice the event die is larger than the loyalty die. Well, the world is harsh, and conditions can do more harm to a society than anything else. Keep your citizens happy, keep their bellies full, give them private shelter, and you'll find their loyalty to be solid.

Citizen Loyalty

Size	Loyalty Die	Event Die
Way Station	d4-2	d4
Small	d4	d6
Medium	d6	d8
Large	d8	d10
Gigantic	d10	d12

Once the check is made, consult the Loyalty Check Result chart to see what might have changed in the town.

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Tied Resources and Multiple Level Changes

If two or more resources are tied for lowest or highest ranked, and the loyalty check indicates a change in level, the characters choose which resource is changed. Likewise, if a 1 or less is rolled, or two Raises are achieved, the characters decide whether to change a resource by 2 steps, or change two resources by 1 step each.

Loyalty Check Result

Loyalty Result	Town Result
Roll of 1 or less	Highest Resource suffers -2 steps, or two highest resources lose -1 step
Failure	Highest Resource reduces -1 step
Success	No Change
Raise	Lowest Resource increases +1 step
Two Raises	Lowest Resource gains +2 steps, or two lowest resources gain +1 step

Base Loyalty

At the end of each Upkeep Mission, a player and the GM make an opposed roll using the town's loyalty die and event die. Each mission type has a base loyalty modifier that applies to the loyalty roll. Exactly which resources affect the loyalty check for each mission type is shown on the Upkeep Missions chart.

Defense: How well the settlement is defended by barriers plays a key role in the peace of mind of its citizens. The town's constructed defenses directly affect the loyalty check for Invasion missions.

Food: Without enough food, it is difficult to keep any population happy and loyal. The quality of the food resource provides a modifier to all loyalty checks, regardless of mission type.

Military: The settlement's military not only defends it from threats beyond the town's borders, but also from threats within the population. The town's investment in military forces affects the loyalty checks for a majority of mission types.

Shelter: Having safe and secure shelter is important to a population's peace of mind, especially when not

only can a Living Dead outbreak happen at any time, but your next door neighbor could wake up on any day of the week and lose his mind. Shelter quality affects the loyalty check for Living Dead Outbreak, Supply Run, and Internal Strife missions.

Making Trait and Loyalty Rolls

When making rolls for Upkeep Missions, bennies can be spent to reroll the town's Trait die. Bennies cannot be spent on the Loyalty die. Unless granted by a Town Edge, neither the Trait die nor the Loyalty die uses a Wild Die. However, both the Trait die and the Loyalty die can Ace as normal.

Upkeep Missions as Full Adventures

The GM can also run Upkeep Missions as full adventures instead of using the quick methods described in this chapter. In such a case, the GM should apply additional modifiers to the loyalty check as deemed appropriate, depending upon the general success and failure of the characters, as well as what actions they might have taken during the mission that could affect the population's morale.

Internal Strife

Whether a feud between two groups that suddenly turns bloody, a mental breakdown from someone armed and dangerous, an attempted coup to take control over the town, or something else altogether, the town suffers some type of internal strife that threatens to unravel everything holding it together.

If the GM cannot determine a satisfactory type of internal strife, roll a d6 on the Conflict Chart.

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Conflict Chart

d6 Result	Type of Conflict
1	Group vs. Group War
2	Serial Killer on the Loose
3	Vigilante Justice Gone Wrong
4	Attempted Leadership Coup
5	Armed Gunman/ Mental Breakdown
6	Disease Outbreak

Group vs. Group War: It might be a dispute between two gangs in a large town that turns bloody, an argument over resources or rationing gone bad, or even a violent clash of ideologies. Whatever the conflict, the tension has escalated and will turn to bloodshed if not diffused.

Serial Killer on the Loose: Recently, several people have been found murdered with the same M.O., indicating the settlement might have a serial killer on the loose. Can the killer be found before more people fall victim?

Vigilante Justice Gone Wrong: Punishing the guilty is necessary to maintain order within the settlement. But what happens when a group of vigilantes go too far and start enforcing their own laws and justice on the population?

Attempted Leadership Coup: A group within the settlement isn't happy with the current status quo, and desires to be the ones in power. Whether a change in leadership would be good or bad isn't the issue. If the coup isn't stopped, it opens the floodgates for growing instability within the settlement.

Armed Gunman/Mental Breakdown: Whether he's armed with a gun, a bow, or a slingshot, someone in the camp has barricaded himself into a strategic position and is taking shots at innocent people.

Disease Outbreak: With the infrastructure gone, diseases that were once thought defeated have returned. Can the settlement contain and deal with the latest outbreak before it destroys the population?

Running the Mission

The Background Method: This method of running the mission keeps it in the background of the campaign and only uses an opposed loyalty check. Roll the Loyalty die and apply any loyalty modifiers from the food, military, and shelter resources.

The Dramatic Task Method: Using this method, the Upkeep Mission is handled as a Dramatic Task using the town's upkeep die. If the Dramatic Task is a failure, the loyalty check suffers a -1 penalty. If the task is successful, add +1 to the loyalty check. If the Dramatic Task achieved more than the 5 needed successes, the loyalty check receives an additional +1 per extra success. The loyalty modifiers from the food, military, and shelter resources are also included in the roll.

Invasion

Whether by raiders, Living Dead, or the far more dangerous Rotters, the town must battle an invasion. The intensity of the invasion mission determines the number of opposing forces, any artillery or air support it might possess, and its Knowledge (Battle) and Spirit Traits.

Regardless of invasion level, if the invasion force is purely Living Dead, ignore the Knowledge (Battle) and Spirit Traits assigned to the invasion force. Instead, the army of Living Dead possesses Knowledge (Battle) d4-2, and Spirit d4. However, they receive a +4 to Morale checks for being an army comprised of primarily undead and being unable to retreat. Living Dead do not receive any bonus to the battle roll associated with having artillery.

If the opposing force is led by a Rotter, the army still rolls Morale as above, but the Rotter's Knowledge (Battle) roll is assumed to be the skill level listed in the invasion type. If there is more than one Rotter in the opposing army (at the GMs discretion), the bonus for artillery applies.

Otherwise, the Traits listed with each invasion type are assumed to be for human forces.

The GM can either choose what type of opposition makes up the invading force, or roll a d6 and consult the Invading Force chart.

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Invading Force

d6 Result	The Enemy Is...
1-2	Living Dead
3-4	Human
5-6	Rotter and Living Dead

Minor Invasion: A minor invasion consists of an opposing force equal to a town's minimal troop level. The invaders have a Knowledge (Battle) d4, and Spirit d4 for Morale checks.

Moderate Invasion: A moderate invasion force is equal to the average troop level of the town's size. They have Knowledge (Battle) d6, and Spirit d6 for Morale checks. Additionally, the invaders receive a +1 bonus to the battle roll for having some form of light artillery.

Major Invasion: A major invasion force is usually enough to overwhelm all but the most heavily defended towns. They have a number of troops equal to a dedicated military force of the kingdom's size, and receive a +2 bonus to battle rolls for possessing some type of medium artillery. A major invasion force has Knowledge (Battle) d8 and Spirit d8.

Running the Mission

The Dramatic Task Method: This method uses a modified Dramatic Task with the settlement's upkeep die. Apply the Battle Roll modifiers from constructed defenses and military forces to each roll. If the attackers have Knowledge (Battle) at a die type greater than the town's upkeep die, the Dramatic Task suffers a -1 penalty to each roll. If the town's die type is greater, the rolls gain a +1 bonus.

At the end of the Dramatic Task, make a loyalty check and apply the loyalty modifiers for defense, food, and military. Furthermore, if the Dramatic Task is a failure, subtract an additional -1 from the loyalty check. If the task was a success, add +1 to the loyalty check. For every success over the needed 5, add an additional +1 to the loyalty check.

The Mass Battle Method: This method plays the upkeep mission as a normal Mass Battle, using the town's upkeep die for battle rolls and morale checks. Remember to apply the battle roll modifiers from constructed defense and military forces.

At the end of the Mass Battle, make a loyalty check and apply the modifiers from defense, food, and military as

normal. Additionally, if the town won the battle, apply an additional +2 bonus to the loyalty check. If the settlement lost, the loyalty check suffers a -2 penalty.

Whether or not a defeat means the settlement fell, simply suffered a reduction to its resources, or perhaps lost residents to slavery (which could lead to a new rescue adventure), is up to the GM and players to determine.

Living Dead Outbreak

Perhaps more dangerous than an outright invasion, the town suffers an outbreak of the Living Dead. The exact number of Living Dead determines how many of the citizens are at risk of being lost.

The GM is free to choose the type of infection, or roll a d6 and consult the Outbreak Chart below.

Outbreak Chart

d6 Result	Type of Outbreak
1	Rotter
2	Infected Newborn (Sprinter)
3-4	Shambler
5	Feral
6	Rager

Minor Living Dead Outbreak: A minor Living Dead Outbreak represents a very small percentage of the population having turned into the creatures, with those infected easily contained if they are discovered in time. Rolls for the Background Method and Dramatic Task Method have no additional modifiers.

Major Living Dead Outbreak: In a major Living Dead Outbreak, those infected are in key positions to injure others and transmit the infection. Unless quickly discovered, the entire settlement could be overrun. When using the Background Method, the loyalty check suffers an additional -1 penalty. For the Dramatic Task method, the upkeep die suffers an additional -1 penalty instead.

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Infected Newborns

Remember that in order to have an Infected Newborn be the source of the mission, the town first had to have someone near full term in pregnancy. Once the Infected Newborn is loose on the town, anyone infected by the creature will rise as a Sprinter.

Running the Mission

The Background Method: To determine the success or failure of the mission without playing through it, make an opposed loyalty check and apply loyalty modifiers from the food, military, and shelter resources.

The Dramatic Task Method: Using the settlement's upkeep die, the mission is handled as a Dramatic Task. If the task is successful, add +1 to the loyalty check. If the Dramatic Task achieved more than 5 successes, the loyalty check receives an additional +1 per extra success. On a failure, the loyalty check suffers a -1 penalty. Remember to also apply the loyalty modifiers from food, military, and shelter as normal.

Supply Run

The settlement needs supplies, or simply wants to expand its reserves, and sends a team out to nearby abandoned towns, cities, destroyed raider camps, or such other places in the Rotter Lands in search of useful items.

Running the Mission

The Background Method: Make an opposed loyalty check using the modifiers for food, shelter, and supply resources.

The Dramatic Task Method: Play through a Dramatic Task using the town's upkeep die. On a success, add +1 to the loyalty check. For every success over the needed 5, add an additional +1. If the mission is a failure, the loyalty check suffers a -1 penalty. Also, apply the loyalty modifiers for the food, shelter, and supply resources.

Sample Survival Kingdoms

Below are examples of beginning towns using only the base resource points to build. It is assumed the Influence cost was either covered by a single character or by a group of characters with the Survivor Leader

Edge pooling together the Influence.

Way Station

Usually little more than a single building operated by a few people, Way Stations are outposts throughout the Rotter Lands. Although not often equipped with medical or repair facilities, they are known to provide food and basic supplies to travelers, as well as trade information.

Influence Cost: 2

Resource Points: 3**

Size: Way Station

Population: Up to 5

Trait Die: d4-2

Loyalty Die: d4-2

Event Die: d4

Base Loyalty Modifier: Internal Strife: -4, Invasion: -6, Outbreak: -5, Supply Run: -4

Hindrances: None

Edges: None

Resources: Food Resources: Poor (1), Shelter Quality: Basic Houses, Multi-Family (2), Supply Reserves: Minimal (2)

Shantytown

Barely a town, small settlements like shantytowns are extremely difficult to maintain in the harsh environs of the Rotter Lands, and many disappear as quickly as they were built. Usually limited to very minimal resources and barely any defenses, if the citizens of these small settlements don't soon strike out on their own, looking for new and better places to call home, they are usually overrun by raiders or the Living Dead in a relatively short time.

Influence Cost: 5

Resource Points: 6

Size: Small

Population: 50

Trait Die: d4

Loyalty Die: d4

Event Die: d6

Base Loyalty Modifier: Internal Strife: -5, Invasion: -4, Outbreak: -4, Supply Run: -5

Hindrances: Poor Resource Management

Edges: Dedicated Citizens

Survivor Towns

Resources: Food Resources: Minimal (2)
Medicinal Resources: Basic Services (1),
Military Forces: Small (1), Shelter Quality:
Tents (1), Supply Reserves: Poor (1)

or at least an attack by a small horde. Raiders are usually better prepared before attacking settlements of this size.

Small Town

These towns typically encompass only a small area of where small, rural towns once stood. Generally decently populated as far as Rotter Land settlements go, the small towns usually contain at least one manufacturing resource and an average military. Though able to mount a defense, many of these settlements are regular targets of raiders.

Influence Cost: 10
Resource Points: 12
Size: Medium
Population: 100

Trait Die: d6
Loyalty Die: d6
Event Die: d8

Base Loyalty Modifier:
Internal Strife: -3, Invasion: +0,
Outbreak: -1, Supply Run: -3

Hindrances: Poor Location,
Low Combat Morale

Edges: Dedicated Citizens

Resources: Constructed
Defenses: Wooden Wall (2),
Food Resources: Adequate (3),
Manufacturing Capabilities:
Basic Blacksmith (1), Medicinal
Resources: Basic Services
(1), Military Forces: Average
(2), Shelter Quality: Basic
Houses, Multi-Family (2),
Supply Reserves: Poor (1)

Large Town

Usually encompassing a rather large section of old rural towns, these towns typically house a couple of hundred people and contain enough resources to keep everyone going. Better defended than the small towns and shantytowns, even a large settlement isn't without its issues. With more people comes a greater chance of a Living Dead Outbreak,



Survivor Towns

Influence Cost: 15
Resource Points: 18
Size: Large
Population: 200

Trait Die: d8
Loyalty Die: d8

Event Die: d10

Base Loyalty Modifier: Internal Strife: -2,
Invasion: -1, Outbreak: +0, Supply Run: -2

Hindrances: None

Edges: None

Resources: Constructed Defenses: Wooden Wall (2), Food Resources: Adequate (3), Manufacturing Capabilities: Basic Blacksmith, Basic Sewing (2), Mechanical Resources: Basic Garage (1), Medicinal Resources: Clinic (2), Military Forces: Average (3), Shelter Quality: Basic Houses, Single-family (3), Supply Reserves: Minimal (2)

Influence Cost: 20
Resource Points: 25
Size: Gigantic
Population: 500

Trait Die: d10
Loyalty Die: d10
Event Die: d12

Base Loyalty Modifier: Internal Strife: +0,
Invasion: +1, Outbreak: +1, Supply Run: +0

Hindrances: Overbearing Military
(Major), Weakened Defenses

Edges: Improved Electrical Power

Resources: Constructed Defenses: Cinder Block Wall (5), Food Resources: Adequate (3), Manufacturing Capabilities: Basic Blacksmithing, Basic Sewing (2), Mechanical Resources: Basic Garage (1), Medicinal Resources: Clinic (3), Military Forces: Dedicated (4), Shelter Quality: Fortified Houses, Multi-family (4), Supply Reserves: Adequate (3)

Kingdom

The largest of the towns, a kingdom houses and protects hundreds of people. Though problems can be a constant source of stress with so many people in one area, these settlements are heavily defended, and possess resources that would make any raider army salivate. Fortunately, only the most equipped invaders even have a chance of getting at the people and supplies locked behind the thick walls.

GEAR AND GOODS

No one with two brain cells to rub together would head into the Rotter Lands, or indeed any expanse in the post-pandemic world, without adequate supplies. From the ability to purify water, hunting game for food, having shelter from the elements, and weapons against the Living Dead or raiders, what you take with you must be carefully planned.

Characters start the game with 250 Ration Notes with which to buy gear and weapons. It doesn't matter what settlement they begin play in, or what specific currency they use. For character creation, the 250 Ration Notes are generic and buy beginning gear and weapons without needing to exchange currency or haggle prices (as a matter of fact, they can't haggle prices until purchasing equipment *after* play begins).

After play begins, the following new rules come into play when dealing with the economy and goods of World of the Dead.

Currency Exchange

Since the outbreak and the collapse of central governments, the survivors who have attempted to forge a new world have had a lot of complicated issues to consider. Foremost on the list (after basic survival, of course) was a method of trade and commerce. Regional, never mind national, currencies were no longer in circulation and no longer held value. What, then, would be an acceptable exchange?

In the Rotter Lands, the Unified Towns created the Ration Note as a form of currency, and the Unified Towns Council closely regulates its production and value. Unfortunately, only 12 settlements currently belong to the Unified Towns, though the Council is courting several others for membership. Meanwhile, independent settlements have each established their own forms of currency and exchange value, and a few of them have even begun sharing currencies. Exactly where this will all lead will depend heavily on the war between the United Protectorate and the Federal Commonwealth, and the expansion of the Unified Towns.

As a default, World of the Dead uses the Unified Towns Ration Note when discussing values. When the characters need to exchange currency, the GM rolls a d8 on the exchange table to determine the currency exchange value.

Currency Exchange

d8	Exchange Rate
1	25% value
2-4	50% value
5-6	75% value
7	Equal value
8	125% of value

Hotwiring

Finding a vehicle is just part of the battle. Unless the characters were fortunate enough to take the vehicle from a living person, the chances of it having the keys waiting for them aren't good. If you want to determine randomly if the keys are available, roll a d6. On a 5 or 6, the vehicle has keys with it.

Otherwise, they are going to have to hotwire the thing.

Hotwiring an older model car requires at least a screwdriver and Repair roll at a -2 penalty. If the car is a newer model (and more likely has an anti-theft system) the Repair roll suffers a -4 penalty.

Attempting to hotwire it while under pressure (such as a battle raging around the character, or the Living Dead closing in) imposes an additional -2 penalty.

Salvage

The Rotter Lands and the territories beyond its borders are filled with memories of the old world. Abandoned rural towns, ruined cities, and even collapsed settlements from the early months. Within these ghost towns roam the Living Dead, insane humans, and cannibals— but they can also contain vast riches for those brave (or crazy) enough to venture into them.

Whenever the characters brave the dangers in search of valuables to take back to a town for sale, roll a d8 on the Salvage Discovery table to determine the type of salvage they find, the amount of cargo space they need to haul it all, and the base sales value per cargo space sold.

Gear and Goods

Salvage Discovery

d6	Salvage Type	Cargo Space	Cargo Value (per Cargo Space)
1-2	Mundane Items	d4	1d4 x 50 Ration Notes
3	Preserved Food	d4	1d4 x 100 Ration Notes
4-6	Barely Useful	d4	1d4 x 25 Ration Notes
7	Weapons	d6	1d4 x 200 Ration Notes
8	Vehicle or Hauler	—	—

Vehicle Discovery

d4	Vehicle Type	Cargo Space Capacity	Value
1	Car	d4-2 (minimum 1)	1d4 x 1000 Ration Notes
2	Truck	d4	1d4 x 2000 Ration Notes
3	Motorcycle	0	1d4 x 1000 Ration Notes
4	Cargo Hauler	2d4	1d4 x 700 Ration Notes

Mundane Items: The salvage consists of everyday items, such as clothing, tools, rope, duct tape, and so forth

Preserved Food: A stash of canned goods is found!

Barely Useful: Though the salvage operations has uncovered what appears to be complete junk with little to no use, perhaps some town out there could still buy the stuff.

Weapons: The salvage consists of weapons. Roll a d6. On a 1-4, the salvage consists of melee weapons. On a 5, a stash of firearms have been found, and on a 6 both firearms and associated ammo have been found.

Vehicle or Hauler: A functional vehicle or cargo hauler is discovered. Roll a d4 for the Vehicle Discovery table to determine what type is found.

Car: The characters discover a car, usually a sedan, with at least a little cargo space available. Roll on the Vehicle Fuel table to determine how much it has.

Truck: The characters discover a truck, most typically a pick-up truck or extended cab. Roll on the Vehicle Fuel table to determine how much fuel is in the tank.

Motorcycle: The salvage operation discovers a motorcycle. Though not great for hauling cargo, it is good at getting through tight streets and roads that most other vehicle cannot. Roll on the Vehicle Fuel table to determine the amount of fuel in the tank.

Cargo Hauler: The operations finds a cargo hauler, the only catch is that they need a vehicle to move it.

Car and Truck Modifications

Whenever a salvage operation discovers a car or truck, roll a d10.

On a 1-6, the vehicle has no extra armor. On a 7, its armor has been increased by +1. On an 8, it has been increased by +2. On an 9, it has a +1 armor increase and has a mounted machine gun, and on a 10 it has a +2 armor increase and a mounted machine gun (Range: 30/60/120, Damage: 2d8+1, RoF 3, Shot: 250, AP 2).

Vehicle Fuel

d4	Amount of Fuel
1	1/4 tank
2	1/2 tank
3	3/4 tank
4	Full tank

Using Salvage

Whenever the group finds salvage, they can choose to dig through it in search of specific, useful items. To represent this, use the salvage's value as determined on the Salvage Discovery table. The total value of items specifically useful to the characters is equal to a quarter of that value.

For instance, the characters find weapons salvage that takes up 2 Cargo Spaces (determined from rolling a d6, on the Salvage Discovery table). After rolling 1d4 x 500 Ration Notes and multiplying the result by 2 (for 2 Cargo Spaces), the group discovers the weapons salvage is worth a total of 2,000 Ration Notes. That means the group can fine 500 Ration notes worth of weapons for their own use. They basically shop for whatever types weapons using the standard gear list.

Each type of salvage can supply different items. A mundane salvage cache might have tools and basic toolkits, clothing that just happens to fit, and so forth. Even a barely useful salvage cache might have weapons that are in very poor repair, but which the GM would allow to eventually be made functional again with a Repair roll (most like with a -2 or -4 penalty, with a failure completely breaking the item).

There is a catch, however. Once the group has stripped the salvage cache of items, the salvage is reduced in sales value. Whatever compensation a town would have normally paid for the cache (see: **Selling and Trading**), reduce that total by half. In other words, the group cannot both strip a salvage cache of free items for their own use, and then sell what's left to a town for a full value— the cache has been stripped.

The Right Stuff for The Right People

Knowledge and training are very valuable in *World of the Dead*, and having such training will affect getting items from a salvage cache.

If a character has a Knowledge skill that could be relevant to the salvage cache, such as Knowledge (Medicine) for a mundane items find, or Knowledge (Blacksmithing) for a weapons salvage cache, the character can make a skill check. On a failure or success, nothing special occurs. On a raise, however, they can find useful items associated with that Knowledge skill in the salvage at half the listed cost for the gear.

The character must have the specific Knowledge skill, so the Jack of All Trades Edge is useless here.

Working Vehicles

Cars exposed to the environment are in no condition to just hotwire-and-go. Gas sitting in the tank eventually evaporates, leaving only sludge that will clog the engines even if you refill the tank. There's likely been no one keeping the tire pressure up, and no one checking the radiator fluid. Add to it that the fan belts are probably loose, as well as a great many other surprises lying in wait for the unwary motorist.

The cold reality is that if the characters are lucky enough to find a car that's actually ready to go—it already belongs to someone who isn't going to be too thrilled with the idea of the characters taking it.

Cargo Space

Okay, so you've just found some salvage that takes up 1 Cargo Space. Just in case your vehicle didn't come with a statistics card that spells this out already, you might wonder: How much is a Cargo Space?

Most of the time, you shouldn't have to worry much about it. You load up the trunk of a car, or you toss it into the back of a pickup with the rest of the junk back there and a couple of survivors riding in the flatbed. It's only if the characters are pack rats or dedicated salvagers that the cargo space rules come into play.



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Trunk Space and Seating

As a rule of thumb, a typical sedan or SUV has one “Cargo Space” that can be filled without hampering the vehicle’s performance; we’ll pretend that it’s roughly equivalent to about 300 lbs of gear for encumbrance purposes.

Is that not enough?

Well, you can convert one seating space in the car into a Cargo Space simply by loading it up with junk. That just means one fewer person can fit inside. So, don’t forget — you still need room for the driver!

The typical open-bed pickup truck has 4 Cargo Spaces (of course, four adults could be sitting somewhat uncomfortably back there, too).

Rooftop

Alternatively, you can strap additional junk onto the top of a car or SUV, but at the expense of handling in the form of –1 to Driving checks. This gives you an additional Cargo Space, but you need a plausible way of getting it to stay up there — either a cargo rack and some cable, or a car travel pack, or a whole lot of duct tape and some prayers. If the car crashes, don’t expect a high chance all that junk will stay in place. This technically cuts into your fuel efficiency, too (if the GM is keeping track of that for long-haul trips).

Trailers

A hitch and a trailer can give additional room for loot to carry, but, again, this reduces the maneuverability of the car, and makes it a whole lot harder to back up when you’ve just hit a dead-end, or turned a corner and run into a crowd of Living Dead.

Crafting Goods

Now that industry has ground to a halt, and going shopping at your local department store is no longer an option, trade skills have taken on a special value in World of the Dead.

Sample Trade Skills

First, let’s take a look at some possible trade skills. Trade skills are always based on specific areas of the Knowledge skill. The old saying that *knowledge is power* holds a greater amount of truth in a world sent to the brink by the Living Dead.

The following are just a few Knowledge skills that might be useful after the apocalypse. This is a mere guideline that the GM may expand or contract at his discretion.

- **Knowledge (Blacksmithing):** Congratulations! With the right equipment, you can be the new village blacksmith, but with the possible advantage of power tools over your medieval counterpart, if you’ve got a working generator.
- **Knowledge (Computers):** Though less useful since the fall of the Internet and power grids, it has some utility in larger survivor settlements. A certain degree of “computer savvy” is Common Knowledge for many pre-Apocalypse survivors, but this skill represents broad computer knowledge to cobble together components to build, maintain, upgrade, program, or even “hack” a computer.
- **Knowledge (Chemistry):** Want to make biodiesel? Improvised explosive devices from common household chemicals? This is your skill. Expect to be in high demand, for better or worse.
- **Knowledge (Demolitions):** This is the skill for properly defusing or setting explosive devices. It has some overlap with Chemistry, since you could use appropriate components to build a bomb as well.
- **Knowledge (Gunsmith):** You’re a do-it-yourselfer when it comes to firearms, better able to salvage and modify guns. With a bullet mold and press, heating element, you can break down bullets of unwanted calibers to refill spent shell casings. (Translation: You can “buy” ammunition at half price in trade value, or else convert ammunition from one caliber to another as long as it’s the same general class.)
- **Knowledge (Leatherworking):** In this world, this covers everything from skinning, to tanning, to working leather into boiled leather armor, motorcycle suits, slings, quick-draw holsters, and just about anything else you could craft out of leather.

Crafting Procedure

Crafted Items and Character Creation

At character creation, players do not roll to gain crafted items for the reduce cost. Instead, as long as they are able to craft the item, they may choose two items to purchase for half of the normal cost.

Crafting does not allow a character to make complicated items that would normally require a factory and advanced tools to make. Even having Knowledge (Gunsmithing) is not going to allow the character to start crafting firearms and outfitting his team. Crafting allows for the making of feasible items in a post apocalyptic world, and the GM has the sole discretion of vetoing any attempt.

To attempt to craft something, you must first possess the proper tools. As long as the tools are available, make the appropriate Knowledge roll at a -2 penalty. On a success, the item is crafted. It isn't free however, and the supplies to build it did cost. In essence, you'd gained the item for half its value in cost. On a raise, you've crafted the item and the supplies only cost you a quarter of the items normal value.

As always, this is subject to GM discretion and common sense. Players cannot just take Knowledge (Useful Stuff), and taking Knowledge (Weapons) is just too broad to have any real meaning. We need *some* boundaries here.

Time to Make

The exact time to craft something depends on the complexity of the item. For simple things, the time is a base of 1d4 days. For more complex or work intensive items, it generally takes 2d12+6 days. The GM should modify the time as makes sense for the item and the campaign.

Knowledge (Herbalism)

Antibiotics and medicines are expensive, and are even more cost prohibitive than Black Market firearms in most instances. The normal crafting rules, reducing the cost of the item to half or a quarter of the normal cost, doesn't really apply to herbalism. Creating herbal remedies doesn't have an associated cost to it, as the character isn't purchasing materials, but is assumed to be gathering them.

When using herbs to replace pharmaceutical medicines, the following rules apply.

Hellfrost, by Triple Ace Games

The rules presented here for Knowledge (Herbalism) and creating herbal remedies are largely borrowed from the Hellfrost Player's Guide from Triple Ace Games, with the text edited for this setting.

Hellfrost and other great products from Triple Ace Games can be found at your favorite retailer, and online at <http://www.tripleacegames.com/>

Purpose

The first thing a character must decide is what his herbal remedy does. A sample list is given below, but players may invent their own uses, subject to GM approval.

The number in parentheses is a modifier to the character's Knowledge (Herbalism) skill to actually create the remedy. The more powerful the effect, the harder the remedy is to produce. Most remedies should be limited in the number of doses that may be taken at once—typically to just one. Likewise, remedies with an extended effect last no more than one hour.

- **Anti-inflammatory (0):** The patient removes one level of Fatigue caused by Bumps and Bruises after just 6 hours instead of 24 hours. Only one dose may be applied per six-hour period.
- **Antibacterial (+1):** The character has +1 to Vigor rolls to resist disease for the next hour. Multiple doses have no additional benefits.
- **Antihistamine (0 or -2):** Used to treat allergies. A remedy brewed using the first number removes a character's Allergy (Minor) Hindrance for one hour or reduces the Major version to Minor for the same period. With the second modifier, the Allergy Hindrance is ignored for an hour, regardless of its severity.
- **Antitoxin (+1):** Grants +1 to Vigor rolls to resist poison for an hour. It has no effect on toxins already in the bloodstream. Taking multiple doses grants no additional benefits.
- **Healing (Specific) (+1):** The remedy grants a +1 bonus to cure physical damage of a specific sort, such as burns (hot or cold), cuts (stabbing

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or slashing attacks), or breakages (blunt trauma). The remedy grants +1 to Healing rolls to treat such injuries. Only one dose may be used per injury. If a dose is used every day for four days, the patient gains +1 to his Natural Healing roll.

- **Numbing (–1):** Taking a dose reduces wound penalties by 1 for the next hour. Taking multiple doses gives no additional benefits.
- **Purgative (–3):** Taking a dose induces violent vomiting, which cleanses the body of toxins. A single dose immediately removes any poison. A patient Fatigued or physically wounded by poison remains in that state until he heals naturally, but he will not get worse. Poisons that induce paralysis or similar effects are immediately negated, leaving the patient free to move. The victim is Fatigued for 24 hours due to the vomiting.
- **Restorative (–2):** One dose removes one level of Fatigue, regardless of the source. Although it cures the symptoms, it doesn't remove the cause. A character who is suffering from dehydration is still thirsty, for instance, he just isn't as tired as he was. Likewise, a poisoned character may feel okay, but the poison is still in his system. A maximum of one dose per day may be imbibed—additional doses have no effect.

Finding Ingredients

A character must make a Knowledge (Herbalism) or Survival roll to find enough materials for his needs. Medicinal plants are widely known and any character with the Survival skill may make this roll, even if he lacks the skill to properly prepare them. This is modified by the rarity of the plant and the time of year, as detailed below. The roll may be made as a Cooperative or Group Roll, as applicable.

Success finds one batch of herbs and a raise nets 1d4 batches. Unless the herbalist wishes to keep some plants in reserve for later use, multiple batches of the same remedy may be prepared simultaneously.

Rarity: A character may elect to take a positive or negative modifier to his roll to find suitable plants. For each +1 bonus he takes in this step, his Knowledge (Herbalism) roll in the next step suffers a –1 penalty. Conversely, if he takes a negative modifier (indicating a rare plant), he gains an equal bonus to his Knowledge (Herbalism) roll. Modifiers cannot be higher than +4 or lower than –4.

Season: In summer, there is no additional modifier. Spring or fall gives an additional –1 penalty, and there is a –2 penalty in winter. This does not affect the Knowledge (Herbalism) modifier during preparation. For instance, a character who searches for a rare plant (–4) in winter (–2) has –6 to his roll to locate the herb. When he comes to preparing his remedy, he gains only +4 to his Knowledge (Herbalism) roll to create the remedy.

Time: Locating a batch of suitable plant material usually takes 4 hours, modified by the rarity. For each +1 bonus to the search roll, subtract one hour (after an hour the time drops to 30 minutes). For each –1 penalty, add one hour (maximum of 8 hours). The GM may shorten or lengthen this time in the interests of a good story.

Preserved Ingredients

Ingredients are best used fresh. Although an herbalist may use dried, pickled, or otherwise preserved plants, they are less potent. Creating a remedy with non-fresh materials gives a flat –2 penalty to the Knowledge (Herbalism) roll in the next step.

Preserving ingredients takes 8 hours, during which time the herbs must be dried or smoked. Typically, this prevents travel during that time.

Preparing the Remedy

Once the ingredients are gathered, the character must prepare the remedy. The exact method for preparing the gathered plants varies immensely. Drying, soaking, pounding, mashing, cutting, rolling, and boiling are typically required for the plant to release its medicinal properties, though some may be eaten with minimal preparation.

The time it takes to prepare a remedy has a direct effect on its ease of creation. The shorter the time, the less effective the remedy generally is, whereas a long preparation time allows more of the plant's medicinal properties to come through. This is shown on the table below.

Only a single remedy may be created at any one time—herbalism requires great patience and attention to detail. The limit to how many doses of a single remedy a character may create simultaneously is limited only by the quantity of ingredients he has to hand, but an herbalist may only create one sort of remedy at a time.

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Remedy Creation

Time	Knowledge (Herbalism) Modifier
1	1/4 tank
2	1/2 tank
3	3/4 tank
4	Full tank

The herbalist then makes a Knowledge (Herbalism) roll, applying modifiers for the plant's rarity and time of preparation. Success garners a single dose per batch of ingredients used. On a raise, the remedy is particularly potent—two doses per batch of ingredients are created. With failure, the ingredients and time are both wasted.

Once an herbal remedy is actually prepared, it is good for just one week. After this time, the potency rapidly declines and provides no benefits to the end user.

Selling and Trading

Travelers in the post-pandemic world often come across remnants of the old world, preserved foods that were somehow missed by looters in the early days and survivors in the years that followed, weapons, mundane items, and even technology that could be used by a settlement with electrical power.

A successful Streetwise roll in any town, modified by its size as shown on the Finding a Buyer table, allows

a character to unload his good for a quarter of the value. On a raise, the buyer will pay half of the value. This roll can be attempted once per week.

Finding a Buyer

Settlement Size	Streetwise Modifier
Way Station	-4
Small	-2
Medium	+0
Large	+1
Gigantic	+2

Gear from Savage Worlds

Pretty much all of the normal, modern era gear from *Savage Worlds* can be found in *World of the Dead*. Not all of it, however, is readily available.

Modern Armor: Modern armor is not found in settlements and towns for sale. If they have it, they are using it. Getting a hold of it means killing the poor guy wearing it and stealing it, being lucky enough to find it in salvage, or getting your hands on it through the Black Market. If attempting to purchase it through the Black Market, the cost of the armor is three times the amount listed in *Savage Worlds*. For example, a Kevlar Vest will cost you a whopping 1,500 ration notes.

Armor can very much mean the absolute difference between life and death in the Rotter Lands, and getting it is never easy or cheap.

Armor

Type	Armor	Weight	Cost	Notes
Duct Tape	+0	1lb	100	Covers all locations
Motorcycle Suit	+0	2lbs	150	Covers torso/arms/legs
Rain Poncho	+0	1lb	10	Covers torso/arms/50% vs. head
Scrap Armor	+1	10lbs	200	50% vs. all locations

Melee Weapons

Type	Damage	Weight	Cost	Notes
Pole, Metal	Str+d4	5lb	500	Parry +1, Reach 1, 2 hands
Stun Gun, Melee	2d8*	1lb	800	See notes for Stun Gun, but use Fighting skill (melee only)

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Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Bow, compound	15/30/60	2d6	1	1000	5lbs	1	5	Reload as free action
Crossbow, Reverse	18/36/72	2d6	1	1000	8lbs	1	—	AP 2, 1
Nail Gun	1/2/4	2d6	1	100	5lbs	100	d6	See notes
Pepper Spray	0/1/2	2d6*	1	100	1lb	6	—	+2 to hit; See notes
Stun Gun, Civilian	1/2/-	2d8*	1	600	5lbs	1	—	See notes
Stun Gun, Police	1/2/4	2d8*	1	800	5lbs	1	—	See notes

Thrown Weapons

Type	Range	Damage	Cost	Burst	Weight	Notes
Chemical Cocktail	5/10/20	2d6	25	MBT	2lbs	See notes
Molotov Cocktail	5/10/20	2d6	25	MBT	2lbs	See notes

Ammunition

Type	Weight	Cost	Notes
Bullets, Hollow Point	•	•	+2 damage except vs. armor; see notes
Cartridge, Stun Gun	1lb	200	1 ranged shot; up to 5 rounds of charge
Clip, Nailgun	3lbs/50	100/50	Powder-actuated; semi-auto; see notes

Firearms: Guns and ammo are another commodity not available for sale in towns. Like with armor, if they have it, you better believe they are using it. Unless you can steal it or find it in salvage, you're turning to the Black Market and paying twice the *Savage Worlds* price for the gun and ammo individually. In other words, if you are looking for a 9mm pistol, you can expect to pay 400 Ration Notes for the gun and another 50 Ration Notes for 50 rounds.

Melee Weapons: Getting a hold of a melee weapon is a little easier. Settlements are willing to sell them, and some of them can even manufacture a few through the local blacksmith. Melee weapons listed in *Savage Worlds* have their cost increased by half. So, purchasing a short sword or its equivalent would cost the character 400 Ration Notes.

Bows and Arrows: You'll find that a lot of raiders and nomads have returned to a reliance on the trusted bow

for survival. Purchasing a modern era, pre-apocalypse crossbow (which can also be purchased in some towns) has the cost doubled from what is listed in *Savage Worlds*, but a post-outbreak manufactured equivalent of the listed English Long Bow costs the same as what is listed. Arrows do not have their costs changed from what is listed in *Savage Worlds*.

Mundane Items: The mundane items listed in *Savage Worlds*, whether they are purchased as pre-outbreak manufacturing or from a town that can do it themselves, have no cost increase from what is listed in *Savage Worlds*.

New Gear

Above are listings for new gear found in *World of the Dead*. All costs are in Ration Notes. As stated elsewhere, at character creation the gear is purchased on a one-

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to-one basis, but once play begins the characters may have to worry about currency exchange rates for the town they are visiting.

Armor Notes

Duct Tape Armor

This is highly uncomfortable, and only lasts until you take it off, but can be made with about 8 rolls of duct tape and some scrap cardboard or newspaper. The cost is for the actual duct tape.

Motorcycle Suit

This is designed mostly to keep all your body parts together and your skin intact, should you wipe out on the highway. It serves the additional benefit of being much harder than human skin for Shambler teeth to break.

Rain Poncho

This is not one of those light and flimsy ponchos that fold into a tiny square and fits in a purse or pocket, but rather one of those thick, heavy, ponchos, or perhaps even a section of tarp with a hole cut in it. The poncho can be taken off or put on with a single action.

Scrap Armor

This is a mish-mash of protective sports and/or work gear hastily thrown together. Examples include football shoulder pads, hockey padding, steel mesh gloves, a hard hat with visor, and so forth. While it offers some protection, it has many gaps that might be exploited, and parts that might fall out of place in action, hence only a 50% chance to protect against any given attack.

To represent more competently-assembled armor built from such protective gear, use the statistics for leather armor from *Savage Worlds*.

Melee Weapon Notes

Pole, Metal

Sturdier and more lightweight materials mean that, with a bit of tape wrapping to make for a suitable grip, a simple metal pole can make for an effective makeshift weapon, superior to a solid wood staff.

Ranged Weapon Notes

Nail Gun, Powder-Actuated

Nail guns come in many varieties, some using pressurized gas or an electrical piston to drive nails. This version uses a clip of nails with their own self-contained gunpowder cartridges — essentially bullets, only intended for point-blank use to drive into wood or concrete (this does not mean a higher damage rating to beat the Toughness of such materials as concrete; the nail is meant to penetrate, not to destroy the object.)

The range reflects the nail gun's utility as a weapon, not actually how far the nail can be shot with some modicum of accuracy. The trouble is that the nail will soon fall into a tumble upon leaving the nail gun, losing its damage capability. If there is a desire to hit a target further away than that — such as to tap a Shambler to get its attention — the nail gun has a non-damaging range of 8/16/32.

Pepper Spray

This one-use self-defense chemical spray (not necessarily literally “pepper spray”) is meant to be sprayed in the face of an attacker. Due to the nature of the spray, there is no need to take a Called Shot penalty to aim for the eyes, but this is useless if the eyes are covered (such as by a face visor or full helmet). This is treated as non-lethal damage. Unfortunately, this is of no use against creatures that feel no pain, such as the Living Dead.

Stun Guns

Stun guns work by launching a pair of electrodes at the target, and sending a debilitating electrical charge through the target, interfering with the target's muscle control (so it works just as well on the living dead as on the living). In game terms, this is treated as a non-lethal damaging attack, except that nothing more than a Shaken result can be caused, and this has no effect upon armor (requiring a Called Shot to hit an unarmored part of an otherwise armored target). The target is unable to make a recovery attempt, and is unable to move while Shaken, for as long as the attacker keeps sending a charge through the target, for up to 5 rounds before the battery expires.

Stun guns for civilian use have a more limited range than those for police use, due to legal restrictions. Alternatively, a stun gun can be used in melee, pressed against the target rather than at range, using Fighting skill rather than Shooting.

Thrown Weapon Notes

Chemical Cocktail

These can be constructed from common household or janitorial chemicals by anyone with Knowledge (Chemistry) or Knowledge (Demolitions). Unlike a Molotov cocktail (see below), this is a simple grab-and-toss weapon. Upon shattering, the concoction explodes, damaging anyone caught within a Medium Burst Template who fails to dive for cover. There is a chance to catch fire as per the normal Fire Damage rules in *Savage Worlds*.

Molotov Cocktail

These can be constructed by anyone with Knowledge (Chemistry) or Knowledge (Demolitions), from a bottle (or similar breakable container) and a variety of flammable liquids. A thickening agent is added to get the burning liquid to stick to the target. This is typically a two-handed operation, as it involves lighting the wick (as a free action if a lighter or open fire source is held in the off hand) before throwing.

Anyone caught in the Burst Template (except for anyone directly hit by the bottle on a successful Throwing check) may evade the blast with an Agility check at -2. After the initial damage, any target hit suffers 1d10 damage (which can Ace) each round; if this die comes up as a 1, the fire goes out on its own. This fire can be put out if the target gets out of the initial burst area, and does a “stop, drop, and roll.”

Ammunition

Bullets, Hollow-Point

Bullets with holes drilled into the lead tip are designed to flatten out and do more damage upon entering the target, but they tend to flatten out prematurely against hard targets— making them more impactful against unarmored targets, but largely ineffectual against armor. Weight and cost are the same as with normal bullets, but deal +2 damage against unarmored targets. Against targets with an Armor rating of 1 or higher, the Armor rating is doubled against the damage; if used when trying to destroy inanimate, hard objects, it's even worse, as the damage is halved.

Clip, Nail Gun

This comes in many forms, but for purposes of what is available in World of the Dead, is considered to be

a strip of modified .22 caliber cartridges conjoined on a long strip, with nails instead of typical bullet heads. As each one is fired, the shell is stripped off. Anyone with Knowledge (Gunsmith) or the McGyver Edge can convert nail gun clips into regular bullets with some spare lead, a heating element, and a bullet mold. The reverse is not necessarily true.

Vehicles

Undead Roadkill

A major hazard to drivers is the occasional Living Dead pedestrian crossing the road. If you're getting a bit groggy behind the wheel, or you're just the sort who thinks of a truck as your anti-Shambler weapon of choice, you might hit a few. Please note that the following rules assume a Living Dead as the typical soft impact of choice, but of course there are plenty of *other* creatures that could be run into (or over).

Occasional Impacts

If a typical car just hits a single Shambler at a time, resolve it using the standard *Savage Worlds* rules as a collision with a Soft Obstacle. In addition, the car's Current Speed is reduced by 5"; if it has already traveled further than its Current Speed this round, it stops right there.

For larger or smaller creatures, a more abstract system comes into play. As a rule of thumb, consider running into a Rager (Size +1) to be the equivalent of running into two Living Dead. Running into a cow would be like running into a mini-horde of eight Living Dead— sufficient to bring the typical sedan to an immediate stop.

Running over a crawling Living Dead, however, shouldn't be anything more severe than a speed bump, and usually doesn't deal any damage to the vehicle.

A particularly Light vehicle, such as a compact car or smaller, slows down by 10" for each soft impact, whereas a very Heavy vehicle, such as a delivery truck or RV, slows down by 5" for every two Living Dead it hits at once. In the latter case, a sufficiently large truck has little to worry about from the occasional Living Dead, so long as they're spread out enough that it won't hit more than one at a time— unless of course the collision damage is enough to cripple the vehicle.

Most motorcycles and bicycles wipe out with even a single collision; the vehicle immediately skids to a

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stop, and the driver and any unlucky passengers take damage directly as per a collision with a Soft Obstacle.

If a vehicle has been fitted with plow or ram plate, double the number of soft impacts required to slow it down by each 5" or 10" step. In other words, a sedan with a plow is slowed down by 5" per two Living Dead, and doesn't slow down at all if it only bumps into one Living Dead at a time.

Especially heavy and rugged vehicles such as monster trucks and military tanks just keep right on going, but treat hordes of the Living Dead as Difficult Terrain. While these might therefore seem to be the perfect post-apocalyptic vehicle, keep in mind that their fuel economy is measured in "gallons per mile" rather than "miles per gallon."

Densely-Packed Hordes

If a car plows into a densely-packed crowd of Living Dead at once (enough to bring the vehicle's Current Speed down to 0" as detailed above), treat this as a single collision with a Hard Obstacle, rather than several collisions with Soft Obstacles. The vehicle immediately comes to a stop.

In borderline cases where it's at least plausible the car could push through the crowd, it is useful to set out markers or miniatures to represent the distribution of the Living Dead and see how many would be hit if the car's path cuts across the horde.

As a general rule of thumb, if the characters encounter a horde of Living Dead, and they can't count them at a glance, it's probably a good idea to go some other way, armored car or not.

Pushing Through Living Dead

The vehicle's Acceleration, combined with the guidelines above, determines whether a stopped car can push its way through a cluster of Living Dead. A motorcycle or bicycle has no hope, while a typical car or truck (Acc 20") could shove its way through a small group of the Living Dead only as long as it's fewer than four at a time (because $4 \times 5" = 20"$). Put a "cowcatcher" plow on that same truck, and it will take eight Living Dead to keep it stationary (because it takes twice the Living Dead to slow it down).

Note that this number of Living Dead includes not only those directly in front of the car (or behind, if it's going backwards), but also any Living Dead currently grasping at the vehicle, smashing in windows, and so forth, as they weigh down the vehicle and even get stuck in the wheel wells.

Dealing Damage with Vehicles

Some vehicles described in the **Gear & Goods** chapter are classified as Light or Heavy. The classification is there to reflect that any particular obstacle is far more likely to be flattened by a semi tractor-trailer rig than it is to be by a golf cart.

Unless stated otherwise, deal damage to obstacles from collisions as normal. If a vehicle is listed as Light, assess a penalty of -1 to the final damage per die rolled (to a minimum of 0 damage, as it could be a "glancing blow"). If a vehicle is listed as Heavy, add a bonus of +1 to the final damage per die rolled. This modifier is not applied to whatever damage the vehicle itself takes from the collision.

As an example, a typical car traveling at 50 mph (abstracted to 20"/round) deals 4d6 damage to a Shambler. An RV (Heavy) at the same speed would deal 4d6+4 damage to the Shambler. A compact economy car (Light) would deal 4d6-4 damage to the Shambler. In all three cases, the vehicle would take half of 4d6 as damage due to collision with a soft obstacle, as per the normal *Savage Worlds* rules.

Air Bags— Friend and Foe?

If a vehicle still has air bags, this can be a blessing or a curse in a collision. In the typical vehicle with air bags, if a collision with a soft or hard obstacle occurs at a speed of 8" per round or faster, the air bags will deploy, exploding into the faces of the driver and passenger (and in more modern cars, back-seat passengers as well).

Air bags have the same protective effects as described in *Savage Worlds*, but they also have the effect of rendering all protected passengers Shaken unless the character makes a Vigor roll at -2 (If the passenger was already Shaken, this does not become a wound). Furthermore, the passenger is effectively "grappled" by the air bag, requiring an action to get free and either a successful Agility or Strength check versus a TN of 8 to get out in timely fashion. An entangled passenger can be freed by someone else with the aid of a knife or similar sharp implement to deflate the bag.

Vehicle Types

Bicycles

Bicycles differ from other vehicles. Movement on a bicycle is a function of the character's own Pace. One downside is that any time the bicyclist is struck (even with a non-damaging attack) or takes an action other than just bicycling, he must make an Agility roll or immediately wipes out.

Exposed Rider: Unlike riding in a car a car, there is no outer vehicle shell to protect the bicyclist. There's no need to roll to see whether an attack hits the cyclist or his bike, or to make a Called Shot to target the rider; by default, he's assumed to be the target.

Wipe-Outs: Wipe-outs on a bicycle or motorcycle cause 1d6 damage per 5" of Current Speed (round down), regardless of whether the wipe-out was due to collision with a hard or soft obstacle, or general clumsiness on the biker's part. After all, the pavement is going to be just as hard and rough either way.

If the cyclist is wearing a protective helmet and body gear (a motorcycle suit or sports padding), reduce this damage by half.

Fortunately, a bicycle rarely reaches speeds where more than 2d6 damage is going to be dealt to the cyclist.

Vehicular Travel for Bikes: The Travel rating is fairly generous for bicycles compared to their Top Speed largely because of the versatility of a lightweight bicycle; if extreme obstacles are encountered, the rider has the option to simply pick up the bike and walk until he gets to clear ground again.

Mountain Bike

The ultimate in gas-free post-apocalyptic transportation that you can haul over your shoulders or toss into the back of a car as needed. Just be sure to carry a portable tire pump and patching kit for the inevitable flat tire along the way.

Acc/TS: Pace x 2 (15 mph for Pace 6;

20 mph for Pace 8)

Toughness: 5 (2)

Crew: 1

Cargo: 0

Notes

- **Light:** -1 damage per die vs. target in collision; automatically wipes out in a collision.

- **Portable:** 18 lb (if carried); occupies 1 Cargo if transported in a larger vehicle.

Motorcycles

As with bicycles, the motorcyclist is exposed to attack, and wipe-outs hurt a lot. Wearing a helmet and protective motorcycle suit is highly recommended.

If you want to do anything fancy like firing a pistol while driving, you'll have to do so left-handed (since your right hand is needed to operate the throttle). If you don't have both hands on the bars, even if you haven't fired this round, you'll still suffer a Multi-Action Penalty to any Driving checks you have to make.

Dirt Bike

Due to its tiny fuel tank, it's inappropriate for cross-country travel, but can be useful to scout rugged terrain for a convoy or patrol for a settlement.

Acc/TS: 15/24 (60 mph)

Toughness: 8 (2)

Crew: 1

Cargo: 0

Notes

- **Light:** -1 damage per die vs. target in collision; automatically wipes out in a collision.
- **Off-road.**
- **Semi-Portable:** 200 lb (if carried); occupies 2 Cargo if transported in a larger vehicle.
- **Shocks:** +4 Armor vs. damage from jumps/drops.

Scooter

Not very dignified, but has impressive-enough fuel efficiency to get a full day's travel before you need to scavenge for fuel (even assuming you don't take a spare canister along).

Acc/TS: 10/30 (75 mph)

Toughness: 7 (2)

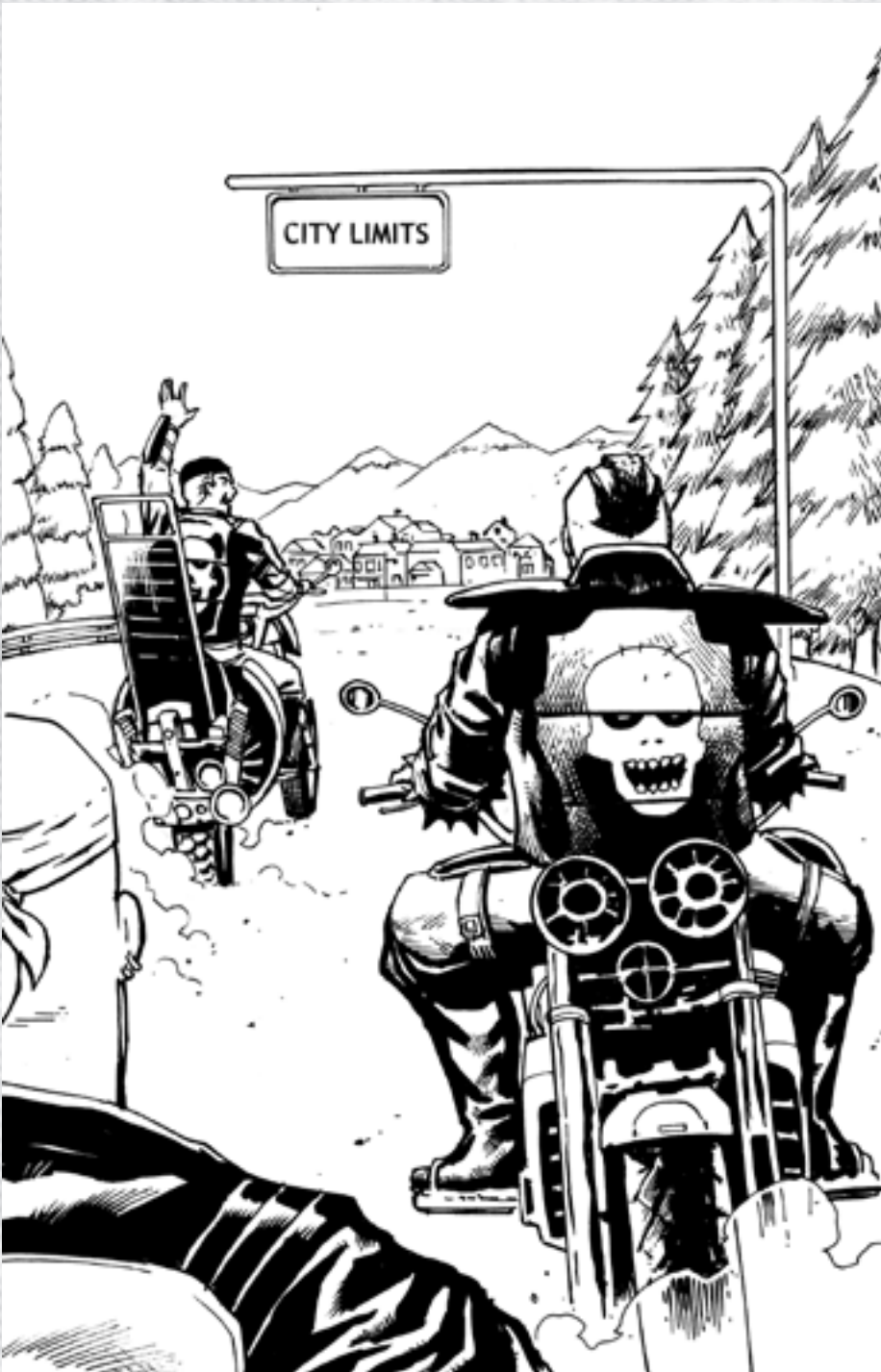
Crew: 1+1

Cargo: 0

Notes

- **Light:** -1 damage per die vs. target in collision; automatically wipes out in a collision.
- **Semi-Portable:** 300 lb (if carried); occupies 2 Cargo if transported in a larger vehicle.
- **Street-Only:** -2 to Driving in off-road conditions.

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Street Bike

Sadly, more style than substance in the apocalypse, given the sorry state of most roads.

Acc/TS: 32/48 (120 mph)
Toughness: 8 (2)
Crew: 1+1
Cargo: 0

Notes

- **High Performance:** +2 to Driving on mostly-intact roads; -2 to Driving in off-road conditions.

-2 to Repair checks to maintain (due to difficulty in finding spare parts).

- **Light:** -1 damage per die vs. target in collision; automatically wipes out in a collision.

- **Semi-Portable:** 400 lb (if carried); occupies 2 Cargo if transported in a larger vehicle.

Street Hog

Loud pipes not only let drivers know where you are, but the undead will notice, too.

Acc/TS: 20/36 (90 mph)
Toughness: 9 (2)
Crew: 1+1
Cargo: 0

Notes

- **Light:** - damage per die vs. target in collision.

- **Semi-Portable:** 600 lb (if carried); occupies 4 Cargo if transported in a larger vehicle.

- **Stable:** In the event of a collision with a Soft Obstacle, the driver may avoid a wipe-out on a successful Driving check.

- **Throttle Lock:** "Cruise control" for a motorcycle; allows you to avoid the off-hand penalty for firing a one-handed gun while driving a motorcycle (if you're right-handed).

Street Hog Tourer

This hog has been fixed up for long-distance touring with an extra-capacity "fat" gas tank and hard-case "saddlebags" for cargo, with a luggage rack on the back.

Acc/TS: 15/36 (90 mph)
Toughness: 9 (2)
Crew: 1+1
Cargo: 1 (saddlebags and rack)

Notes

- **Light:** -1 damage per die vs. target in collision.
- **Semi-Portable:** 700 lb (if carried); occupies

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4 Cargo if transported in a larger vehicle.

- **Stable:** In the event of a collision with a Soft Obstacle, the driver may avoid a wipe-out on a successful Driving check.
- **Throttle Lock:** “Cruise control” for a motorcycle; allows you to avoid the off-hand penalty for firing a one-handed gun while driving a motorcycle (if you’re right-handed).
- **Top-Heavy:** –1 to Driving.

Light Wheeled Vehicles

Small, light, and sporty, these vehicles might get decent fuel mileage, but they either carry few passengers, or squeeze the existing ones into a very small space.

Economy Coupe

What can be said about this vehicle, except to use it at your own risk?

Acc/TS: 20/40 (100 mph)

Toughness: 9 (3)

Crew: 1+3

Cargo: 1

- **Air Bags:** Driver and passengers.
- **Death Trap:** Unarmed attackers grabbing or biting at passengers from outside the vehicle gain a +1 bonus to Fighting and to Parry against them, due to having their prey at a distinct disadvantage with the tight quarters.
- **Compact Two-Door:** Rear-seat passengers cannot easily disembark unless front seats are folded forward; requires a successful Agility check to squeeze out (or in) in a single round in a combat situation.
- **Light:** –1 damage per die vs. target in collision.

Sportster Mini

A cute little sports car in flashy colors. If it has decent gas mileage, it’s only because there’s so little car to be moved.

Acc/TS: 30/60 (150 mph)

Toughness: 9 (3)

Crew: 1+1

Cargo: 1/2

Notes

- **Air Bags:** Driver and passenger.

- **Convertible.**

- **Light:** –1 damage per die vs. target in collision.

- **Street-Only:** –2 to Driving in off-road conditions.

Medium Wheeled Vehicles

Medium wheeled vehicles cover everything from a typical sedan up to a minivan or SUV.

Ambulance

A typical emergency ambulance with a two-door cab up front, boxy transport area, rear access, and sirens.

Acc/TS: 10/40 (100 mph)

Toughness: 14 (3)

Crew: 1+3

Cargo: 1 (stretcher + patient)

Notes

- **Medical Equipment:** +1 to Healing.
- **Misc. Features:** Air bags (driver + front passenger only), emergency lights, emergency services radio, and siren.
- **Rugged Construction:** +1 to Repair checks to maintain.

Camper Truck

A specialized four-door sports utility vehicle with a rear hard-top cargo area that can be elevated for a bit of headroom while setting up bedrolls in the back.

Acc/TS: 20/40 (100 mph)

Toughness: 14 (3)

Crew: 1+3

Cargo: 1 (rear door access)

Notes

- **Misc. Features:** Air bags (driver + passengers), CB, diesel fuel, GPS, off-road.
- **Pop-Up Camper:** Sleeping for 4.
- **Rugged Construction:** +1 to Repair checks to maintain.

Minivan, Hybrid

A trendy urban transport for “soccer moms.”

Acc/TS: 10/40 (100 mph)

Toughness: 14 (3)

Crew: 1+7

Cargo: 1 (rear hatch)

Gear and Goods

Notes

- **Misc. Features:** Air bags (driver + passengers), entertainment system (CD/DVD/digital with rear display screens), GPS, satellite radio, sliding passenger doors (both left and right), standard power outlet.

Pickup Truck

This is a median sort of pickup truck, big enough to haul supplies (or a few fellow survivors) in the back, but not quite one of those huge “almost a big rig” gas guzzlers, either. Some survivors (and raiders) have taken to turning these into “technicals” by mounting some sort of gun up top and having a gunner take up position just behind the cab.

Acc/TS: 20/40 (100 mph)

Toughness: 14 (3)

Crew: 1+1

Cargo: 4 (open bed)

Notes

- **Misc. Features:** Air bags (driver + passenger), off-road.
- **Rugged Construction:** +1 to Repair checks to maintain.

Police Interceptor

A customized sedan for law enforcement use. Retired police cars sometimes find their way into taxi cab fleets as well.

Acc/TS: 25/50 (125 mph)

Toughness: 11 (3)

Crew: 1+3

Cargo: 1 (trunk)

Notes

- **Misc. Features:** Air bags (driver + passengers), automatic fire suppression system, dash camera, GPS, emergency lighting, locking gun rack, loudspeaker, mobile data terminal, police radio, siren.
- **Push Bumper:** Shock-absorbers and ram plate provide +4 Armor vs. collisions.
- **Rugged Construction:** +1 to Repair checks to maintain.
- **Run Lock:** Vehicle’s engine can be left running without keys in the ignition (but cannot be driven off without the keys).

- **Stability Control:** +2 to Driving when making Out of Control checks.

- **Suspect Transport Enclosure:** Rear doors can be locked by a control in the front, preventing suspect in rear seat from exiting. Impact-resistant divider (Toughness 10) prevents suspect from easily attacking driver.

Sedan

A typical mid-sized modern car with four doors, spacious trunk, and luxury features.

Acc/TS: 20/40 (100 mph)

Toughness: 10 (3)

Crew: 1+3

Cargo: 1 (trunk)

Notes

- **Back Seat:** There’s a seatbelt for a third passenger to squeeze into the back seat, provided she’s Small, or very lightly equipped.
- **Misc. Features:** Air bags (driver + passengers), entertainment system (CD/DVD/digital player; screen visible in back seat only), GPS.

Muscle Car

A two-door, four-seat car with a big engine.

Acc/TS: 30/60 (150 mph)

Toughness: 10 (3)

Crew: 1+3

Cargo: 1

Notes

- **Misc. Features:** Air bags (driver + passengers), convertible, GPS.
- **Muscle Car:** +1 to Driving on mostly-intact roads. –1 to Repair checks to maintain (due to difficulty in finding spare parts).

SUV, Off-Road

Capable of off-road travel, this vehicle is good for hauling a small group and limited cargo.

Acc/TS: 20/40 (100 mph)

Toughness: 14 (3)

Crew: 1+5

Cargo: 1 (rear hatch)

Gear and Goods

Notes

- **Bench Seats:** Seatbelts are provided for +2 passengers (Crew), to squeeze into the middle of the back two benches, provided that they are either Small, or very lightly equipped.
- **Misc. Features:** Air bags (driver + passengers), biodiesel filters, diesel fuel, off-road, entertainment system (CD/DVD/digital player; fold-down screen visible from rear seats), GPS.
- **Rugged Construction:** +1 to Repair checks to maintain.

Heavy Wheeled Vehicles

These vehicles are large enough that the occasional Living Dead stumbling across the road is just incidental “road kill” if it fails to yield the right of way, but it can still be brought to a halt if it encounters a horde.

Bus, City

A typical bus designed for inner-city transit.

Acc/TS: 5/30 (75 mph)

Toughness: 13(4)

Crew: 1+36 (seated)

Cargo: 1 (front rack: holds two bicycles)

Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Misc. Features:** CB, diesel, GPS, power wheelchair lift.
- **Unwieldy:** –2 to Driving.

Delivery/Moving Truck

A large boxy truck with a couple of seats up front and a roll-down door in the back. Statistics are based on the assumption that the truck will be at least moderately loaded; if it's completely empty, double the MPG and Real Range.

Acc/TS: 5/30 (75 mph)

Toughness: 14 (4)

Crew: 1+1

Cargo: 12*

Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- ***Large Cargo:** The cargo space is enough to hold the equivalent of 3-4 bedrooms worth of furniture and belongings, as a general rule of thumb.
- **Misc. Features:** Air bags, diesel, GPS.
- **Unwieldy:** –2 to Driving.

Military Off-Road Vehicle

A typical four-wheel drive vehicle with maximum undercarriage clearance, making it better for navigating rugged terrain. It has four doors and a hard-top rear cargo area to hold soldiers' gear.

Acc/TS: 10/40 (100 mph)

Toughness: 15 (3)

Crew: 1+3 (+1 top gunner)

Cargo: 3

Notes

- **Armament:** heavy MG on roof pintle mount (range 50/100/200; damage 2d10; RoF 3; AP 4; HW; 250 shots—not portable).
- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Heavy:** +1 damage per die vs. target in collision.
- **Misc. Features:** GPS, military radio, off-road, top hatch.
- **Rugged Construction:** +1 to Repair checks to maintain.

Military Off-Road Vehicle, Armored

This is the same basic vehicle, but with a special armor kit.

Acc/TS: 8/24 (60 mph)

Toughness: 16 (4)

Crew: 1+3 (+1 top gunner)

Cargo: 3

Gear and Goods

Notes

- **Armament:** heavy MG on roof pintle mount (range 50/100/200; damage 2d10; RoF 3; AP 4; HW; 250 shots—not portable).
- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Heavy:** +1 damage per die vs. target in collision.
- **Heavy Armor:** Treated as Heavy Armor for all sides except the undercarriage.
- **Misc. Features:** GPS, military radio, off-road, top hatch.
- **Rugged Construction:** +1 to Repair checks to maintain.
- Unwieldy: –2 to Driving.

Military Off-Road Transport

This is a variant on the basic design, with only two doors up front, and the rear seats replaced with a cargo-covered area either set up as seating for soldiers (entering and exiting out the back), or as a flat-bed space for cargo.

Acc/TS: 10/40 (100 mph)
Toughness: 15 (3)
Crew: 1+1 (+6 in back)
Cargo: 1

Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Heavy:** +1 damage per die vs. target in collision.
- **Misc. Features:** GPS, military radio, off-road.
- **Rugged Construction:** +1 to Repair checks to maintain.

Recreational Vehicle

This is a big, bulky home on wheels.

Acc/TS: 20/40 (100 mph)
Toughness: 14 (3)
Crew: 1+7
Cargo: 4

Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Extending Camper:** Sleeps 8.
- **Heavy:** +1 damage per die vs. target in collision.
- **Ladder:** A ladder on back provides access to the top roof racks. It also provides a nice vantage point from which to spot and shoot the undead (as long as none of them can climb).
- **Misc. Features:** Air bags (driver + front passenger only), CB, diesel fuel, entertainment system, GPS, kitchenette & microwave, power outlets, restroom.
- **Top-Heavy:** –1 to Driving.

Recreational Vehicle, Armored

This is basically a motor home that has been modified as a more rugged home-on-wheels for the Apocalypse, patterned after the personal transport of Alexandro Cortez in War of the Dead.

Acc/TS: 10/24 (60 mph)
Toughness: 14(4)
Crew: 1+5
Cargo: 1

Notes

- **Armament:** 4x MG on window pintle mounts (range 30/60/120; damage 2d10; RoF 3; AP 2; 250 shots—if removed: snap-fire, Min Str d8; weight 23 lb (gun) + 40 lb (ammo)).
- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Extending Camper:** Sleeps 6.
- **Heavy:** +1 damage per die vs. target in collision.
- **Heavy Armor:** Treated as Heavy Armor, with view-slits at windows.
- **Ladder & Hatch:** A ladder on the back, as well as a lockable hatch on top, provides access to the roof racks and a better vantage point for sniping the undead.

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- **Misc. Features:** Biodiesel filters, CB, diesel fuel, GPS, kitchenette & microwave, power outlets, restroom.
- **Plow:** In a collision, deals an additional +1d6 damage vs. target; shock-absorber reduces damage to vehicle from a head-on collision by one die.
- **Top-Heavy:** -2 to Driving.

Tractor (Semi) Rig

The following is for just the front cab, going bobtail without a trailer.

Acc/TS: 5/30 (75 mph)

Toughness: 17 (5)

Crew: 1+1

Cargo: 2 (sleeper cab)

Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a -1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Heavy:** +1 damage per die vs. target in collision.
- **Misc. Features:** Air bags (driver + passenger); diesel, CB, GPS.
- **Rugged Construction:** +1 to Repair checks to maintain.
- **Sleeper Cab:** Sleeps 2.
- **Unwieldy:** -1 to Driving.

Tractor-Trailer Rig

The following assumes a typical box-style trailer, with cargo.

Acc/TS: 5/30 (75 mph)

Toughness: 17 (5)

Crew: 1+1

Cargo: 2 (sleeper cab) + 100 (trailer)

Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a -1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Heavy:** +1 damage per die vs. target in collision.

- **Misc. Features:** Air bags (driver + passenger); diesel, CB, GPS, sleeper cab.
- **Rugged Construction:** +1 to Repair checks to maintain.
- **Sleeper Cab:** Sleeps 2.
- **Trailer:** A typical trailer has Toughness 14(6) and Cargo 100.
- **Unwieldy:** -3 to Driving.

Common Cargo Carriers & Trailers

Strap-On Rooftop Cargo

Toughness: none (cargo is unprotected, held in place with straps, ropes, etc.)

Cargo Spaces: 1

Performance Penalty: Driving -1; Acc -10%

Special Note: This type of cargo carrier has absolutely no sales value as it is not a carrier in and of itself.

Rooftop Streamlined Carrier

Toughness: 6 (base 4 + armor 2)

Cargo Spaces: 2

Performance Penalty: Driving -1; Acc -10%

Small Trailer

A small car-towed trailer, commonly associated with various self-moving services.

Toughness: 9 (base 6 + armor 3)

Cargo Spaces: 3

Performance Penalty: Driving -1; Acc -10%; Top Speed -10%

Large Trailer

A typical large enclosed trailer is intended to be towed by a large pickup truck, with a main door in the rear, and possibly another access hatch on the side.

Toughness: 10 (base 7 + armor 3)

Cargo Spaces: 8

Performance Penalty: Driving -2; Acc -20%; Top Speed -10%

GAZETTEER

Center for Disease Control and Prevention, located in Atlanta, Georgia, is said to be a fortress in the post-outbreak era. Gigantic steel walls surround it, and heavily armed soldiers guard the perimeter. What exists inside, what strides they are making to combat the Living Dead, is anyone's guess.

The Church of the Eternal Prophet is the central power base for many of the Rotters that have appeared in the past four years. Dedicated to the eradication of humanity, the Church preaches the ascension of Rotters as the dominant species on Earth.

The Citizen Relocation Zone was created in the weeks following the outbreak as the Federal Government's bid to safeguard the remaining survivors. Destroyed from the inside by a combination of Living Dead and Rager infection, the CRZ is now controlled by an intelligent Living Dead, and guarded by thousands of ghouls.

California is under the control of the United Protectorate— at least in the portions where the Living Dead aren't swarming the streets. Rumors persist of a shipyard on the coast being controlled by military forces, but no one from the Rotter Lands has dared venture into the territory to confirm it.

The portions of the mid-Atlantic and New England areas of the United States, now known as the **Badlands**, are a nuclear wasteland filled with irradiated Living Dead.

Born from the ashes of the United States Federal Government, the **Federal Commonwealth** controls the Gulf Coast region and dreams of expanding into the Rotter Lands.

Groom Lake, also known as Area-51, is the primary base of operations for Division-M. Rumors of dark human and Living Dead experimentations have been attributed to the place.

The Grand Canyon became a dumping ground for the Living Dead in the first weeks of the outbreak. Plans to bomb the place never saw fruition, and the now vast amount of Living Dead populate the area.

Hell's Fury, located in Kansas, is a powerful raider organization. Roaring across the Rotter Lands in armored vehicles and taking what (and who) they want from unlucky survivor towns, they are feared only second to the forces of Valhalla.

Independent Towns exist throughout the Rotter Lands. Formed in the years since the pandemic, they are a collection of settlements ranging from a few dozen individuals to several hundred. Each town has its own set of rules, laws, and currency, and travelers are well advised to understand how a town operates before stepping into one.

The Lords of Dionysus is an organization— a club, actually— who believes in living a life of luxury and gluttony. Known for a membership of some of the most wealthy and influential people of the Rotter Lands, rumors also persist of entertainment involving forcing children to fight for their lives against the Living Dead.

Necropolis is a city of the Living Dead, where the Rotters loyal to the Church of the Eternal Prophet gather, and where thousands of the normal Living Dead roam the streets.

Several **Oil Refineries** dot the Rotter Lands, and a majority has seen settlements develop around them. Often the targets of raiders, controlling such a vast amount of fuel means the difference between predator and prey in the Rotter Lands.

The Railroads dotting the United States landscape were always a boon to the growth and success of the country, and now they are just as vital to its survival. The Unified Towns have reestablished several rail lines in its bid to reunite the Rotter Lands, and several independent towns have begun establishing their own claims to the miles of tracks that run through, or near, to their territories. As though raider attacks on the lines weren't dangerous enough, wars between the rail-towns have been on the rise.

Not all Rotters follow the Church of the Eternal Prophet, and **Rotter Town** is a prime example. Comprised of a melting pot of Rotters, Brutes, and humans, Rotter Town (governed as its name suggests), struggles to establish peaceful relations between humans and Rotters.

Sanctuary, a midwestern city originally controlled by UniMed following the outbreak, it is now a place where only the brave or psychotic dare venture. Filled with hardened survivors besieged by Living Dead and Rager alike, even the most powerful raider gangs avoid entering.

The Pantheon is the ruling council of an extremely powerful and influential shadow organization of

Gazetteer

paranormally gifted individuals. Claiming to be behind the outbreak, The Pantheon moves to eliminate all who stand in their way and establish their own New World Order.

The Pits are the arenas where the Lords of Dionysus wager as children are forced to fight for their lives against the Living Dead. The location is a constantly moving affair, and even the most skilled bounty hunters in the Rotter Lands have yet to shut it down.

The Revenants are a massive army of Rotters loyal to the Church of the Eternal Prophet. Scouring the Rotter Lands in armed and armored vehicles, they attack and eliminate entire survivor towns, turning many of the residents into Living Dead slaves.

The Rotter Lands occupy what was once the central and Midwest United States. When the outbreak forced the survivors to flee the heavy population centers of the east and west coasts, the main route of escape was to the center of the continent. In the years that followed, settlements have formed across the territory, though no central form of government has yet to be established.

The Unified Towns were formed by Ollie Resnick, and now encompass 10 survivor settlements. Dedicated to reuniting what remains of the United States under a common banner, the towns are torn by their own share of internal politics and covert operations against each other.

Unified Towns Parcel Service was originally formed as an independent organization to facilitate trade and communication between the settlements. Since coming under the control of the Unified Towns, the parcel service has questioned Ollie's true intentions.

The conglomerate known as **UniMed** has long had a deep relationship with Division-M, first coming into contact with them through the company's government contracts into genetic research and augmentation. In the years leading to the outbreak, UniMed secretly worked with Division-M to study the Living Dead. Since the outbreak, they have become central to the United Protectorate.

The new body of government formed by Division-M, the **United Protectorate** controls Nevada and California. Based at Area-51, it fights a desperate war against the Federal Commonwealth for control over the former United States.

Valhalla is a marauder town based around the Ponca City oil refinery in Oklahoma. Several hundred men strong, with dozens of armored vehicles at

their disposal, the forces of Valhalla ply the Rotter Lands, taking what supplies they need from weaker settlements, and bringing those unlucky enough to survive the raids as slaves.

Way Stations pepper the Rotter Lands. Usually nothing more than a single building, they are considered neutral territory and are open to all travelers in need of food and rest.



GAME MASTER SECTION



ADVANCED VEHICLE RULES

The following rules take into account the fuel efficiency and fuel capacity of the vehicles found in *World of the Dead*. Here, we take a look at how hauling cargo or modifying a vehicle can impact how far it's going to get on a tank of gas.

Bear in mind the rules require a little bit of calculation to use, and are entirely optional.

Fuel Efficiency and Travel

Travel

The Travel rating is an estimate of how far the vehicle can get in a typical day of travel. This is calculated in a way similar to the Vehicular Travel rules in the *Savage Worlds*, but with a modifier applied to reflect the savage state of affairs after the apocalypse.

As a rule of thumb, take the Top Speed of a typical vehicle, and multiply it by 2. That's how many miles across the map the vehicle can safely cover in a typical day of traveling (although technically many *more* miles were covered in the form of detours and backtracking). If the vehicle has off-road capability, or is two-wheeled (bicycle, motorcycle, or scooter), multiply its Top Speed by 4 instead to determine its daily Travel rating, due to its increased ability to find shortcuts by going off the road, over curbs, or (in the case of two-wheeled vehicles), in between wrecks that would stop a full-sized car.

This is less generous than the Vehicular Travel rules in *Savage Worlds* suggested for post-apocalyptic settings, because in addition to the lack of maintained

roads, one also has to worry about the occasional horde of ravenous flesh-eating monsters as well.

When multiple vehicles are traveling in a convoy, use the Travel rating of the slowest vehicle, unless the group is prepared to leave the slowpoke behind. Travel times assume a great many things, such as spending about 8 hours per day traveling (as it takes a lot of time to find, secure, and set up camp, then break it up to go again), and that the travelers are taking full advantage of daylight.

Please note that, by these calculations, you might have a vehicle with a Travel rating far in excess of its Real Range (see below) on a single tank of gas. Given the scarcity of working gas stations in the apocalypse, unless this vehicle is traveling in the company of a similarly speedy vehicle with large stores of gas it can siphon off of at intervals, it's never going to actually get that far in a day, so the Travel rating is largely academic in that case.

Travel Maps and GPS

Civilization has collapsed, and as of the *World of the Dead*, satellites have started to fail, even though there are quite a few still up there. The last of the remaining GPS satellites may still operate for another 6 years or so, but without anyone maintaining the master control station in Colorado, or the ground monitoring stations in Hawaii, Ascension Island, Diego Garcia, or Kwajalein, the satellites have drifted markedly, rendering their positioning capabilities useless even within a matter of weeks after the bases were abandoned.

However, every GPS unit is still a treasure trove simply for the digital road maps stored in it, even if they're no more accurate than printed travel guides now that bridges have collapsed and major roads have been glutted by traffic jams and wreckage.

Travel times given above assume that the survivors have some way of plotting courses, navigating via back roads to avoid jams in major urban areas, etc. Gone are the days when you can just take an interstate and drive the whole way following signs.

If the survivors lack something as essential as a GPS unit or a collection of appropriate state road maps, reduce Travel distance per day (and Real Range) by another factor of 1/2 due to the inevitable backtracking and meandering.



Advanced Vehicle Rules

MPG, Fuel Cap, Max Range, Real Range

You should probably keep these numbers out of the hands of the players. You as the GM decide how long that tank of gas lasts, how often the heroes can find a car with fuel to siphon out, or whether they've been running the air conditioning for too long. Ultimately, the gas runs out when the plot demands.

This data is provided only for your reference if you want player choices between rugged gas-guzzlers or lightweight economy cars to make a real difference. You might run the exact same encounter you had planned, either way, when they stop to refuel, but at least you can have a ballpark estimate to give the group to let them know which state they're in when the needle flirts with Empty.

MPG indicates a very rough miles-per-gallon rating, somewhere between city miles and highway miles. *Fuel Cap* indicates how many gallons of fuel the tank can carry. Multiply these and you have the theoretical *Max Range* (on a single tank of gas) in the unlikely event that the heroes can get where they're going by traveling in a straight line.

Real Range is a more sober assessment of how far across the map the vehicle will really get on a single tank of gas. It is rounded off to the nearest 10-mile mark.

Out West vs. Back East

These estimates assume the heroes are trekking through "typical" parts of the United States, generally trying to avoid the big cities by taking back roads when possible. If the journey is taking place through especially sparsely-populated flatlands out west, feel free to double the Real Range and daily Travel rates. This is because there are far fewer roaming hordes or permanent traffic jams to run into, and it's a lot easier to just take the shoulders or even drive onto the grass or dirt to get around in any case.

Modifications and Fuel Efficiency

Modifications to vehicles can also hinder the fuel efficiency as the added weight affects how much gas the car must burn through to move. The Modification Fuel Efficiency table below lists additional drops in MPG for certain types of vehicle modifications. If the type of modification is not listed, there is no change to the fuel efficiency for applying it to a vehicle.

Modification Fuel Efficiency

Type of Modification	Fuel Efficiency
Increase ACC or TS by +5	-5% to MPG
Increase ACC and TS by +5	-10% to MPG
Armor increased by +1	-5% to MPG
Armor increased by +2	-10% to MPG
Armor increased by +3	-20% to MPG

Putting it all Together

The characters already have a small trailer back in town and happen upon a working Pickup Truck. The owner is recently dead and won't be needing it, so the group is more than happy to give it a good home. The Pickup Truck has the following stats:

Acc/TS: 20/40 (100 mph)

Toughness: 14 (3)

Crew: 1+1

Cargo: 4 (open bed)

MPG: 20

Fuel Cap: 25 gallons

Max Range: 500 miles

Travel: 160 miles/day

Real Range: 250 miles

Notes

- **Misc. Features:** Air bags (driver + passenger), off-road.
- **Rugged Construction:** +1 to Repair checks to maintain.

Once back in town, the group decides to increase its Acc/TS both by +5, and add some armor, increasing the bonus to Toughness by +1. They also attach the small trailer for salvage hauling.

Increasing both the Acc/TS by +5 each reduces the fuel efficiency by 10%. The weight of added armor reduces it another 5%, and the small trailer eats away at the fuel by another 10%. By the time all the modifications are done and the truck is ready to pull the trailer, the MPG, Max Range, Travel, and Real Range are all reduced by a total of 25%.

Advanced Vehicle Rules

The stats for the Pickup Truck now look like this:

Acc/TS: 25/45 (100 mph)
Toughness: 15 (4)
Crew: 1+1
Cargo: 4 (open bed)
MPG: 15
Fuel Cap: 25 gallons
Max Range: 375 miles
Travel: 120 miles/day
Real Range: 188 miles

Notes

- **Misc. Features:** Air bags (driver + passenger), off-road, increased Acc/TS, extra armor (+1), small trailer.
- **Rugged Construction:** +1 to Repair checks to maintain.

Vehicle Fuel Mileage

Below is a listing of the vehicles presented in World of the Dead with the MGP, Fuel Cap, Max Range, Travel, and Real Range for GMs who wish to use such mechanics in their campaign.

Motorcycles

Dirt Bike

MPG: 20
Fuel Cap: 2 gallons
Max Range: 40 miles
Travel: 256 miles/day
Real Range: 20 miles

Scooter

MPG: 150
Fuel Cap: 2 gallons
Max Range: 300 miles
Travel: 120 miles/day
Real Range: 150 miles

Street Bike

MPG: 40
Fuel Cap: 4 gallons
Max Range: 160 miles
Travel: 192 miles/day
Real Range: 80 miles

Street Hog

MPG: 50
Fuel Cap: 2 gallons
Max Range: 100 miles
Travel: 144 miles/day
Real Range: 50 miles

Street Hog Tourer

MPG: 45
Fuel Cap: 6 gallons
Max Range: 270 miles
Travel: 144 miles/day
Real Range: 135 miles

Light Wheeled Vehicles

Economy Coupe

MPG: 30
Fuel Cap: 12 gallons
Max Range: 360 miles
Travel: 80 miles/day
Real Range: 90 miles

Sportster Mini

MPG: 30
Fuel Cap: 10 gallons
Max Range: 300 miles
Travel: 120 miles/day
Real Range: 75 miles

Medium Wheeled Vehicles

Ambulance

MPG: 8
Fuel Cap: 60 gallons
Max Range: 480 miles
Travel: 80 miles/day
Real Range: 120 miles

Camper Truck

MPG: 18
Fuel Cap: 15 gallons
Max Range: 270 miles
Travel: 160 miles/day
Real Range: 140 miles

Advanced Vehicle Rules

Minivan, Hybrid

MPG: 30
Fuel Cap: 20 gallons
Max Range: 600 miles
Travel: 80 miles/day
Real Range: 150 miles

Pickup Truck

MPG: 20
Fuel Cap: 25 gallons
Max Range: 500 miles
Travel: 160 miles/day
Real Range: 250 miles

Police Interceptor

MPG: 30
Fuel Cap: 20 gallons
Max Range: 500 miles
Travel: 100 miles /day
Real Range: 125 miles

Sedan

MPG: 30
Fuel Cap: 12 gallons
Max Range: 360 miles
Travel: 80 miles/day
Real Range: 90 miles

Muscle Car

MPG: 20
Fuel Cap: 20 gallons
Max Range: 400 miles
Travel: 120 miles/day
Real Range: 100 miles

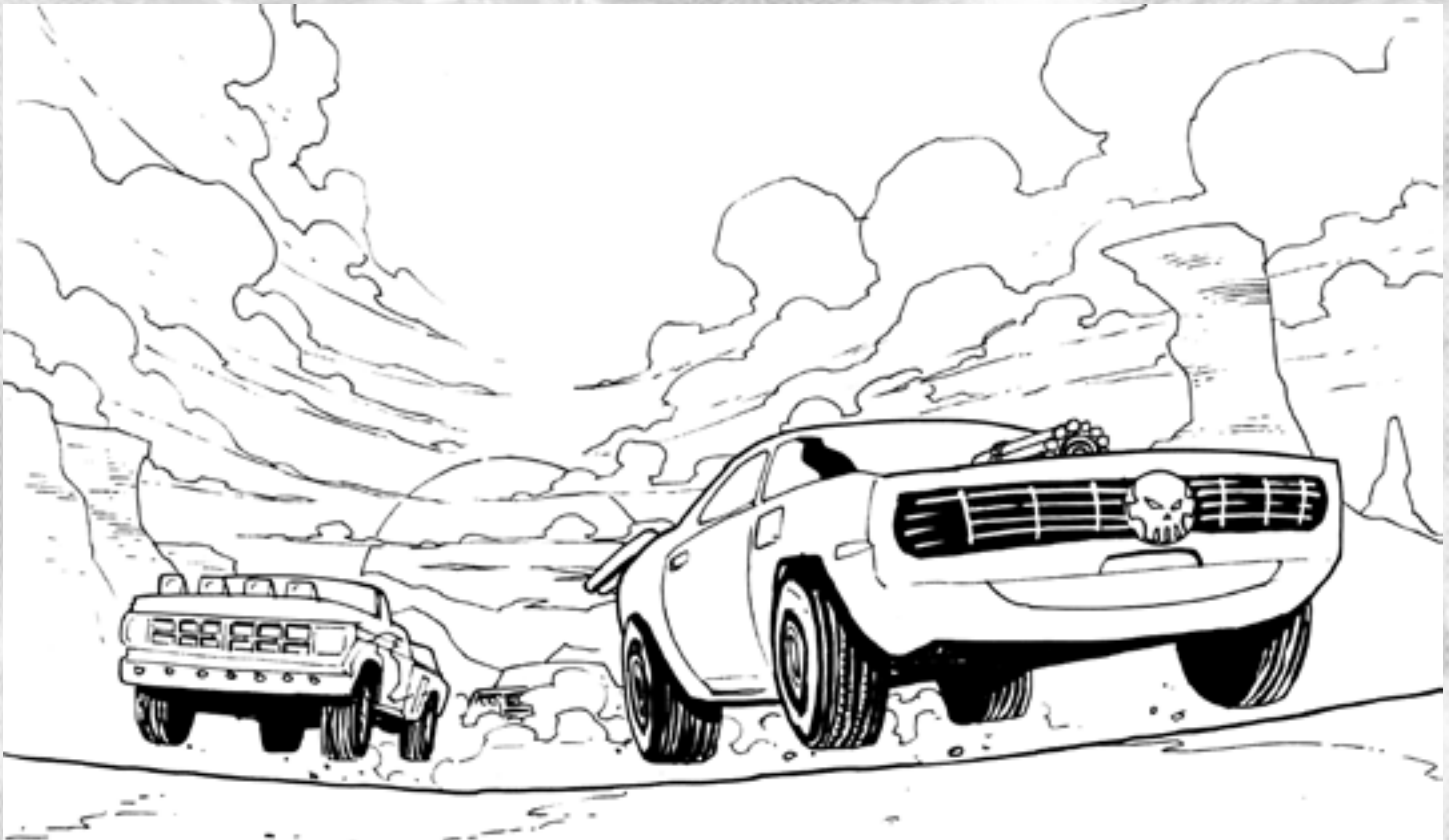
SUV, Off-Road

MPG: 20
Fuel Cap: 25 gallons
Max Range: 500 miles
Travel: 160 miles/day
Real Range: 250 miles

Heavy Wheeled Vehicles

Bus, City

MPG: 8
Fuel Cap: 35 gallons
Max Range: 280 miles
Travel: 60 miles/day
Real Range: 70 miles



Advanced Vehicle Rules

Delivery/Moving Truck

MPG: 6
Fuel Cap: 60 gallons
Max Range: 360 miles
Travel: 60 miles/day
Real Range: 90 miles

Military Off-Road Vehicle

MPG: 12
Fuel Cap: 25 gallons
Max Range: 300 miles
Travel: 160 miles/day
Real Range: 150 miles

Military Off-Road Vehicle, Armored

MPG: 10
Fuel Cap: 25 gallons
Max Range: 250 miles
Travel: 96 miles/day
Real Range: 125 miles

Military Off-Road Transport

MPG: 12
Fuel Cap: 25 gallons
Max Range: 300 miles
Travel: 160 miles/day
Real Range: 150 miles

Recreational Vehicle

MPG: 8
Fuel Cap: 80 gallons
Max Range: 640 miles
Travel: 80 miles/day
Real Range: 160 miles

Recreational Vehicle, Armored

MPG: 6
Fuel Cap: 160 gallons (dual tanks & switch)
Max Range: 960 miles
Travel: 48 miles/day
Real Range: 240 miles

Tractor (Semi) Rig

MPG: 10
Fuel Cap: 65 gallons
Max Range: 650 miles
Travel: 60 miles/day
Real Range: 160 miles

Tractor-Trailer Rig

MPG: 4
Fuel Cap: 65 gallons
Max Range: 260 miles
Travel: 60 miles/day
Real Range: 70 miles

Common Cargo Carriers & Trailers

Strap-On Rooftop Cargo

Fuel Efficiency: -10% to MPG, Max Range, and Real Range

Rooftop Streamlined Carrier

Fuel Efficiency: -5% to MPG, Max Range, and Real Range

Small Trailer

Fuel Efficiency: -10% to MPG, Max Range, and Real Range

Large Trailer

Fuel Efficiency: -20% to MPG, Max Range, and Real Range

A BRIEF HISTORY OF THE LIVING DEAD

Optional Rule: Immunity

War of the Dead introduced a random immunity to the Living Dead infection as part of its storyline. In *World of the Dead*, whether or not a character is immune to becoming a Living Dead is not important to the Plot Point Campaign, but the original rule is included for GMs who wish to keep it (or introduce it) as part of their campaigns.

When using the Immunity rule, secretly roll 1d20 for each character in the group at the start of the campaign. The character that received the highest roll is immune to the Infection (reroll a tie between characters). Although the character will gain the fever from the Infection, the fever will cease to affect him 1 day after a Vigor roll is successfully made. If the character becomes Incapacitated from the fever, he will awaken the next day at 2 levels of Fatigue, and continue to heal a level of Fatigue each day.

After the initial roll is made and the guaranteed immunity determined, secretly draw a card from the Action Deck for the remaining characters (as well as for any replacement or new characters that might enter the campaign later). On a Joker, that character is also immune.

Whether or not the character has been bitten in the past and knows he is immune, or first discovers it during the campaign, is up to you.

The Living Dead did not come into existence a mere four years ago. While the world may have come close to obliteration when millions were turned into the flesh-starved creatures, the Living Dead have existed long before the outbreak — although exactly when they first appeared is unknown.

Before the outbreak

The strange, albeit extremely rare, virus that can turn the recently dead into hellish ghouls has existed for time untold. Indeed, myths and legends throughout the world, going back thousands of years and as wide spread as Egypt and Asia, speak of the dead returning to life and hunting the living. Although the legend contains cultural variations, the core has always remained the same. Such beliefs, spread over such a wide geographic area, are not an accident. The Living

Dead existed long before the outbreak. The difference is that they were an extremely rare occurrence, and not an extinction level threat.

The Living Dead are animated corpses, returned from the grave to crave living flesh. Any person bitten by a ghoul in turn becomes infected, falls terribly ill, dies, and then rises to continue the cycle. At its foundation, the Living Dead bears a strong resemblance to several vampire myths from around the world. Indeed, some researchers have recently wondered if certain vampire legends might simply be extensions of Living Dead encounters, or if, perhaps, an entirely new set of monstrous threats exist somewhere in the world. Granted, no one has ever reported an encounter with a vampire, but then again, until recently, no one ever reported a Rager, Feral, Brute, or Rotter, either. Not to mention, the revelation of some people in the Rotter Lands possessing psychic abilities. It's not only a new world; it's become an extremely strange one.

Whether or not the Living Dead have inspired beliefs in other myths and legends, the fact that they'd existed long before the outbreak is undeniable.

One of the most widely held accounts by Division-M of the Living Dead in the United States, and quite possibly the largest one predating the outbreak, is Roanoke Island, North Carolina.

History explains how John White left the colony to return to England for supplies, but his return was delayed until three years later. Upon his return, the entire colony was abandoned, with no sign of the settlers whatsoever. It wouldn't be until nearly 400 years later that a small outbreak of the Living Dead would lead Division-M to the modern day island. After taking care of the ghouls and establishing the typical cover-up, research indicated that the virus, which scientists had yet to understand as far as its ability to reanimate the dead, existed within other segments of the population. Careful study and analysis over the next decade further revealed the presence of the virus within people at other locations where the Living Dead had been encountered. It indicated that the virus was not a random thing that only infected at death, but that segments of a population carried it within them as though it were in an incubation period.

It was the only real breakthrough Division-M would have concerning the Living Dead. Although they could not simply go in and eliminate the infected population,

A Brief History of the Living Dead



it allowed them to keep a close eye on the locations, study the area, and hope to uncover more information.

The New Pathogen

Despite Division-M's belief in the superiority of their knowledge concerning the Living Dead, and their plans to weaponize the creatures through their arrangements with UniMed, they were far from the only agency to know about the ghouls. Several governments around the world had their own task forces investigating Living Dead outbreaks within their borders, all of them keeping the situations under close guard so as not to alert the population or foreign enemies.

Although experts are not absolutely certain, it is believed that China was the one to first understand the true nature of the virus, and discover a way to mutate it into something that could produce a controlled outbreak. Initial post-outbreak intelligence loosely indicated that the Chinese government had used covert contacts in various terrorist organizations, water bottling factories, and Mexican drug cartels to unleash the virus— mutated by their own scientists

over several decades— within the borders of the United States in what they believed would be a killing blow not only to the country's infrastructure, but also its military. Although the United States was aware of the altered virus through an encounter with a terrorist cell in the Middle East, and had dubbed it the *Armageddon Virus*, the Federal Government was completely unprepared for such a coordinated assault from a world super-power.

Within days, the Living Dead overran the United States.

The Outbreak

By believing that the vast network it tapped would target only the United States, China's hubris would also be its undoing. Within a week of the attack on the United States, other countries around the globe were victims of massive Living Dead outbreaks. Water supplies, infected tourists and sleeper agents, and attacks by those who became the Living Dead, all quickly overwhelmed population centers. China, already overcrowded and with questionable abilities to properly care for its citizens, quickly fell to its own knife.

It wasn't until the final days of China's government that the true face of evil presented itself. Calling themselves The Pantheon, they vowed revenge against all governments who tortured and experimented on those with paranormal abilities. They were specially gifted, able to infiltrate the governments and manipulate those in power without detection.

They were the death of the old world, and heralded themselves as masters of the New World Order.

The New Living Dead

Since the outbreak, some of the Living Dead have undergone changes. Whether from scientific experimentation or pathogenic mutation, they have gained abilities above the normal Shambler, Sprinter, and Infected Newborn. It makes confronting them an extremely dangerous prospect, and a survivor never knows exactly what he will be facing. Is that Living Dead simply a Shambler, or does it possess greater strength and agility? Is it that primitive in brainpower, or is it smarter than the others and waiting in ambush, drawing the victim in before it strikes?

Facing the Living Dead is not as simple as it once was, and anyone heading into the Rotter Lands had better be at the top of their game.

A Brief History of the Living Dead

Type of Living Dead

Now is your chance to shake things up a bit and create unique Living Dead to populate the campaign. Begin by rolling a d6 on the Living Dead Type chart to determine the basic template you will be modifying.

Living Dead Type	
d6 Result	Living Dead Template
1-2	Infected Newborn
3-4	Shambler
5-6	Sprinter

What Changed It?

Next, roll a d6 on the Origin chart to determine what caused the Living Dead to change. The type of origin will determine what chart you roll on next, as well as how many rolls you make on the chart. Once you've made your rolls to determine what new abilities the Living Dead possesses, apply the changes to the base template and send the creature out to start taking chunks out of the survivors.

Origin	
d6 Result	Origin
1-2	Experimentation
3-5	Pathogenic Mutation
6	Experimentation and Mutation

Experimentation

One agency or another has experimented upon these Living Dead, whether it was the remnants of the Federal government, Division-M, The Pantheon, or what have you. Roll a d4 on the Experimentation chart two times.

Experimentation	
d4 Result	Experiment
1	Enhanced Toughness
2	Explosive Wiring
3	Increased Attributes
4	Irradiated

Pathogenic Mutation

Since the outbreak, some Living Dead have mysteriously continued to mutate, gaining abilities above and beyond the normal Shambler, Sprinter, and Infected Newborn. Roll a d8 on the Pathogenic Mutation chart four times.

Pathogenic Mutation	
d8 Roll	Mutation
1	Enhanced Toughness
2	Explosive Wiring
3	Increased Attributes
4	Natural Grappler
5	Pack Hunting
6	Paralysis
7	Poison
8	Regeneration

Experimentation and Mutation

Potentially the most dangerous type of Living Dead after the Rotters, these ghouls have undergone both a pathogenic mutation and experimentation. Roll a d10 on the Experimentation & Mutation chart six times.

Experiment & Mutation	
d10 Roll	Mutation or Experiment
1	Enhanced Toughness
2	Explosive Wiring
3	Greater Speed
4	Increased Attributes
5	Irradiated
6	Natural Grappler
7	Pack Hunting
8	Paralysis
9	Poison
10	Regeneration

A Brief History of the Living Dead

New Abilities

Whatever the changes the Living Dead has undergone, it is now more dangerous than the original specimen, and poses a serious threat to the survival of the human race. Below are details on what each type of modification does to the Living Dead.

Enhanced Toughness: The Living Dead is more resistant to damage than the normal specimens, and gains a +2 to Toughness each time this result is rolled.

Explosive Wiring: The Living Dead is wired with explosives that are detonated by a remote control. The explosives cause 2d8 damage to everything within a Small Burst Template centered on the creature. If this modification is rolled twice, the area of effect becomes a Medium Burst Template. By rolling this enhancement three times, everything under a Large Burst Template takes damage.

If this result is rolled more than three times, reroll the die.

Greater Speed: The Living Dead's speed is increased. For a Shambler, the creature can now run, has Pace 6, and no longer has to redraw initiative cards of 5 or higher. For a Sprinter and Infected Newborn, the Living Dead has Pace 8, a d10 running die, and gains the Quick Edge.

If this result is rolled more than once, reroll the die.

Increased Attributes: The Living Dead has one or more enhanced attributes. Each time this modification is rolled, increase a chosen Attribute by +1 step. Attributes may be raised above d12+2 through this method.

Irradiated: Whenever the Living Dead gets within 1" (6 feet) of anything living; the character or animal must make a Vigor roll every minute. Failure results in a Fatigue level. Radiation induced Fatigue fades at a rate of 1 level every 24 hours, or every 12 hours if the victim can scrub or shower. If the victim is rendered Incapacitated by the radiation, the character is constantly under the effects of 1 Fatigue level, which cannot be healed. Additionally, at the beginning of every game session that character must make a Vigor roll. If the total is 1 or less, the character will die by the end of the game session, only to rise as a Living Dead unless he is put down for good.

If this result is rolled more than once, reroll the die.

Natural Grappler: The Living Dead is particularly adept at grappling its prey to bring it down and bite

hard into the flesh. Whenever attempting to Grapple, it gains a +2 bonus.

If this result is rolled more than once, reroll the die.

Pack Hunting: The Living Dead is adept at hunting with other ghouls. Whenever two or more Living Dead attempt to surround a victim, ghouls with this enhancement provide an additional +1 bonus to the Ganging Up maneuver (up to the normal +4 maximum bonus).

If this result is rolled more than once, reroll the die.

Paralysis: The Living Dead cannot only infect through a bite; it can also render the target paralyzed. Any living creature Shaken or wounded by the Living Dead must make an immediate Vigor roll or be incapable of any action, including speech, for 2d6 rounds.

If this result is rolled more than once, reroll the die.

Poison: The Living Dead no longer automatically infects the victim through a bite, but instead injects a lethal poison into him. Whenever a victim is Shaken or wounded by this Living Dead, he must make a Vigor roll at a -2 penalty. On a Failure, the victim dies in 2d6 rounds. On a success, he takes 1 wound and suffers exhaustion. On a Raise, he immediately becomes exhausted.

A Healing roll at a -2 penalty can attempt to cure the poison by getting a success; though the victim doesn't recover from the Exhaustion until after 24 hours.

If the victim dies, he rises as a Living Dead with this mutation.

If this result is rolled more than once, reroll the die.

Regeneration: The Living Dead gains slow regeneration, allowing it to now make a natural healing roll once per day.

If this result is rolled again, the Living Dead gains fast regeneration. The ghoul makes a Vigor roll every round, whether a Wild Card or Extra. If a Wild Card, one Wound is healed on a success, two Wounds on a raise. If the Living Dead is an Extra, it heals itself and returns to action.

Taking out such a Living Dead with a flame source, such as a blow torch, eliminates its ability to regenerate. The Living Dead remains down.

If this result is rolled more than twice, reroll the die.

THE UNIFIED TOWNS

A little more than a year after the outbreak, a man in Colorado named Ollie Resnick became determined to reunite the former United States territory. After surviving various battles against the Living Dead and humans alike, he had gathered a large group of followers and founded the town of Beacon, so named because it would represent a light in the darkness that had fallen upon the world. Establishing a walled settlement and building both a manufacturing center as well as a strong military force, Ollie then set about the hard work of getting the railways back in use, knowing that the very tracks which once solidified the expansion of the United States across North America would now spearhead the reunification of the remaining people. For more than a year, Ollie and his men toiled on the tracks and worked relentlessly to bring the diesel engines back into operation. As the great trains once again roared across the Midwest, other towns joined Ollie and the Unified Towns were born.

Barely a year old, the Unified Towns are the main political body in the Rotter Lands, determined to build what they call a *New America*.

Although there are dozens of settlements spread across the Rotter Lands, membership in the Unified Towns is a carefully vetted process. The organization is governed by a council consisting of the leaders from the original five towns as permanent members, with two other seats that rotate between the remaining six settlements. Admission of new settlements must be approved by a majority council vote.

Settlements of the Unified Towns must adhere to strict rules dictating the development, laws, and governance of the town. Each town uses a special Ration Note as its primary form of currency, which is paid monthly to citizens based upon occupation. The Council determines laws and punishment, which must be implemented by all member settlements. Furthermore, although each town is allowed— and expected— to maintain a defense force to patrol its borders, member settlements can request military aid in times of attack. Such aid is expected to be delivered within a reasonable timeframe, as long as it does not leave the assisting town undefended.

The Council is the final authority over all member settlements. The oversight process doesn't appeal to everyone, however, and many settlements in the Rotter Lands refuse to recognize the Unified Towns

as an authority. This has led to friction, and rumors persist of covert operations to weaken outside settlements enough that joining the Unified Towns becomes the only choice. Others claim the council has arrangements with various raider groups to harass and attack specific settlements.

Despite the rumors and conflict, those within the Unified Towns lead a better quality of life compared to other settlements.

Politics

Harkening back to the pre-outbreak days, the Unified Towns are ruled by a political body that determines laws, punishment, currency flow, and reviews all applications for membership from other settlements. Although some positions are voted on by the citizens of each settlement, others are only gained through appointment by the council or the local governors.

The council holds all the power in the Unified Towns, and is a system of control that many other settlements have refused to accept.

Council: Composed of the Governors from each of the settlements, the council is the ruling body of the Unified Towns. Currently consisting of five permanent seats and two rotating positions, the council determines the laws and regulations that regulate development and expansion of the Unified Towns. Meetings between the council are held monthly in the town of Beacon.

The five permanent members of the council are: Beacon, Camp Battlement, New Hope, Copperfield, and Eden.

Governors: The Governors are the leaders of each of the Unified Towns settlements, and are appointed to their position through a majority vote of the council. Responsible for the daily operations of the settlement, Governors also appoint the Defense Commander position.

Judicial Tribunal: The three who preside over the court system of each town are elected by a popular vote of the citizens. The Judges hold the position for one year, at which time they can choose to run for reelection.

Prosecutor: The prosecutor for each settlement represents the victims of crime in the town's court

The Unified Towns

system. Elected by popular vote, prosecutors hold the position for one year, at which time they must run for reelection.

Defense Commander: The Defense Commander is the overall head of a town's military force. In addition to coordinating all military operations, both in defense against raider or Living Dead attack, and in taking the offense against outside forces, the Defense Commander also serves as the chief of a town's law enforcement interests.

Council Army

Despite qualms from the citizens, the council maintains its own standing army of over 200 men and women. Recruited from the various member settlements as well as the outlying Rotter Lands, the army is under direct control of the council (primarily Ollie Resnick) and owes loyalty to no individual town.

Although they are used to assist the member settlements in times of attack, provide protection to the United Towns Parcel Service, and defend the railroads, some settlements fear the army is also maintained to assure their continued allegiance.

Crime and Punishment

The council has established a set of judicial laws that show very little tolerance for crime. Life in the Rotter Lands— from the raiders to the Living Dead— is difficult enough as it. With the early days of the outbreak still fresh in everyone's mind, especially the lawlessness and brutality many people suffered, there is little sympathy for those who would prey on their fellow man. Like the American old west, justice is swift and harsh.

Settlement Jails

Depending upon the size and resources of the town, jails can range from actual prison cells to stockades in the center of the town. In the case of stockades, the criminal runs the risk of being mysteriously killed by a member of the town. Although the individual is usually guarded by a member of the town's military or law enforcement, such postings do not take precedence over the defending and other vital matters of maintaining the settlement.

Typically, a town's defense force also serves as law enforcement, but any citizen can make an arrest with the same authority. To avoid possible corruption,

the citizens of each town vote to elect a prosecutor and judiciary tribunal.

Criminal trials in the Unified Towns are straightforward affairs. The accused presents his case against the prosecution, and both sides can call on any witnesses to support their position. After testimony is heard and any evidence considered, the tribunal renders their verdict by a majority vote. If found guilty, the accused is then sentenced based upon the guidelines set forth by the council. Unlike in the pre-outbreak days, there is no appeals process. The accused has only a single opportunity to present his case and prove his innocence.

The first sentence is for citizens of the Unified Towns, the second is for those visiting who are not actual citizens.

Crime and Punishment

Crime	Mutation or Experiment
Assault	Loss of half monthly rations / 2 days in jail
Black Marketeering	Exile / Exile
Kidnapping	Exile / Death
Murder	Death / Death
Public Nuisance	12 hours community labor / 1 day in jail
Thievery (general)	Loss of half monthly rations / 3 days in jail
Thievery (horse or vehicle)	Exile / Death / Chart

Trials are handled using the Social Conflict rules. The accused and the prosecution each make opposed Persuasion rolls, with the degree of success determining the severity of the sentence. If the accused ties with the prosecution or gains any successes, he is found innocent.

When calling a witness, the GM makes a Persuasion roll for any testimony against the player characters. Meanwhile, the players may make the Persuasion roll for any witnesses on their side, and may spend a benny to reroll. In both cases, the witness is considered to have Persuasion d4 unless specific stats are being used.

On a failure, the witness testifies so badly that it provides a +1 bonus to the next Social Conflict Persuasion roll for the other side. On a success, the witness states his case, but provides no special

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benefit. On a Raise, the witness provides a +1 bonus to the next Social Conflict Persuasion roll for the side he testified on behalf of.

Possessing hard evidence against the accused provides the prosecution with a +1 to all Social Conflict Persuasion rolls for the trial.

Prosecution Wins

Number of Successes	Sentence
Tie	Found innocent
1-2	Half the base sentence
3-4	Base sentence
5+	Twice the base sentence

Half the base sentence: The accused at least made enough of a case that, although he lost the trial, the tribunal commuted only half of the prescribed sentence. In the case of exile, the accused instead loses an entire month of rations. If the sentence should have been death, the accused is instead exiled.

Base sentence: The accused is given the sentence for the crime as shown on the Crime and Punishment chart.

Twice the base sentence: The prosecution made its case so well that the crime was actually made to appear far worse than it was, possibly through a twisting of the accused's motives and state of mind. In the case of exile, the accused is instead sentenced to death. If the sentence should have been death, the accused is instead sentenced to become one of the Living Dead and sent forth into the Rotter Lands to finish out his time on Earth.

For groups who want an extra roleplaying factor in their games, the degree of success the accused achieved can directly affect the way others in the settlement view them after the trial.

Accused Wins

Number of Successes	Result
Tie	The actual guilt of the accused remains in question, causing -1 Charisma when dealing with other members of the town for one month.
1-2	No benefit or penalty.
3-4	The accused has convinced the town that he was wrongly prosecuted, and gains +1 Charisma with members of the town for one month.
5+	The accused came out looking like the real victim, and gains +2 Charisma with members of the town for one month.

Currency

The Unified Towns use a common currency known as the Ration Note. Created from clay in the shape of small coins with the value of each coin inscribed on both sides, Ration Notes come in denominations of 1, 5, 10, and 20.

Ration Notes in pricing and salary are usually indicated by placing "rn" after the number. A short sword, for example, has a price of 50rn.

Adulthood and Occupation

Occupations

It's impossible to cover every possible occupation that might exist in the Rotter Lands. If an occupation for your town is not found on the Occupation Salary chart, use the provided jobs and associated salaries as a basis for creating your own.

The Unified Towns maintain a stern belief that every citizen must contribute to the overall welfare of the settlement. Once a person reaches 16 years of age, they are expected to choose an occupation and begin not only benefiting the settlement as a whole, but earning their own Ration Notes to support themselves.

Families with children receive a 10% bonus to their monthly salary for each child under 16 years old. While a citizen is under the age of 16, he is expected to attend schooling for six hours a day, and to participate in

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chores as the individual household deems necessary. Free time is awarded at the parent's or guardian's discretion, and the parent or guardian is responsible for what the child does on his own. In other words, a child who steals would face punishment as deemed by the Judicial Tribunal (usually having to work chores for the victim for a specified amount of time), but his legal parent or guardian would face trial and punishment as though they committed the crime. It is the responsibility of anyone with children to assure that they know the firm difference between right and wrong.

Additionally, there is no retirement for old age. Although a citizen may change occupation at any time as long as there are openings in a given area, everyone is expected to contribute toward the community as long as they live within its borders.

Occupation Salary

Occupation	Monthly Salary	0% Bonus per Child
Armorsmith	150rn	15rn
Blacksmith	150rn	15rn
Clothier	150rn	15rn
Construction/ Upkeep	200rn	20rn
Farmer	200rn	20rn
Governor	800rn	80rn
Judge	500rn	50rn
Mechanic	150rn	15rn
Medical	300rn	30rn
Nanny	150rn	15rn
Parcel Delivery	300rn	30rn
Prosecutor	300rn	30rn
Reaper	300rn	30rn
Soldier	250rn	25rn
Teacher	150rn	15rn

Joining the Unified Towns

For groups who create their own survivor settlement and wish to become a member of the Unified Towns, joining requires a small application process. In game

terms, make a Persuasion roll with modifiers applied from the Unified Towns Application chart.

On a failure, the settlement is denied membership, though the citizens are offered an opportunity to abandon their town and join one or more of the established members. On a success, the settlement is granted membership, but only receives placement on the council in one of the two rotating seats. On a raise, the settlement is granted a new, permanent seat on the council.

Unified Towns Application

Situation	Modifier to Persuasion
Small size	-4
Each type of resource not possessed	-2
Each type of resource at the lowest quality	-1
Each Town Edge	+1
Dedicated Military	+2
Large size	+2
Gigantic size	+4

The Twelve Towns

Currently consisting of 12 member settlements, with Beacon serving as the capitol, the Unified Towns focus on creating a foundation from which society will one day flourish. Based loosely on the United States of America, they struggle against raider and Living Dead attacks, friction with non-member settlements, the Federal Commonwealth, and the United Protectorate.

Caught in the middle of the various wars and secret plots of the Rotter Lands, whether or not the Unified Towns will exist long enough to bring their dreams of a New America to fruition remains to be seen.

Beacon

The first settlement and capitol of the Unified Towns, Beacon is located in Colorado and is governed by Ollie Resnick. Hailing from a small town close to the remains of the Citizen Relocation Zone that was overrun by outlaws in the first months of the outbreak, Ollie insists that a vaccination for the infection was discovered within his hometown and was taken east



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to the CDC in Atlanta. Ollie's claims lead to many questions about what happened to the vaccination in the intervening four years, and some within the Rotter Lands believe he created the story only to enhance his own political power.

Whatever the truth, Ollie sits on the council as a permanent member, and holds a lot of power throughout the Unified Towns. Beacon, a settlement of over 300 people, boasts a major manufacturing industry and one of the strongest military forces. Raiders regularly attack the town, but thus far have been unable to penetrate its thick walls.

Size: Large
Population: 300
Trait Die: d8

Hindrances: Overbearing Military (Minor), Poor Location (Minor),

Edges: Dedicated Citizens, Fuel Reserves, Experienced Leadership

Resources:

- Constructed Defenses: Brick Wall
- Food Resources: Abundant
- Manufacturing Capabilities: Advanced Agriculture, Basic Blacksmithing, Advanced Sewing
- Mechanical Resources: Advanced Garage
- Medicinal Resources: Hospital
- Military Forces: Dedicated
- Shelter Quality: Fortified Houses, Multi-family
- Supply Reserves: Adequate

Brennmille

Brennmille is a Kansas town situated near the rail line, and is home to a couple of hundred citizens. Governed by Maxwell Brenn, a former machinist out of Mississippi, it was the third settlement to join the Unified Towns when Ollie Resnick first discovered its thriving blacksmithing operation. Surrounded by a thick wooden wall with guard towers every 30 feet, Brennmille boasts a modest military and a strong output of weapons and armor. A key settlement to providing armaments to the rest of the Unified Towns, it's a target of raider attacks, and has had to be reinforced with soldiers sent by the council.

Size: Large
Population: 200
Trait Die: d8

Hindrances: Low Combat Morale, Poor Location

Edges: Fuel Reserves

Resources:

- Constructed Defenses: Wooden Wall
- Food Resources: Adequate
- Manufacturing Capabilities: Advanced Blacksmithing
- Mechanical Resources: Basic Garage
- Medicinal Resources: Clinic
- Military Forces: Dedicated
- Shelter Quality: Fortified Houses, Multi-family
- Supply Reserves: Minimal

Camp Battlement

Originally founded by Robert Tuffney in Arizona, and now governed by his eldest son, Jason, Camp Battlement is a settlement of nearly 100 people. Built between Flagstaff and the Grand Canyon, it serves as a watchdog over the Living Dead dumped into the canyon— to make sure they don't eventually escape.

Surrounded by a wooden fence, the town was responsible for restoring the railroad in Arizona. Defended by a dedicated militia, rumor has it that Robert was promised a permanent seat on the council in exchange for joining the Unified Towns and bringing his rail line into the fold.

Regardless of the history, Camp Battlement joined the Unified Towns barely four months ago. Since Robert's death in a Living Dead attack, Jason has assumed command of the town despite the council not appointing him. He enjoys wide, popular support from the citizens, however, and has recently made overtures that he is unhappy with the council's control over the town.

Ollie and the others fear that Jason might attempt to break away from the Unified Towns. Although they publicly show signs of negotiating with him, secretly they are preparing council soldiers for an assault to take control of the settlement.

The Unified Towns



Size: Medium
Population: 100
Trait Die: d6

Hindrances: None

Edges: Dedicated Citizens, Improved Fuel Reserves, Railroad Control

Resources:

- Constructed Defenses: Wooden Wall
- Food Resources: Adequate
- Manufacturing Capabilities: None
- Mechanical Resources: Advanced Garage
- Medicinal Resources: Clinic
- Military Forces: Dedicated
- Shelter Quality: Basic Houses, Multi-family
- Supply Reserves: Minimal

Conjebro

Founded by Jose Conjebro in the year following the outbreak, Conjebro is a settlement of approximately

100 people in southern Colorado. Known for the abundant wild game in the area, Jose and his citizens have nearly cleared the Living Dead out of a 20-mile radius surrounding the town.

Thanks to the railway system the Unified Towns have continued to put back in place, Conjebro is able to ship butchered meat, as well as live animals, to other towns in the union.

Size: Medium
Population: 100
Trait Die: d8

Hindrances: Low Combat Morale

Edges: Dedicated Citizens

Resources:

- Constructed Defenses: None
- Food Resources: Abundant
- Manufacturing Capabilities: Advanced Butchering
- Mechanical Resources: None
- Medicinal Resources: Clinic
- Military Forces: Average

The Unified Towns

- Shelter Quality: Basic Houses, Multi-family
- Supply Reserves: Minimal

Copperfield

Located in Pinal County, Arizona, Copperfield takes its name for the significant mining operation it has established within the Ray copper mine. Using the rail line running from the Living Dead infested Tuscon and north to New Phoenix, they've established an agreement with Darq, the leader of New Phoenix, to use the railroad to ship the copper to various points throughout the Unified Towns.

Lead by Peter Henlein, a former foreman for the company that controlled the mine before the outbreak, Copperfield is a solid member of the Unified Towns and Peter enjoys a permanent seat on the Council. In addition to needing the railroad linked to New Phoenix, Peter also has his men keep a close eye on Darq and his settlement. The Council doesn't trust him, and the moment indications arise that Darq might be plotting to break away, Peter is prepared to send Council soldiers in to take the town by force.

Copperfield is a large settlement with a very loyal citizenship. Protected from the Living Dead and raiders by a variety of makeshift barriers, everyone in Copperfield works to pull their weight, and Peter is very adept at maintaining the town like a well-oiled machine.

Size: Large
Population: 200
Trait Die: d8

Hindrances: Poor Locale

Edges: Dedicated Citizens, Experienced Leadership, Railroad Control

Resources:

- Constructed Defenses: Makeshift Barriers
- Food Resources: Abundant
- Manufacturing Capabilities: Advanced Mining, Basic Blacksmith
- Mechanical Resources: Basic Garage
- Medicinal Resources: Clinic
- Military Forces: Average

- Shelter Quality: Fortified Houses, Multi-family
- Supply Reserves: Adequate

Eden

The second largest settlement in the Unified Towns, second only to New Phoenix, Eden occupies a unique position. Ruled by a Council of five leaders, they sit on the Unified Towns' Council by way of an ambassador. Surrounded by thick, steel walls, Eden is also the only settlement currently known to be able to manufacture vehicles, having taken over a former car manufacturing factory with plenty of supplies. People in Eden are extremely loyal, although the military force is overbearing and abuses its authority. It's a negative factor the people are more than willing to endure, as Eden is a far better option than roaming the Rotter Lands.

Eden is a permanent member of the Unified Towns Council, and is a power to contend with. Some in the Rotter Lands believe the town is more of a danger than the marauders, as rumors of covert operations being ordered against other settlements persist amongst the bounty hunters.

Size: Gigantic
Population: 500
Trait Die: d10

Hindrances: Overbearing Military (Major)

Edges: Electrical Power, Improved Dedicated Citizens, Improved Experienced Leadership, Improved Fuel Reserves, Ruling Council

Resources:

- Constructed Defenses: Chain link fence, makeshift walls, steel walls
- Food Resources: Adequate
- Manufacturing Capabilities: Advanced Vehicle Construction
- Mechanical Resources: Superior Garage
- Medicinal Resources: Hospital
- Military Forces: Dedicated
- Shelter Quality: Fortified Houses, Single-family
- Supply Reserves: Adequate

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Freeborn

Freeborn is a southern Wyoming town surrounded by chain link fences and guard towers, and is governed by Elisa Conroy, a former lawyer out of Boston. Named for the fact that the settlement boasts a large number of childbirths per year, the settlement was brought into the Unified Towns under a council vote to lend it military and resource support to care for the numerous children.

Known for clothing and agriculture output, it also hosts a wide variety of bounty hunters who often stop by to check on everything.

Size: Medium

Population: 100

Trait Die: d6

Hindrances: Low Combat Morale

Edges: None

Resources:

Constructed Defenses: None

Food Resources: Adequate

Manufacturing Capabilities: Basic
Agriculture, Basic Sewing

Mechanical Resources: None

Medicinal Resources: Clinic

Military Forces: Minimal

Shelter Quality: Basic Houses, Multi-family

Supply Reserves: Minimal

New Dodge

New Dodge is actually a section of Dodge City that has been walled off by makeshift barriers. Governed by James McClain, who claims to be a descendent of Virgil Earp and Nellie Jane, he was central in saving lives during the first month of the outbreak.

A well-known Reaper throughout the Rotter Lands, James gives the council no end of grief as he typically delegates the running of New Dodge to three Lieutenant Governors that he'd personally selected (and is the only settlement in the Unified Towns to have done so).

James has seen a lot, from new forms of Living Dead and Rotter armies, to the fortifications in Valhalla. He

considers it a personal responsibility to protect the cattle farms surrounding New Dodge, and refuses to allow the council to dictate how he cares for his people.

Size: Large

Population: 200

Trait Die: d8

Hindrances: Overbearing Military
(Minor), Poor Location

Edges: Dedicated Citizens, Experienced
Leadership, Railroad Control

Resources:

• Constructed Defenses: None

• Food Resources: Adequate

• Manufacturing Capabilities: Basic
Agriculture, Basic Butchering

• Mechanical Resources: Basic Garage

• Medicinal Resources: Clinic

• Military Forces: Average

• Shelter Quality: Basic Houses, Multi-family

• Supply Reserves: Minimal

New Hope

Located in Kansas, New Hope is led by Paul Owens, a lawyer out of New York that brought a group of survivors nearly all the way to the Citizen Relocation Zone.

With just over 100 residents, New Hope focuses on crops and horse breeding, and is one of the best places in the Rotter Lands to purchase a horse. The defenses around the town are minimal, and the Council has had to send troops in several times to prevent Hell's Fury from taking it over. Although a permanent member of the Unified Towns Council, Paul believes in what the Towns represents and has been a calming force against some other members wanting to take action to seize control of Camp Battlement and New Phoenix.

Size: Medium

Population: 100

Trait Die: d6

Hindrances: Poor Resource Management

Edges: None

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Resources:

- Constructed Defenses: Chain Link Fences
- Food Resources: Adequate
- Manufacturing Capabilities: Basic Agriculture, Advanced Horse Breeding
- Mechanical Resources: None
- Medicinal Resources: Clinic
- Military Forces: Average
- Shelter Quality: Basic Houses, Multi-family
- Supply Reserves: Minimal

New Phoenix

The largest town in the Unified Towns, New Phoenix is also one of its newest members. Run by a man who calls himself Darq, he rules with a firm fist in what some have called a “Benevolent Dictatorship,” though he has made it clear he will step down if the votes indicate such a desire from his people.

Everyone in New Phoenix over the age of 12 is required to carry a sidearm at all times, and all able bodied citizens are expected to defend the town when the alarms of an attack blare. Visitors are screened through a careful medical examination in a quarantine area before being allowed to enter the main town and gaining citizenship is a long process that involves community service and a general vote. In New Phoenix, everyone works, everyone pulls their weight, and in times of war— everyone fights.

Loosely allied with Camp Battlement, Darq is well aware that his methods do not sit well with the power-hungry United Towns Council. He patiently awaits the day they make a move to take control over his town. Between his own sizable force, control over the railroad to Camp Battlement, and his deep alliance with Jason Tuffney— the Council would be well advised to leave well enough alone.

Size: Gigantic
Population: 600
Trait Die: d10

Hindrances: None

Edges: Electrical Power, Improved Dedicated Citizens, Railroad Control

Resources:

- Constructed Defenses: Makeshift Wall (partially converted to brick)
- Food Resources: Abundant
- Manufacturing Capabilities: None
- Mechanical Resources: Superior Garage
- Medicinal Resources: Clinic
- Military Forces: Dedicated
- Shelter Quality: Fortified Houses, Single-family
- Supply Reserves: Abundant

Rail Town

Located in a portion of former North Platte, Nebraska, Rail Town was formed thanks to the ingenuity of Leonard Delrey. When the outbreak first happened and the national infrastructure crumbled within the first week, Leonard quickly recognized that once fuel and electrical power were depleted, the nation was going to have to return to its roots in order to survive. To that end, he took control over the rail yard and, over time, gathered enough survivors around him that they could clean out a large section of the town and erect fortifications.

Rail Town now serves as the hub of the Unified Towns railroad. Leonard Delrey is a no nonsense man that knows the council needs his town more than it needs to be a member. He is also pragmatist, and doesn't believe for an instant that Ollie and the council would hesitate to send in their troops to take the town if he openly thought about breaking away.

Leonard isn't sure the Unified Towns is the answer to the future of the once great nation, but for now he is willing to bide his time, watch the council closely, and be ready to defend his town on a moment's notice.

Size: Large
Population: 200
Trait Die: d8

Hindrances: None

Edges: Dedicated Citizens, Electrical Power, Fuel Reserves, Railroad Control

Resources:

- Constructed Defenses: Makeshift Barriers
- Food Resources: Adequate

The Unified Towns

- Manufacturing Capabilities: None
- Mechanical Resources: Basic Garage
- Medicinal Resources: Clinic
- Military Forces: Dedicated
- Shelter Quality: Fortified Houses, Multi-family
- Supply Reserves: Minimal

San Christobal

Founded by Father Desmond Traejo, San Christobal is a small town in northern New Mexico. Being a strongly religious community, a majority of its citizens believe the outbreak was just the first stage of the coming Rapture.

San Christobal is the newest member of the Unified Towns, having joined a little over a month ago. Although the council was determined to deny the settlement membership, fearing that such a strong religious outlook could have an adverse effect on the other towns, Ollie convinced them to approve the membership. Exactly why he did so, or what plans he might have for the town, is unknown except to those on the five permanent seats.

Size: Medium

Population: 100

Trait Die: d6

Hindrances: Poor Resource Management

Edges: Improved Dedicated Citizens

Resources:

- Constructed Defenses: None
- Food Resources: Adequate
- Manufacturing Capabilities: None
- Mechanical Resources: None
- Medicinal Resources: Clinic
- Military Forces: Minimal
- Shelter Quality: Basic Houses, Multi-family
- Supply Reserves: Poor

Unified Towns Railroad

Established in large part due to Ollie Resnick, Maxwell Brenn, and Leonard Delrey, the Unified Towns Railroad utilizes diesel engines to move goods between the settlements. Although outside settlements have also established a presence on parts of the old rail lines, and the trains have been regular targets of raider and Rotter attacks, the Unified Towns control the tracks from Arizona to Kansas, and back to Wyoming. Or rather, the council has laid claim to those lines. Numerous other settlements, raiders, and Rotters have violently disputed their claim, and conflict over the railways has been intensifying.

Unified Towns Parcel Service

Kevin Dunbar first established the parcel service as a means to reestablish the United States Postal Service following the country's collapse. Recruiting a dozen men, and obtaining a combination of horse and motor vehicle transportation, they plied the Rotter Lands and formed the first communications link between the numerous outlying settlements. After an attack by Hell's Fury that left the group decimated, Ollie Resnick and the council (then just three members) voted to bring them into the newly formed United Towns and offer them not only supplies to make their deliveries, but protection in the way of heavily armored vehicles.

In the eight months following the official formation of the United Towns Parcel Service, Kevin has grown disenchanted with what the United Towns has to offer. While he is thankful for the vehicles and weapons, as well as the hospitality his men receive in the member settlements, the council has forbidden delivery to towns not part of the political body. Such orders are counter to Kevin's goal of establishing a common link between all settlements, and lately he has begun looking for a way to secede from the United Towns without signing his own death warrant.

THE WORLD AT LARGE

The rise of the Living Dead didn't just bring about the fall of global powers and smaller countries; it completely changed the face of the entire planet. Walking corpses search for the flesh of the living, while intelligent Living Dead, strange horrors, and deadly factions of survivors battle for supremacy. Exactly how the various countries fell to the outbreak, and what has happened in the years since the Living Dead first appeared, is as complex as the various cultures.

Canada

The Beginning of the End

In many ways, Canada fared better than its more powerful neighbor to the south, in part due to a culture of self-reliance in the many rural areas of this vast nation, but even more so due to the weather, which is below freezing for much of the year. Fortunately, Canada was a day or two behind the US disease timeline. When the US crisis alerts went out, Canada followed suit immediately. It simply had more time to react.

The first thing Canada did was evacuate the national government from the urban areas, and relocate them in either Nova Scotia or Vancouver Island. There was an explicit policy of separating different segments of government so that if one area fell the government remained functional. The Governor General, representing the British crown, and the House of Commons were ferried to Nova Scotia, while the Prime Minister and Senate were relocated to Vancouver Island in British Columbia to the west. Members of the courts of varying levels were relocated with each group.

Perhaps unfortunately, in the chaos of those early days, it was easy for the heavily Conservative Party leadership to neglect to relocate a large number of minority party political leaders. It was a decision ostensibly authorized by the Queen through her representative, the Governor General, aimed at ensuring decisive leadership was possible during the upcoming dark days, but it was impossible to hide the fact that minority party members were not heavily represented in either Nova Scotia or Vancouver Island.

Along with the evacuation of important political and military figures, almost all of Canada's armed forces in the provinces were relocated to the two bastions

of government at Vancouver Island and Nova Scotia, leaving much of the rest of the country to fend for themselves. Not everything could be saved and it was recognized early on that leaving the military in place would simply result in the loss of men and material that could not be replaced, and might well be needed in the future for the survival of Canada.

The Civilian Response

Throughout the south of Canada, in the heavily-populated urban areas, there was initially a coordinated effort to maintain order by local authorities and municipal/provincial government figures. Unfortunately, as food became increasingly scarce, cohesion began to fall apart. Combined with hordes of both Living Dead and refugees from the US, order broke down.

There was also massive rioting against national government facilities due to a strong feeling of being abandoned, sentiments stirred up greatly by the minority government officials who had been left behind during the great relocations to Nova Scotia and Vancouver Island. National authority completely broke down in most of these southern communities, where the large majority of Canada's population lived.

Loyalty to the crown remained high in the less urban regions of Canada, but this was largely a philosophical issue. In practice, very few areas received direct aid from the national government, which was already besieged and had problems simply maintaining any sort of military and political continuity. These civilians had to rely on themselves.

Intrusion from the South

Troops stationed at Vancouver Island successfully kept hordes of refugees and swarms of Living Dead from getting a foothold on the island. That defensive effort was challenged, however, when a large group of Living Dead moved into the area from Seattle to the south. They worked together, using what appeared to be coordinated tactics, and overwhelmed what remained of humanity in the city of Vancouver, B.C. They might have become a permanent threat to the region, but coordinated strikes from the air force base at Comox, Vancouver Island were able to demolish most of the group, along with the concentrated mass of humanity and freshly risen Living Dead that were actively trying to cross to Vancouver Island. It secured

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Canadian humanity's western flank in the short term, but the survivor government in Quebec seized on the incident as both a pretext for secession, and a justification of war against the largely English-descent survivors in neighboring Terra Nova.

Meanwhile, in Nova Scotia, the combined military elements stationed there were successful in holding off the massive hordes of Living Dead that came up from the wastelands that stretched from Maine to New York and beyond. They were aided by constant bombing of the hordes from the USAF, under orders from what then remained of the US Federal government.

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Alberta

Alberta was a highly populated province, but 75% of the people lived in a thin corridor between Calgary in the south and the capital, Edmonton, in the north. It

remains loyal to the Crown and national government, at least in the surviving north.

Edmonton

The city of Edmonton remains largely intact physically, though it shows many scars from battle with the Living Dead during the first summer of the outbreak. During this Dying Time, some 75% of the population died either from starvation, disease, injury or the Living Dead. However, the 150,000 people who remain four years later are a hardy, independent people proud of their loyalty to the Crown. It is the largest city in the north of Canada and as such has become the primary survivor trading hub of the entire western region.

In addition to vast wilderness areas that sustain the populace through farming, hunting and trade, Edmonton was Canada's main hub of gas and oil industries before the fall and remains so today, while traders for many goods can be found as far east as Quebec and as far south as the Unified Towns area



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of the US. Edmonton also has major military support from Vancouver Island with a permanent military base housed in the University of Alberta. The university itself remains in limited operation as well.

British Columbia

Other than Vancouver Island, southern British Columbia is a wasteland that belongs to rogue gangs and the Living Dead. The areas to the north are home of independent-minded wild men who spend their winters hunting and killing frozen Living Dead during the winter months, and have a passionate hatred for the government in Vancouver Island.

Vancouver Island

A large island that stands as the last strong bastion of organized government in the west, Vancouver Island is the staging point for most of Canada's western military. It is home to Canada's Pacific fleet, army bases, and air force bases maintaining constant vigilance to prevent the Living Dead from gaining a foothold. The populace that it supports are either clustered around the now-fortified military bases, or scattered in small homestead-type communities meant to prevent high population density in any one area.

From here the government of the west works to clear the Living Dead areas and re-establish organized humanity on the mainland through colonization, although this has met with limited success due to the many bandit gangs and wild men who still occupy the area.

Nova Scotia, Prince Edward Island and Newfoundland

These areas are solidly under the control of the eastern Canadian government. Nova Scotia, home to the Atlantic fleet and numerous other military facilities, was able to remain secure during the Dying Time, although an outbreak in Halifax County saw the death of nearly half the civilian population of Nova Scotia.

Today, Nova Scotia remains one of the strongest bastions of humanity in the world, but these three islands are not without their own problems.

For one, energy resources are not common and each year, at great risk, they raid and loot both Quebec and the eastern seaboard for oil, coal and other resources. They also trade inland for items they need, exchanging fish and military action in a mercenary-like capacity that has won them few friends.

For another, the survivors of Quebec in the north fight a running guerilla war with their counterparts in Labrador. Due to cultural and economic ties with

Labrador, the government in Nova Scotia expends a lot of resources and effort aiding the outnumbered Labradorians in their fight for survival against Quebec.

And finally, Nova Scotia sends regular hunter/killer parties out to hunt frozen Living Dead during the winter months to slowly clear out the mainland, both in Canada and the US. These groups often come into conflict with survivor groups who have no wish to have their supplies requisitioned by a government that can do little to help them in their day-to-day fight for survival.

Ontario

Ontario is a province in turmoil. To the south, of course, the dead rule supreme as the winters are short and mild compared to other regions. In the north, however, the climate is cold and snow stands for at least half the year. While the Living Dead in the north are a problem dealt with through typical winter hunts, Quebec and First Nations peoples pose a much greater threat. The people of Ontario and Quebec raid each other incessantly, while those of native ancestry strive to carve out their own lands and defend them from all outsiders. Particularly around the shores of the Hudson Bay, life tends to be nasty, brutish and short for members of all three groups.

Quebec

While southern Quebec suffered the same fate as almost all other densely populated temperate areas, central and northern Quebec survived remarkably intact and unified culturally and politically under French Canadian control. A systematic purge of minority, English and Protestant survivor groups, combined with a policy of rapprochement with First Nations people in the province, have led to what can be called a nascent nation of its own with a unified culture, religion, political system and government.

Though Quebec lacked major military installations, the majority of French Canadians who survived the Dying Times found their way to the province, often bringing their gear with them, including several fighter planes, helicopters and tanks or other military vehicles. While they cannot hope to compete with the national government forces in Nova Scotia, those forces are spread thin and are largely unable to intervene in the irregular warfare occurring throughout Ontario, Labrador and Quebec.

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Canadian Rangers

The Canadian Rangers (also called Arctic Rangers) operate all over northern Canada with old Lee Enfield Mk 4 rifles, shortwave radios and whatever gear they can muster. These largely self-sufficient forces operate as semi-independent scouts in sparsely populated areas. They are mostly First Nations members. Large numbers of the Rangers returned to their homes and now operate to protect their home regions from bandit activity, but a surprisingly large number also continue to perform their primary pre-Fall mission of delivering intelligence to the Canadian Forces military. However, some (particularly in Quebec) have simply switched allegiance.

Mexico

At the start of The Fall, Mexico was a strong nation, despite issues of economic and social inequality. It boasted the 11th largest economy in the world and a population of 120 million. The Mexico City metropolitan area alone contained 20 million people. Most of the nation's people were contained in over 50 metropolitan areas that were clustered along the Mexico/Texas border, the gulf coast flatlands in the south, and a band that crossed the center of Mexico east to west, from coast to coast, that included Mexico City itself.

Mexico also suffered from infighting between criminal cartels related to the drug trade. It is unknown how many people died each year from such underground warfare, but estimates go as high as 12,000 people annually. After The Fall, all these victims of gang violence turned into ravening zombies.

When the Dying Time began, few in Mexico realized what was going on until it was already too late. With most of Mexico's population concentrated in highly urban areas, the spread of the disease was sudden and decisive. The first outbreaks were in Tijuana and Mexico City, but the Gulf resort towns and Texas/Mexico border areas were not far behind.

Compounding the problem, the cartels began smuggling infected Americans into Mexico, particularly in Tijuana, Cancun and Chihuahua. Not realizing the danger, the infection rate skyrocketed as "crazy Americans" began to turn. Soon both the army and the cartels were simply killing Americans on site or after smuggling them into Mexico, but it wasn't understood how to properly dispose of them, and many of these Americans simply rose that much quicker, left behind

in the desert. These undead followed the roads, spreading death as they went.

As order began to fall apart, military units - as well as the cartels - began claiming territory and the violence expanded in a death-spasm for the Mexican nation. Tens of thousands died in days from this infighting, and they too began to rise.

Once a critical mass of undead was reached in Mexico City, the end was at hand. So many people, with so few ways out of the valley, resulted in an orgy of death. Soldiers killed soldiers. Cartels killed civilians. And the undead became a tidal wave that washed away mankind.

Mexico City Valley

When the dead began to rise, Mexico City and the surrounding cities comprised a continuous urban area of some 20 million residents, with as many as 600,000 Americans. At first, many of these expatriated Americans used their connections to smuggle in relatives trying to escape the chaos going on in the US, with disastrous results. What followed was a slaughter of Americans in the area, by the cartels as well as the military and civilians. It was first thought that the rising dead were a uniquely American phenomenon.

Unfortunately, the half a million Americans who were slain rose again, and this time, they didn't go down so easily. Before long, over a million undead were swarming the streets, and order completely broke down. The many cartels that had operations in the valley retreated to their compounds, as did many of the police and military units, in an attempt to fortify and hold out. While the streets ran red with blood, these compounds held out and watched in mute horror as the world ended around them.

Millions of undead roamed the valley, consuming all before them. Within days, groups of undead began moving in an orderly fashion, going from house to house, overwhelming the various groups holding out in their compounds. None could withstand such an onslaught, and the end came for all with clawing hands and gnashing teeth.

Today, nothing is known of the valley - none who enter ever return. Rumors abound that some intelligent evil controls the 20 million undead thought to be present, operating patrols and raiding outside of the valley, but these are only rumors.

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Tijuana/Baja

Situated on the US/Mexico border, Tijuana alone boasted almost two million people, with five million people in the Tijuana/San Diego urban area. Early on it was a center of smuggling Americans across the closed border into Mexico as they attempted to escape both the martial law and the chaos that reigned in the US. Many of these turned, and at first the problem was contained by the local police, military and Cartel warriors. They had many cross connections and worked together to combat the rising tide.

Unfortunately, once the outbreak overwhelmed San Diego, the mass of undead naturally migrated south in pursuit of their prey and the border was overwhelmed. Tijuana itself is a graveyard, ruled by shambling mobs of undead.

Realizing the severity of the situation, the same forces that sought to contain the situation were able to pull out in a fairly orderly fashion, leaving Tijuana to its fate. They retreated first to the many islands off the coast of Baja, including the Coronado, Todos Santos and Cedros Islands. Of these, only Cedros contained permanent human settlements. The majority of these forces, however, moved south across the low mountains into southern Baja, maintaining a garrison at Santa Rosalia, a small town that was still home to several thousand survivors. They fought a running battle through the starving and undead alike in La Paz, and came to rest in Cabo San Lucas, where they quickly took over the many gated communities and established their own government, New Baja.

Santa Rosalia

The northernmost major holding of New Baja forces, the roads north and south of it have been cut off and are guarded day and night against both refugees and undead shambling south from Tijuana. Many small boats from the marina are brought up from Cabo San Lucas to guard the sea side against all who would come by boat. There remain some 4,000 civilians from the original population of 12,000. New Baja maintains about 200 soldiers here, and can call upon about 400 civilian militia that have been given basic training and whatever weapons can be scrounged up for them.

Santa Rosalia has active mining operations with functioning mining infrastructure such as foundries and locomotives repurposed to provide power. It is a primary source of raw materials and finished goods for New Baja.

La Paz

La Paz was home to almost a quarter million people prior to the Dying Times. Due to its central location and desert climate, mass starvation ensued when food stopped being shipped in and the undead annihilated the survivors. When the forces fleeing Tijuana passed through La Paz, they demolished the road south of the city to slow or stop the horde of undead and dying that remained in La Paz, and maintained solid garrisons at key passes and bridges well south of the city. A small survivor group remains here, living on the peninsula opposite the city, which formed the northern part of the bay upon which La Paz was built. They are friendly with New Baja but have little to offer the new government, and so are mostly left alone to survive as best they can.

Cabo San Lucas

Some 32,000 people still live in Cabo San Lucas, including many who were rich or famous before The Fall. It is the capitol of New Baja, and is under the iron rule of their troops. Walled and gated compounds litter the area, often vacant, many of which have been seized by the leadership of New Baja, which is a mix of Cartel warriors, military and police officers. Formerly enemies, all now work together to survive and rebuild.

The military leadership is nominally in charge of overall operations. The police, now expanded with local recruits, form a militia-like force of defenders and civil agents. The Cartel no longer enjoys power from drug money as it once did, but cartel members remain loyal to their bosses, and have infiltrated all levels of military, police and civic leadership. They remain ruthless, but understand the need to cooperate in order to survive. It is a delicate balance and an unstable situation.

Cedros Island

With about 1,000 residents remaining, this island has fared remarkably well. It has long been a hub of fishing and shellfish gathering, which it continues to be to this day. A small contingent of New Baja troops remains here to ensure the continued loyalty of its people, but they largely stay out of the day to day routine of those who live here.

Guaymas

While the majority of the city's residents fell to the undead fairly early in the Dying Time, it is close enough to the Sierra Madres range of mountains that many were able to flee and survive. The mountains have increased rainfall and plenty of flora and fauna

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to support a small population, and the lack of roads made it very difficult for the undead to migrate through the area in any large groups.

These survivors were taken in by the locals, who lived in small villages and homesteads that could each support a few more people. Many intermarried, creating strong family ties. And so, when the survivors formed the Guaymas Association, a high priority for the new confederation of villages was to reclaim the port facilities and resources of the city proper. They began a systematic program of eliminating the undead in the city itself, which has been successful enough that a few brave souls returned to Guaymas permanently. They now loot the graveyard that was Guaymas for useful items and trade these with family members and other Association people in exchange for food or services such as clearing rubble. Slowly, the city may return to human control.

Not too far to the north however is a large horde of undead and, if it moves south, Guaymas will once again be part of the World of the Dead.

Juarez

The city of Juarez in the State of Chihuahua lies on the Rio Grande River, connected to the US by four bridges. Hordes of undead from the US crossed those bridges and, combined with the huge number of those rising due to ongoing inter-cartel warfare, consumed the city in just a couple of days. Today a number of small survivor compounds remain, fighting the undead and each other for control of dwindling resources.

Catedral de Ciudad Juarez is an example of one such survivor community. Several dozen survivors include half dozen Catholic priests and over a dozen fighters from the former Juarez Cartel. The priests have convinced the other survivors to follow the cartel's every command, and in turn the cartel leader here makes a show of consulting with the priests on matters of strategy and policy. This community survives by foraging around the city and trading with fishers who have come to swap food for finished goods like clothing and shoes. They have cleared out many of the undead in the immediate area and blown the bridges into the US, preventing even more undead from crossing. Even with this effort they are only somewhat safe when they are inside the cathedral. Outside its walls, the undead still roam and other survivor groups are not friendly with them, or with each other.

At the other end of the spectrum is the community at the state-of-the-art stadium, Estadio Olimpico Benito Juarez. Calling themselves Knights of Juarez, a group

of army soldiers and friendly Cartel warriors took over and barricaded the stadium early in the Dying Times. They seized all the survivors they could find, and currently have just over 300 civilians with them. The civilians are divided up among the various Knights according to their rank, and are used and abused for labor, amusement, farming the stadium field and personal gratification. It is a hellish existence. While they would like to be free of the Knights, the only attempt to rise up led to the death of over a dozen men, women and children, and another dozen were tortured to death publicly as an example to any who might have similar thoughts. The Knights regularly foray out into Juarez to kill undead, forage, and gather survivors they find.

The remainder of the State of Chihuahua (particularly Chihuahua City) is a dangerous Dead Zone, nearly impossible to travel in even by large parties.

Guadalajara

The Pearl of the West, Guadalajara was a thriving metropolis of 1.5 million people. It was well situated to block shambling hordes of undead from outlying cities by occupying passes and putting up barricades on the major roads, and an aggressive virtual army of both volunteers and soldiers kept order during the Dying Times. Armed parties were sent to many outlying towns to requisition supplies, leaving those towns and cities to die of starvation. Meanwhile, the newly-minted "General" in control of Guadalajara exiled those who could not contribute to their survival – the old, the infirm, criminals, and anyone who opposed his draconian survival measures. Because of his actions, some 200,000 people survived the undead and starvation of the Dying Times and he began sending scouting parties as far away as Mexico City and Monterrey, and traded extensively with New Baja.

A year ago, they fought off a mob of tens of thousands of undead moving up from the south, using the pass along Highway 15 between Lake Chapala and Lake Sayula to funnel them into a kill zone. He was hailed by his citizens as a hero, and a popular vote confirmed him as President of Mexico, symbolic and unconstitutional though the title may have been.

In recent weeks, however, scouts have reported another larger horde of undead moving in an orderly fashion up from Mexico City, this time travelling north from the city. It is feared that, if they turn west towards Guadalajara, the open terrain of that approach will make a second defense of the city impossible.

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Tampico

A moderate metropolitan area with under one million people before The Fall, Tampico initially fared very well. It has access to abundant fresh water, rain is plentiful, and its location on the Gulf of Mexico provided food for a large percent of the population under emergency measures designed to feed as many as possible. However, the outlying areas fell to themselves, and survivor groups quickly took to raiding the relatively abundant supplies of Tampico. Then, a small horde of shambling undead descended upon the area from the north, and the entire area was nearly overrun. The defenders sacrificed themselves in large numbers to stop the horde, and were finally able to do so. Some 50,000 people remain in Tampico four years after The Fall.

To the south, access to Tampico is found via easily controlled passes and narrow passages between bodies of water and these have been reinforced and are strongly defended. To the north, they decided they could not survive another horde, and much of the outlying metropolitan area has been demolished over the last four years, with the rubble being used to build a massive wall of debris stretching from Miramar City just to the north of Tampico, east to the Gulf, and the many lakes of the area being used to good effect as natural barriers.

Tampico today functions as a collective, with each person working for the community one day a week on the wall or other needed projects, and resources distributed equally. Outsiders are welcome to trade, but refugees are repelled by force if necessary.

Monterrey

A huge city of over five million in the metro area, Monterrey lies near the US/Mexico border in northeast Mexico. As a major metropolitan area with a well-established travel infrastructure, the region stood little chance. The mortality rate of over 99% left only about 25,000 people alive, spread out in small defensible enclaves or dispersed into the vast Cumbres de Monterrey national park adjacent to the city. The park has plentiful water, but food is scarce and the survivors are barely able to eke out a living. Starvation remains common. Most of those who do survive are feral, and as much a danger to other survivors as the numerous zombies that wander the entire region.

Four groups of survivors have gotten somewhat organized however, with three groups in the park and one in the city. They survive by foraging, hunting,

and preying upon other less organized survivors. Cannibalism is common.

The *City Founders* group is a militia-based “paramilitary”-style survivor group occupying a fortified area in south Monterrey. They have a war band hierarchy based on fighting skill and providing the best goods for their followers. The leader of this group is thought to be a former Special Forces soldier who arrived from northern Mexico somewhere with a large supply of guns and ammunition. His underlings make up the majority of the next level of leadership, ensuring his continued rule as long as he leads them well.

The three groups that are found in the Cumbres de Monterrey took a page from the natives of the area and have created new “tribes”, raiding each other occasionally but mostly taking what they need from smaller survivor groups in the park, as well as forays into Monterrey city.

Acapulco

With its lack of resources, focus on tourism, and large population Acapulco quickly fell into anarchy when the undead began to pop up. Heavily urbanized with mountains behind and sea to the front, there was nowhere for refugees to flee to. Today nearly one million zombies roam the streets aimlessly.

There are a few survivors – a military unit relocated to the old Fort of San Diego, an easily defended fortress on the sea. From here they venture out into the city for salvage and food, but supplies are becoming harder to find. They welcome survivors who find their way to the fort, but there is little to offer and space is cramped.

Outside of the city proper, a large scattering of survivor groups remain. Many of the areas around Acapulco are free of large urban development, and offer easy access to the excellent fishing off the coast and the supplies that still remain in the Dead Zone of Acapulco City. Many of these groups communicate via short-wave radio, and coordinate attacks on small groups of stray undead to keep the areas outside of Acapulco safer than many other regions.

Michoacan

While the capital city of Morelia is now home only to half a million undead, the region was once populated with dozens of towns of 1,000 or so people focused on agriculture, and was blessed with both mountainous terrain that deterred undead migration, as well as

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plentiful fresh water. The region has both Mexico City to the east and Acapulco to the south, some 150-200 miles away.

The many small surviving communities in the region have walled their towns, and continue to subsist by farming and hunting small mammals and birds. Guns are not as common as with other survivor groups, but they have become very adept at fighting the undead with crossbows and long spears.

A very large fraction of these survivors are of Tarascan (Purepecha) descent, and though these groups form their own distinct communities, they continue to trade and fight alongside their fellow Mexican survivors.

Cancun

When The Fall came, Cancun was hit as hard as any other metropolitan area, and harder than most due to the large numbers of infected who came to the area trying to flee the chaos of their homes. This was especially true with Americans, many of whom paid to be smuggled out of the US when the borders closed.

Large pockets of survivors remained, having holed up in high rises or off shore on boats, and in answer to their prayers the mass of undead seemed to shamble off together once the easy prey was devoured. Why they headed en masse towards Belize to the south no one can say, but the survivors here counted their blessings.

In the meantime, the island of Cozumel was a popular destination for those with boats who wished to escape the hordes, and they brought infection with them. The main town of San Miguel de Cozumel fell in only two days, though about half the population escaped, scattering in all directions. The 40,000 undead who remained quickly wandered the island, devouring the dozen small villages that dotted the rest of the island. It is now a Dead Zone, unlike Cancun itself. The same pattern occurred on Isla Mujeres, now home to about 8,000 undead.

Once the undead were gone from Cancun the survivors came out, including Cartel members and an undeniably corrupt police force, or at least those who did not flee or die during The Fall. With no government to report to, they set about organizing the survivors and assigning tasks, while they themselves became the armed forces of Cancun. The local head of the Cartel has assumed the role of "Mayor of Cancun" with dictatorial powers "for the duration of the crisis."

Much to the surprise of the many survivors, however, they did not engage in the antisocial behavior seen in many other pockets of humanity. Instead, they seemed to focus on establishing a functioning society. The new Mayor understood that they would have to work together to survive for very long and without the drug trade to fight over, there seemed little reason not to.

This was fortuitous because not long after they got back on their feet a new problem came – pirates. Hundreds of people had fled on boats from Cancun, the nearby islands, and even as far away as Cuba. They were hungry and desperate, but Cancun did not allow new outsiders to join their ranks. A small scale war of raiding parties and skirmishes at sea rages even now, though it appears that Cancun is slowly securing the area. Rumors abound, however, of a large pirate force gathering in Cuba that may pose a grave threat in the months and years to come.

Germany

The early days of the initial outbreak were especially rough for European countries with high population densities. Germany was no exception and quickly succumbed to the rapid rise and insatiable hunger of the undead. Due to the relatively small number of personal firearms in homes and businesses all across Germany, much of the fighting against the hordes of flesh eaters was hand-to-hand, which took a heavy toll on the survivors and led to a smaller number of survivors.

Five years later, Germany is a wasteland similar to the rest of Europe. Major cities are abandoned and older installations, more secret and secure, are the only likely places to find groups of survivors. Rumors coming out of Germany speak of a warlord whose troops repel the zombies with "fire, lightning, and the powers of gods." While unsubstantiated, and mostly the ramblings of those who are about to succumb to the undead infection, several expeditions into Munich and Berlin by neighboring countries and regional powers have yielded strange reports.

Many sections of Berlin now look as if they have been bombed out by sizeable and powerful local explosive devices. Demolitions experts who have reviewed the data all conclude that they know of no modern explosive that could damage buildings, burn clothing and organic material from corpses, and yet leave skeletons whole and identifiable. These findings, along with others from major cities in the

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area, all mysterious and just as baffling, indicate a major presence of anti-undead fighting in areas that had been previously thought devoid of any kind of organized human resistance.

A recent expedition into Norway by the British group known as The Flying Cockerels may help shed some light on the strange findings in Germany. According to the leader of the Cockerels, they isolated and successfully discovered the location of an old World War II era Nazi scientific research station. Its location in Norway was enough cause to investigate, but the records found in the mostly intact installation were disturbing and enlightening.

Within the installation, the Cockerels found what appeared to be human remains, victims of experimentation. But the written and recorded records of the experiments were more frightening than the remains themselves. The records indicated that the test subjects were “still functioning but not living” human corpses of an unknown origin. There are references to the Japanese invasion of China during the 1930’s, but nothing that clearly connects the invasion with the experiments. Also in the facility was a weapon testing range, but the weapons were clearly not firearms or anything resembling conventional weapons. The walls of the ranges were scorched, pitted in a fashion not consistent with gunfire, and what data could be found on the weapons indicated that they had been packed up and shipped back to Germany after testing was complete.

The strange discovery made by The Flying Cockerels made little sense until they learned of the reports coming out of Germany, several months later. The reports from Germany, when paired with the findings in Norway, have lead many coalition and group leaders to believe that someone has found a cache, or several caches, of experimental Nazi anti-zombie weaponry. These hidden gems appear to be making a significant dent in the undead population of the region. The quest to confirm the existence of such weapons and technology is already underway, and several organizations, from large to small in both size and coordination, are currently planning or have already launched operations into Germany.

This has already turned parts of the German border into pseudo-military checkpoints and ad-hoc operations bases. Reminiscent of World War II conditions, these checkpoints, while secure for the most part, are attracting a lot of attention from groups of undead and survivors alike. Unfortunately, many checkpoints treat survivors with as much distrust and prejudice

as they do the undead. Those who seek help from the checkpoint bases are most often arrested and interrogated for information. The interrogations do not tend to end well for those questioned, but no one has yet to escape such a situation and spread the word to stay away from the checkpoints.

The interior areas of Germany can be more dangerous than the border checkpoints. With the expeditions from various factions beginning to probe the major cities for clues, the undead are being drawn from the outlying areas back into the cities. Hot fire zones and block-to-block fighting, similar to the first few months of the invasion, are becoming more frequent. This presents a unique opportunity for survivors to stick to the rural areas and hopefully meet less undead resistance than they would encounter in the cities. The mountain regions of northern Germany may be safer, but they are also one of the most likely locations for hidden bases. Several castles in the mountain and hill regions are prime possibilities for undiscovered Nazi weapons installations.

But not every group going into Germany is out for glory and gain. A small handful of loosely affiliated groups, among them The Flying Cockerels, have outlined and enacted a plan to use the influx of warlords and small armies as a means of identifying and rescuing what survivors are still trapped in the region. Operating out of air bases in Berlin, Munich, and Hamburg, these organizations are concentrating their efforts on aerial reconnaissance and search & rescue missions. Their supplies are severely limited, however, and even now they are in danger of being attacked and swallowed up by warlords who see the opportunity to add a small air force to their rosters.

While the intentions of the rescue organizations are noble, they may find themselves soon locked into the conflict. Many of the pilots and rescuers are ex-military and will fight to protect their gear and their comrades. A warlord or ambitious unit leader would be well cautioned to stay away from the rescue teams unless they want a firefight. This will not stop all attempts to gain air superiority, but the “Rescue Coalition”, as it has been dubbed, still maintains a secure hold on the air bases with enough supplies to continue operations for the near future at least.

For now, the hot bed that is Germany will only continue to become more volatile. So little is known about the goals of the individuals who control the experimental weapons that everyone in Germany should consider themselves in danger of joining the undead in their

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crosshairs. Until more information is available, Germany will continue to attract those who wish to get a leg up in the war for survival.

Russia

Snow ghouls. Only Russia could produce such an abomination. This single variation of the standard undead is not understood, proving to be both terrifying and confusing all at once. The past five years have left little time for scientific study but, if it had, the undead sub-species dubbed the “Snow Zombie” would certainly be at the top of the list for inquiry. So little is still known about the source and origin of the undead that many believe a supernatural power is behind the event. By the strictest definition of “supernatural”, this is proving to be true.

At first the cold and bitter snows of Russia were thought to be an asset in the war against the undead. With no way to keep warm, it was believed that the undead would simply cease moving should they become too cold. This was the case at first, but not in the way that anybody hoped. The undead may be not alive, but that does not mean they have ceased adapting to their conditions and environment.

The dead of the Russian winter fell, complete with blinding blizzards that obscured sight. Survivors could not tell friend from foe, but traveling in the cold seemed to be a good option. The undead were less active in the cold and the snow, but all was not well for the survivors seeking to flee from the Russian undead.

Eyewitness accounts were confused and incomplete at first until an amateur reporter turned outbreak chronicler finally caught the horrific undead adaptation now known as Snow Zombies on video. This new type of undead showed an uncanny ability to reason out a hunting strategy unique to blizzard and snowy environments. Similar to the trap door spider, Snow Zombies lie in wait, letting blizzards cover them up. In the snow drifts, the undead patiently waits until a survivor passes by, unable to see the danger in the blinding snow. When the trap is sprung, the Snow Zombie has to exert little energy to trip, drag, or otherwise subdue their prey, and often all that others hear is a muffled scream in the blackness of the blizzard.

The undead of Russia have adapted.

While the threat of the Snow Zombies, and the realization that the undead can reason and adapt, becomes pressingly real, there is little that most

survivors or groups can do but battle them and run when overwhelmed.

In contrast to the rest of Europe and Asia, Russian survivor groups are concentrated in heavily defended areas of their major cities, including Moscow and St. Petersburg. Perhaps due to the unique construction of these cities, or maybe the famous Russian tenacity and stubbornness, the Russians have held on to their cities regardless of the overwhelming numbers of undead which are drawn to the major metropolises. Despite the apparent disadvantages of staying in their cities, such as the lack of food supply and easy escape routes in the case of emergency, Russian survivors seem content to let the cold be their ally as much as their foe.

Information coming out of Russia is usually reliable due to several survivor groups securing television and radio broadcasting capabilities, one of the advantages of remaining in the city. Over the past few years, the populations of these new city-states have rapidly grown as survivors are able to receive up to date information about where to meet up and join convoys or supply chains. Due to this high level of communication and coordination, there is chatter over the airwaves of a coming united offensive.

The leaders of many of the groups concentrated in the cities and military installations see an opportunity to push back the tide, and plans are currently underway to gather enough manpower and weapons for a concentrated and sustained campaign. The coalition of leaders has not yet chosen an overall commander for the operation, and this is likely the biggest delay for the offensive. As many as three or four of the survivor leaders are former members of the Russian military, with at least one claiming to have been part of the High Command. Whether or not the combined offensive takes place, and whether or not it is successful, is dependent on the choice of the allied commander.

Survivor groups in several other nations are watching the Russians to see if their offensive is successful. Few hold more than a slim hope that the undead can be engaged in battle and defeated. The nature of the undead epidemic is that it cannot be defeated, according to some skeptics, and the Russians may very well be running into their doom should they open up their gates and set the country ablaze.

Ignoring the skeptics, the Russian survivors are well aware that the upcoming winter will likely see a rise in the ranks of the Snow Zombies once more, and that threat cannot be allowed to grow. The Snow Zombies have moved into the cities as of last winter, and nobody

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knows if they merely sleep within the very cities in which the Russians plan the offensive, waiting for the snow to come again. One survivor group, known as the Snowbourne, claim to have developed tactics that can specifically counter the Snow Zombies. They are presently training volunteer soldiers from other groups in the coalition in these tactics.

Outside of Russia, many are unsure of what to make of the Snow Zombies. None have yet been sighted in other areas of the world, and several leaders have denounced the existence of the new undead species, demanding proof that zombies are capable of adapting and strategizing as the Snow Zombies are supposed to have done. The Russian leaders are beginning to see their war against the undead, and in particular the Snow Zombies, as their fight and theirs alone. This could be used to the advantage of the coalition leaders, who might use the idea of a united Russian offensive to inspire the long-forgotten national pride in their country.

As it stands, Russia is on the precipice of proving whether or not it is possible for humanity to fight back against the undead. While other considerations and happenings draw attention to different hot spots across the world, the Russian beacon of hope might yet burn, if only for a moment, and remind humanity that it is not finished just yet.

Australia

Australia's unique situation from the beginning had been one of survival and containment. In the first days of The Fall, all planes and boats capable of getting off the island continent did so. A few have arrived over the years, but always with disastrous results. People trapped on the continent are eager to leave, and anyone foolish enough to land on Australia quickly learns that they will soon lose their transportation and often their lives.

Due to its isolation, the problem of the undead in Australia has been dealt with in a disturbingly revolutionary manner: Unless they approach the living, the undead are largely ignored. It appears that the undead may have learned this to some extent, as attacks upon the living have become less frequent over the past few years. This could also be due to a greatly reduced undead population, a result of the Six Warlords' somewhat united effort to scour their territories. No one really knows how many undead stalk the wilderness and desolate reaches of the continent's interior, and nobody yet has volunteered to venture forth and attempt a head count.

Australia has been divided into six major territories, corresponding roughly to the northwestern, northern, northeastern, southwestern, southern, and southwestern parts of the continent. Mainly limited to the coastal regions of the continent, the territories officially stretch deep into the center of Australia. In practice, few of the borders are enforced outside of sight of the ocean. The six Warlords of Australia are all vastly different individuals, and their territories and armies reflect their goals, personalities, and overall outlook on the undead threat.

Controlling the northeastern region, Warlord Geoffrey Whalsborne is a leader who is feared as much as respected. A former Australian Intelligence operative, Whalsborne was able to assemble a team of mercenaries and former military personnel early, solidifying his power base and making it possible to amass arms and supplies. Collecting what is probably the best gathered intelligence on the state of the continent, as well as the rest of the world, Whalsborne's Territory is a haven for those who prefer the violent approach to survival. Whalsborne's Lament, an elite bodyguard and strike team, are the Warlord's main fighting force, and their sorties into other territories for supplies and information have made their neighbors build border defenses against Whalsborne's territory as much as against the undead. Unpredictable and violent, Whalsborne's ultimate goals appear to be simply slaughtering as many undead as possible.

The northern region of Australia is under the control of one of Australia's two female Warlords. Natasha Karin is a ruthless sort of woman with little to no concern for those whom she does not consider to be a part of her "pack". This has led to most of the other Warlords staying away from the northern region of the continent and warning others to do the same. Natasha runs a very tribe-like group, complete with initiation rituals, trials, and even ritualistic combat for mating and property rights. While this type of system appeals to some, others have not been as eager to stay, but Natasha allows nobody to leave once they have seen the interior of her territory. Securing a safe exit from the north is difficult at best.

The northwestern region is a stark contrast to its immediate easterly neighbor. Ruled by a council of three leaders, each with a differing personality and demeanor, the Halvardi Tribe, as they have come to be known, has the largest concentration of native aboriginal members of all of Australia's factions. Steeped in the traditions of ancient peoples, the Halvardi Tribe believes the undead to be a curse upon the world wrought by gods who are upset by

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mankind's greed and selfishness. To combat the undead, the Halvardi erected great totemic wards that they believe are imbued with magical properties. It is unknown whether or not these wards successfully repel the undead, but reports of undead incursions into Halvardi territory are scarce.

Immediately to the south of the Halvardi, controlling the southwestern region of Australia, is a more traditional survivor group. Calling themselves the South Australian Survivor Station, or SASS, the efforts of this group, led by the charismatic Claire Bockburn, concentrates on shoring up defenses and gathering supplies and survivors. Because of this focus, SASS has one of the largest stockpiles of supplies. This is good because they also boast the largest population of survivors. While this may appear to be an asset on the surface, Claire and her top advisors know that this could spell danger for SASS very soon. The rate at which supplies are being consumed causes the SASS search & rescue teams to venture farther out each sortie, coming closer and closer to their unfriendly neighboring territories. Regardless of the risks, Claire believes that the only way to continue surviving is to find an ally amongst the Warlords of Australia. None of the other Warlords have been receptive to her attempts thus far.

The southern region of Australia is under the control of a ruthless gangster known only as The Profiteer. Southern Australia is a chaotic realm of undead attacks, unorganized resistance, and near-apocalyptic level madness. How this has been sustained for so many years is a mystery in itself. The cities and towns along the coastline are hives of villainy while the outlying countryside is home to marauding bandits who call themselves "Tax Collectors". These bandits go missing just as often as anyone else, giving credence to the assertion that for some reason the majority of undead on the island continent have been driven, or perhaps even called, into the southern region. The Profiteer is at work in a way that the other Warlords are not, and has secured an old ship yard with the aim of building a vessel capable of leaving Australia.

If the chaos that is the southern region can be called "controlled", then the southeastern region of the continent is a cavalcade of unmitigated carnage. The Warlord of this region changes weekly as many different factions engage in all-out war with the undead and with each other. While less cut-throat than the southern region, it is that much more savage a place to be. Petty bosses and small group leaders ally, betray, and contend with one another in an attempt to form into something greater, but as yet no great leader has

emerged from the rabble. Until such time, this region remains a gamble to all who enter and wish to live long into the next week.

All of Australia faces a common problem. While the island is a continent unto itself, it is not as resource rich as other parts of the world. Every Warlord knows that something will have to change, and soon, if Australia is to be kept from sinking completely into obscurity and lost to history and to the undead. The war for Australia is a losing one, and only a few are aware of it.

China

When villages in the remote areas of China are not heard from in years, nobody tends to notice. Technology is not a part of life for the vast majority of Chinese people who live outside the major cities. Over the decades leading up to the world wide undead problem, a shadow war in China was fought for the soul and the future of humanity. Believed to be ground zero for the origin of the undead, it is still not known how long the governments of the world were aware of this problem and attempted to keep it contained in China. Whole villages disappeared overnight, and for a time the threat of the undead was contained.

Until one of them finally stalked through bushes long enough to make it to a major city.

The population density of China made the outbreak impossible to contain. Once a million undead are walking around, the task of containment becomes moot, and the task of evacuating as many of those who are still human becomes paramount. Despite best efforts, infected people made it into the evacuation transports, and thus the world wide outbreak became reality. The worst nightmares and scenarios happened, and nobody was prepared to stop it.

Back in China, the fight to simply survive became a herculean task. With a billion undead shuffling after those few still alive, there are only so many places that one can run to. However, the vast wilderness areas that once shielded and contained the undead threat now serve a different purpose. With the majority of the undead population shambling about the cities, many of the remote regions of China, once the only place to find the undead, are now some of the few places on Earth devoid of undead presence.

This has given the few survivors who still remain in China a fighting chance. The undead that venture into the wilderness are few and easy to contain or destroy. Several survivor groups use old sections of

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the famous Great Wall of China as their headquarters, using the naturally rocky and defensible terrain to their advantage.

China is a mixed bag of positive and negative. Due to its population, the undead threat is naturally larger in China than anywhere else in the world. However, the undead in China appear to have a fundamental difference from undead across other parts of the world. The Chinese undead are not adapting to their environment or their circumstances, unlike living dead from other parts of the world. The undead in China have stayed, for all discernible purposes, pretty much the “classic zombie” that first broke out of the region and invaded the rest of the world.

This has caught the attention of people who are paying attention to such things, and two separate groups have launched expeditions into China to see if it can be determined what has kept the China strain of undead “pure” while the other strains have adapted. One theory is that the China strain is adapted perfectly for China, and that there really is no such thing as a “pure” strain of undead. While this makes sense, what is left of the organized scientific community wants to know more.

Fortunately for the scientists, businessmen and mercenaries still exist in the present day. Financing a scientific expedition before the undead arrived was expensive and difficult, and neither of those factors have become any easier in the present. Despite the difficulties, two competing scientists have each managed to convince two competing leaders of European cartels that the scientific knowledge awaiting discovery in China could give the leaders an edge up on the war, not only against the undead but against their competitors as well.

Dr. James Bach, a third generation German immigrant to the United States, believes that the source of the undead is biological in nature. His theories revolve around finding a plant or other organic substance that birthed the “undead condition” as he calls it. If this organic substance can be found, not only could a vaccine or cure be possible, but the substance could also be used as a biological weapon under the right circumstances. Though Dr. Bach’s intention is not to use the substance in this manner, he had to create the possibility in order for his backer, Gregory Hannsmouth, the leader of the Northern European Safe Region, to be interested in funding the expedition.

The Northern European Safe Region is, for the most part, what used to be known as the northern half of Poland. Not known for its compassion towards those who are members of other major groups in

the region, Gregory has a long standing policy to interrogate and execute just about anyone he pleases. His mercenaries-turned-personal army realizes that Gregory is one of those people who always finds a way to land on his feet and come out on top. This trait alone makes Gregory dangerous, and like attracts like in the world of crime and tyranny.

Competing with Dr. Bach is Professor Glenda Rose, the former head of Oxford University’s Center for Disease Study. Professor Rose believes the undead condition to be a non-airborne virus and has taken pains to debunk Dr. Bach’s theories whenever possible. The fact that neither scientist has any concrete proof after studying hundreds of undead specimens has only further fueled Professor Rose’s anger towards the Dr., who believes that by the time he’s able to examine specimens all traces of the biological substances that create the undead condition have burned themselves out. Professor Rose is of a vastly different mind, and her expedition is determined to find a “patient zero” for the undead condition.

Backing Professor Rose is the organization known as The Gavel, a secret society that existed well before the undead appeared in the world. The Gavel currently controls no known territory, but they have produced resources and men enough to make Professor Rose’s expedition into China a reality.

China, ground zero for the apocalypse, may yet hold the keys to humanity’s salvation.

Britain

Britain Before And After The War Of The Dead

Britain and the United States shared much more than just a language before the outbreak. Their cultures were remarkably alike, with similar legal and parliamentary systems, as well as a vast amount of cross-pollination of entertainment in the form of films, television, music and books. Below is a quick overview of British culture and society provided to help the GM avoid common mistakes made in games and other media portraying the British.

Before the outbreak, Britain was a Constitutional Monarchy. The Queen was a nominal head of state and Supreme Governor of the Church of England, but a democratically elected government held the real power. There was no separation of church and state, and the Church of England appeared to be the biggest religion in the land, but the truth was many of the British

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people only paid lip service to the church and were in fact functioning agnostics or atheists. However, it must be said that church attendances skyrocketed during the outbreak and the following days— it didn't do anyone much good, and many churches became charnel houses briefly, before the newly dead religious devotees got back up, and shambled away.

Before The Dying Times began, the British countryside was remarkably safe. It had no bears, wolves, big cats or other large predators, and the only insects which posed a threat were bees and wasps, and the very occasional hornet. There was only one venomous snake in the Isles, the adder, and it wasn't exactly dangerous. There hadn't been a case of a fatality due to an adder bite in nearly forty years, and the worst a victim can expect is drowsiness, nausea, and a swelling of the bitten area. Badgers, deer and foxes were very common but posed no threat to ramblers. In fact, it can be argued the most dangerous animals in the United Kingdom—apart from humans—was the domesticated dog.

Very little has changed in this regard since The Fall began. There have been some animal escapes—and deliberate releases—from zoos and wildlife parks, so there is the faint potential for encounters with lions, tigers and bears (oh my!), but the majority of these animals have learnt very early on to avoid humans both living and dead. Other plentiful prey in the form of deer, pig, cattle and horses are a much easier food source. Packs of feral dogs, on the other hand, have become a real and present danger.

Before The Dying Times, the British countryside was a well-managed patchwork of arable fields or cereal crops crisscrossed by meandering roads linking villages, towns, and cities. Britain is relatively small, covering just over 80,000 square miles (for comparison, the United States is over 3 and a half million square miles, Canada is nearly 9 million square miles, and France is over 211,000 square miles) and just before The Fall had a population of just over 70 million. Despite the perceived overcrowding, Britain was actually surprisingly rural, with the majority of the population clustered together in sprawling cities and towns. Even these urban sites often had large parks and other green areas. The lack of space led to houses, often seen as cramped by visiting Americans, in which basements were the exception rather than the rule. Without the careful husbanding of the countryside, which comes with civilization, the virgin forests of Britain of old have started to reclaim the fields and towns.

When the dead rose, the British reacted just like almost every other nation. While the authorities flailed around, ineffectively reacting to an escalating, unpredictable, and unthinkable situation, the average Briton either fled into the countryside, trying to remove themselves and their families from close proximity to others, or they holed up in their homes, perhaps taking comfort in the old adage “an Englishman's home is his castle.”

Those who stayed put in their homes were either overwhelmed by the ravaging dead or succumbed to disease or starvation, and now their boarded up homes have become their darkened tombs as they shuffle around moaning and searching for fresh brains to feed upon. The mass exodus out of the cities ended in a similar disaster as people unprepared for life in the wild either perished in the winter freeze or flooded into small towns and villages where the living dead tore through the cramped populace being forced to live cheek by jowl.

Today Britain is a haunted wasteland with millions of living dead wandering the relatively small isle. With very few exceptions, there is nowhere safe from the living dead and survivors must be constantly on guard against the threat of attack, whether they are in the eerie, silent cities or the new forest which has consumed most of the towns and villages.

Firearms in Britain

One of the biggest differences between Britain and The States is the prevalence of firearms, so it seems prudent to address this issue in some detail.

The popular view of Britain (one held by even a few of its residents) was an idyllic paradise where almost no one was armed, beyond a few farmers and a smattering of criminals. The British bobby was a poorly armed policeman who upheld the law with a stern manner and, when all else failed, his truncheon. Of course the truth, as in all things, was very different from what was believed.

All pistols and revolvers were banned, unless they were black powder weapons or single shot target pistols used in competition. A very few personnel, such as game wardens and other officials, carried revolvers for the humane dispatch of injured animals. A license could be obtained for rifles of all calibers, for the purpose of hunting and game management. Semi-automatic or pumps loading rifles were only permitted in .22 calibers (2d6 damage). Single and double barreled shotguns, as well as those with a lever action, pump action or a fixed magazine of no more than two cartridges were fairly common in the more

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rural parts of Britain. Shotguns with a detachable or larger magazine were also owned by those permitted, but were much rarer.

Any weapons or ammo not mentioned above were illegal and although they could be found somewhere within the United Kingdom, probably in the hands of criminals or serious collectors, they were extremely rare. Gun dealers in Britain were discreet, private and relatively rare. Nor did they have the stock seen in the average American gun store.

Britain has more than its fair share of military bases where it might be expected a large supply of guns and ammo may be found. However, scavengers raiding a base for weapons might be surprised at how disappointing a supply run could prove. Bases in Britain were not on a war footing before The Fall and would have held relatively little in the way of weapons and ammo in their armories. Most bases held no more than one pistol per officer and a rifle for every serviceman with a corresponding amount of ammo (probably no more than a hundred rounds per weapon). The majority of material was held in Kineton in Oxfordshire, and was supplied to the camps as needed.

Of course, once the dead rose, the army was put on a war footing and was dispersed throughout the country, further depleting stocks. As society and order broke down, soldiers started to think of themselves and their families and further plundered the armories, before taking to the hills. In fact, it is fair to say that in post-apocalyptic Britain weapons are fairly easily found--often on corpses and hanging from the webbing of shambling dead. Ammunition is, however, a scarce resource.

Avalon—A Light in the Darkness

Much of Britain is a devastated wilderness, but rumors of one community, which has managed to retain the trappings of civilization and keep the lights on, fans the flame of hope amongst survivors. This beacon is called Avalon, after the mythical island where King Arthur was taken to recover from his wounds. Many speak of it, but those who seek it either find their search fruitless or disappear and are never heard of again.

Avalon does exist, and is found on the southeast coast of England in the little known Essex community, which was once known as Mersea Island.

Before the outbreak, Mersea was a small community of around 6000 souls, situated in the estuaries of two

ivers—Colne and Blackwater. It is only 9 miles from the garrison town of Colchester, and is in the shadow of Bradwell power station. Mersea was connected to the mainland by a causeway, which flooded during high tides. The power station was once a nuclear facility, but after decommissioning it served as a relay station for power generated by banks of wind and tide farms out in the North Sea. The majority of the technicians lived on Mersea—ferried to and from work everyday.

In the chaotic early days of the outbreak, a unit of soldiers fleeing the encroaching waves of Living Dead led by a Major Geoffrey Rutt recognized the defensive possibilities of the isle and forcibly took it over. Once the populace of the island—both islanders and station workers—were suitably cowed, the majority of them raided Colchester and liberated the military prison there, as well as looting the bases' armory. Their numbers and weapons bolstered, they returned to the island.

Today, years later, Mersea's seawalls have been strengthened until they are nearly 12 feet tall and ring the entire island with only two weak points: gated entryways at both the causeway and the pier where the ferry docks. Within is found the trappings of civilization: electricity, entertainment, warmth, a steady supply of food and (seemingly) a peaceful community. On the landward side of the isle is miles of bleak marshland, haunted by wandering Shamblers and the occasional nest of undead who have nearly succumbed to the treacherous land and have sunk up to their chests or deeper, leaving only a bed of waving arms ready to trap passersby and drag them to their deaths.

Avalon seems a perfect balance of skills and needs. The soldiers rely on the islanders to keep the lights on and run the farms, and the islanders look to the soldiers for protection from both ghouls and the occasional band of survivors who may be attracted by the glow of artificial light in the night. However, all is not peachy in paradise. Many of the soldiers were violent offenders who not only had a criminal mindset, but were also trained to kill. A few see the apocalypse as an opportunity to follow their baser instincts. There were a few incidents—assaults, rapes and murders—in the first few weeks after their arrival on the island, which the islanders have found hard to forget. Both of the island factions resent the other. The soldiers chafe under their dependence on the islanders, and the islanders remember the pain and fear inflicted upon them, and constantly feel threatened.

Steps have been taken to heal the rifts on the island, however. The soldiers have been bought to heel by

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their commanders and now know, through bitter experience, any brutality inflicted upon their fellow survivors would bring with it the death penalty—a blade through the skull (to avoid reanimation), as bullets are a precious resource. The majority of islanders have slowly come to accept the situation, arguably a form of Stockholm syndrome - where captives come to sympathize with their captors—but a minority of technicians and islanders refuse to forget the early days and view everything the military does with suspicion.

This attitude is encapsulated in the arranged marriage between Major Rutt and Paula Meadows. Paula is the most senior of the surviving technicians and it was hoped the marriage would serve as a symbol of the coming together of the two factions. Sadly, they both despise one another and their relationship serves as a literal metaphor for the situation on the island.

Avalon literally glows in the night and can be seen for miles around. This occasionally draws survivors like a candle draws a moth, but those who survive the dangerous trek across the marshes do not find a warm welcome. Major Rutt insists on keeping Avalon secret from the rest of the world, and those he does not execute on the spot are enslaved, facing a short life of backbreaking labor in the fields or maintaining the walls. Slaves are not covered by the laws keeping the soldiers in check and must constantly weather brutal assaults.

And yet, despite Major Rutt's harsh laws and paranoia, the tale of the mythical island of Avalon is slowly spreading into the World of the Dead.

The Beefeaters—Farmers of the Dead

When food is short, and hunger gnaws, somebody somewhere always turns to cannibalism. After the apocalypse, however, the world is literally filled with cannibals—albeit dead cannibals—and so it takes a special, fanatical type of cannibalism to merit an entry here.

Near the center of London, in the ancient stronghold known as the Tower of London, there lives a small cult of cannibals who believe that eating the flesh of the recently reanimated makes them immune to the outbreak. The cult calls themselves The Beefeaters, after the iconic guards who used to guard the crown jewels at the Tower. So far, they have not been successful in their quest, and members of the cult still rise from the dead, but Jamie Mullen, the charismatic, depraved leader of the cult, believes the ghouls they have consumed were just not *fresh* enough.

The cult masquerades as a haven for the survivors of London, taking people in, welcoming them, even feeding them. Then, when they have been lulled into a false sense of security, they are drugged and strapped into a chair, and one of the cult's captured Living Dead is allowed to bite them. Before they have even died from their injuries, the cult starts to eat the victim alive.

As might be expected, this has had no effect on the Beefeaters' immunity to the infection thus far, yet they still attract survivors to the Tower of London with tales of comfort and safety, in what is a truly gruesome honey trap.

The Horde—the Scouring of the North

There is a growing threat in the North. A Living Dead has risen who is much more intelligent than the average shambling moronic dead. This ghoulish general has slowly been traveling south, attracting followers as he does so. Today he stands at the head of a horde of thousands of Living Dead who are slowly grinding across the countryside, forcing a tidal wave of destruction on the increasingly desperate survivors before it. Obviously not every ghoul in the north has joined this rotting crusade, but enough are shambling south to make life significantly easier for those in the north who have successfully hidden from it, or who have somehow bypassed it and headed north to live behind it.

The identity of the Living Dead general is the subject of rumor and conjecture. Some claim it is a housewife, others claim a burly man clad in a kilt, the fungus growing upon his body mimicking the appearing of woad patterns popularized by media depictions of Scottish warrior stereotypes. Others even claim the general is the reanimated corpse of a militant nationalistic Scottish politician who has returned from the dead to wreak his vengeance on the English Jacobites who oppressed his people for centuries. The truth is that the zombie leader's identity is unknown.

At present, the dead army is stalled near York, just below the Scottish-English border, but inevitably the crusade of the dead will start its slow, inexorable march south again. The Horde is a threat which must eventually be dealt with, but at present only Arthur and his Knights at New Camelot seem aware of the problem.

Ireland—the Two Wars

Ireland is the large island to the west of the mainland of Britain and, before The Fall, was divided politically

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into two separate nations. The Republic of Ireland covers just under five-sixths of the island and was a separate sovereign nation, while Northern Ireland covers the remainder in the North East of the island and was a part of the United Kingdom. This division was not only a political thing, but was also broadly a religious division. The Republic of Ireland was a Catholic state, while Northern Ireland was predominantly a Protestant province.

During the 1960's, religious and nationalistic differences caused a simmering guerilla war between differing terrorist organizations (the most famous of which was the IRA—The Irish Republican Army) and the government of Northern Ireland backed by the British Army. The details of this conflict are complex, confusing, and contradictory, but it is safe to say there was blame on both sides and no one's hands were entirely clean. This deplorable situation came to an end in the late nineties after the historic Good Friday agreement reformed political power in the Northern Province. Many of the terrorist groups either disbanded and handed in their weapons, or became little more than criminal gangs.

When the dead rose, so did the simmering religious prejudices which had plagued the land for generations. Faced with the supernatural terror of flesh eating dead, a minority turned to religion with a passion. Catholics blamed Protestants, and Protestants blamed Catholics, so it was only a matter of time before they came to blows. Most of the Irish just attempted to survive the new reality they found themselves in, but enough were fueled by apocalyptic fervor to doom the island.

Two wars were waged in the streets and fields of Ireland. The first mirrored the one being fought worldwide, as the living battled the dead, but there were also raids on churches, congregations and housing estates as both denominations sought revenge on one another for the end of the world. Of course, all these attacks did was create more shambling dead to prey upon the living.

Today Ireland is a desolate green wasteland haunted by the dead and the soon to die. The dead move in herds through the ruined cities and towns, and survivors eke out a bare existence in heavily fortified camps, just as likely to launch raids on one another as they are to try and contain the Living Dead menace. Some of these survivor camps have abandoned their previous religious allegiances and have embraced the Celtic religion of old—albeit a romanticized version.

These communities have abandoned firearms and instead use bows and swords, painting themselves in Celtic designs and adopting the names of heroes of myth such as Cuchulainn, Ferdiad, Lugh, and mistakenly, even Slaine.

The Lawless and the Law— Uneasy Bedfellows

The enemy of my enemy is my friend is a truism, which has never been truer than during the apocalypse. Groups who have opposed one another for years put aside their conflict to deal with the new threat. This truce holds for a while, but eventually old rivalries resurface and sometimes tear the gestalt group apart from the inside.

The Flying Squad, or as it is popularly known, the Sweeney, (from Cockney rhyming slang, Sweeney Todd) was one of Britain's best-known specialized police units. They dealt primarily with armed robberies, violent criminals and organized crime, and as such were one of the most heavily armed police units, and were frequently romanticized in books, television and films.

When the dead rose, the current members of the Sweeney knew where the most easily defended place in London was: not the Tower of London or Buckingham Palace, but the Pegg Estate in South London. For years the Pegg had resisted their efforts to infiltrate or raid it. The Pegg was the home turf of the Infamous Krayson gang, one of the most vicious, ruthless gangs to operate in the capital. Outwardly, the four tower blocks may look like the worst rundown slum imaginable, but within the forbidding exterior the Krayson family and their soldiers lived in luxury.

The cops gathered their families and emptied Scotland Yard's armories and forced their way across the river to the estate, and found it besieged by both other survivors looking for safety, as well as an increasing number of Living Dead. The heavily armed plain-clothes policemen were brutally able to force their way through the crowd and parley with the Kraysons.

Why the Kraysons allowed them into their fortress may be a mystery to some, but the truth is that over the years of sparring and conflict, a sort of respect and quasi friendship had developed between the cops and criminals. Underneath all the bluster and aggression they were very similar, and were only rivals because of a few decisions made at a young age. Plus, the Flying Squad had come to the party heavily armed with

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weapons and equipment not available to the gang.

Now, a few years later, the truce is beginning to fray at the edges because ammo and food stocks are low. Gang members, cops and their respective families are scattered throughout the three remaining towers (the fourth is a burnt out husk from an incident two years past). Frequent herds of walking dead pass through, meaning the towers must rely on Morse Code signals using sunlight and mirror shards for communication with one another.

Things are reaching a breaking point, and it could mean only a single cross word or accident for the old rivalries to explode, unless someone—maybe an outsider—can bring peace to the estate and lead everyone to safety.

Little Nepal—For Queen and Country

One of the benefits of the long-gone British Empire of the 19th and early 20th Century is Britain being viewed with a certain amount of fondness by many parts of the world. One of the greatest examples of this is the loyalty of the Nepalese Gurkha regiments to the crown and government of the United Kingdom.

Recruited from Nepalese hill tribes, Gurkhas have served with distinction and bravery in the UK armed forces since the early 19th Century, and over 25 Victoria Crosses (the UK's highest award for bravery) have been awarded to the regiment. Gurkhas are technically a mercenary unit, but much like the French Foreign Legion they were given special exemption from article 47 of the Geneva Convention, which regulates the rules of war. The Gurkhas were particularly effective in Burma during the Pacific Campaign of World War Two. Their use of Guerrilla tactics terrified the Japanese soldiers and awed their allies. Each Gurkha famously carries a Kukri, a utility and combat knife with an inward curving blade.

There were two Gurkha Regiments based at Shornecliffe in Kent (The South East of England) when the outbreak occurred. The Nepalese warriors - led by Major Gaje Thapa - reacted quickly and decisively, protecting the residents of the town of Folkestone and creating a relatively safe area. Their next move was to demolish the entrance to the nearby Channel Tunnel, thereby preventing a possible second invasion from French Ghouls. Those first few weeks were exhausting for the diminutive warriors as they fought a guerilla war against the Living Dead, but they managed to keep the environs of Folkestone ghoulish free and protect the townsfolk from the deluge of death which overtook the rest of the world.

Today, the area now known as Little Nepal is possibly the safest place on earth. The Gurkhas have trained the townsfolk of Folkestone in their own particular brand of warfare and together they keep the town safe. Ammunition is at a premium, so the warriors rely on their close fighting skills to dispatch any individual undead they encounter. Major Thapa is based in the Nearby Leeds Castle, a picturesque moated medieval fortress which confusingly has nothing to do with the city of Leeds many miles to the north.

The Folkestone townsfolk are led by Sylvie Holliday, an office worker and mother before The Fall, but the apocalypse awoke a spark within her and she found that she was a natural leader who encouraged with a word and a smile rather than cajoling and threats. Too this day she is visibly surprised and humbled by her new station in life, not quite sure why people listen to her but her leadership skills are real and vital. Major Thapa is particularly aware of how important a figurehead is to the continuation and survival of the British sense of self and was instrumental in declaring Sylvie the new Queen of England: Queen Sylvie the First.

The people of Little Nepal are suspicious of newcomers as they have suffered incursions from raiders before, but if they can be befriended they would prove to be a stalwart, loyal and dogged ally in the coming final battle against the Living Dead horde approaching from the north.

New Camelot—Arthur Returned

Myth and legend are born from the kernels of truth scattered through history, which then distort and grow in the repeated telling. For instance, the tales of Robin Hood are most likely an amalgamation of outlaws, renegades and deserters from throughout Britain in the Early Middle Ages. Each of these spawned tales, both real and imagined, were then changed to suit the teller's needs. Slowly all of these tales were attributed to one mythical made up man. This distortion continued well into the modern age as films and television continued to twist and change the stories to make them more relevant to a modern audience.

To the lonely, the desperate, the hopelessly romantic, and the ever so slightly unhinged, these tales have a power much greater than just entertainment. The stories start to resonate with their lives, having a meaning beyond anything the average person might find. Such a man is Vincent Kingston.

Vincent consumed books and films about King Arthur, and constantly wished life was like it was depicted in those tales. He yearned for a simpler world where



things were black and white, where people lived by a code, and you could always tell who the villain was just by their goatee, a world where love conquered all. He tried to live the life of a knight, even going as far as to train with sword and shield, something he wasn't too bad at.

When the dead rose, Vincent was in the far west visiting Tintagel Castle in Cornwall (the southwestern most county of England). Tintagel was one of the many possible locations of the fabled Camelot of Arthurian legend and although he lived in Northampton (in the East Midlands of England), working in a distribution warehouse for the UK Lottery provider (a company also called Camelot), he spent much of his time and funds visiting sites with a possible Arthurian link.

As luck would have it, Cornwall suffered an early outbreak as the residents of an understaffed nursing home succumbed to a virulent strain of the flu. In the chaos and confusion, Kingston suffered a bite to his stomach from a disturbingly spry deceased octogenarian. Vincent proved to be one of the few

immune to the outbreak's infection. He did not die, but his mind snapped. Vincent awoke after days of delirium and pain, convinced he was King Arthur reborn—for did not the legend say Arthur would return during England's darkest hour?

Before he was bitten, Vincent was a shy man with few friends, who only really came alive when talking about or investigating his obsession. However, the man—Arthur—who survived the bite was a confident, charismatic man who had purpose and conviction. The right man at the right time! Proving himself to be a surprisingly capable leader, the new Arthur soon found himself at the head of a veritable army of survivors—although most were untrained and terrified.

Vincent led his followers to the place he knew best, Northampton, where they occupied the large distribution center where he once worked. He had the building reinforced and fortified and dubbed it Camelot (it was already fairly secure as it stored lottery slips and machines, and even had the name Camelot emblazoned upon it in big letters). He also

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sent a group to raid the Leeds Armory (a museum in the City of Leeds stocked with examples of almost every weapon known to man, although the firearms have been made inoperable) to arm his “knights.” Weapon training is mandatory for his troops and, although firearms are not ignored, the emphasis of training is on archaic weapons.

As the years have passed, Arthur and his knights have made Northampton one of the safest places in Britain. However, he rules the city (which he only refers to as Camelot, and punishes anyone who uses its old name with reduced rations or flogging) with a literal ironclad fist. Those in his favor are given the title of one of the mythical Knights of the Round Table and are invited to give him their counsel. He is mercurial and quick to anger, so those who bear these titles have changed many times over the years. Some have fallen prey to the outbreak, others have left or been exiled, and some have been executed or murdered by other members of the Round Table.

Arthur has learned of the encroaching horde of Living Dead heading from the North, and has decided their leader must be Mordred reborn (so to speak). He believes it is his destiny to meet the immortal general on the field of battle and defeat him in a struggle for the very soul of Britain—and thus the world. He believes the missing knights must soon make themselves known to him in preparation for this Final War.

At present there are only three other members serving on the Round Table, and they are detailed below.

Guinevere

Before The Dying Times, Wendy Hilden was little more than a cold, manipulative would-be footballer’s wife who hung around in North London nightclubs trying to snare herself a rich husband and an easy life. She is an attractive woman (at least physically) and managed to catch the New Arthur’s eye not long after she arrived at Camelot. He soon declared her his Guinevere.

Hilden has the personality of a rattlesnake, and ruthlessly manipulates her “husband” and events to maintain her position. She has even stooped to murder in order to see off at least one comely rival to her title. She secretly despises Vincent, and has had many affairs, only to arrange for her lovers’ downfall as soon as she tires of them, or they are no longer of any use to her. She has recently set her sights on the new Lancelot and is determined to have him, despite his obvious dislike of her.

The Heroes and New Camelot

New Camelot might be seen as a safe haven—if a bit of a strange one—by the heroes. Initially, they are probably unaware of the simmering tensions at the heart of Camelot and soon (as heroes always do) distinguish themselves in some manner. If they appear competent and friendly towards Arthur’s aims, they may even be offered a seat at the Round Table.

Try to offer a title which suits the heroes’ abilities. A strong, brawny character may be offered Gawain, a young hero, or a hero with an animal companion may be offered Percival, while a character who displays berserk tendencies is a good fit for Galahad, and an obvious foreign hero might be offered Palamides, a Saracen knight in the legends. The current Guinevere sees female heroes as a natural rival, and she does all she can to discredit them, or worse.

If the heroes take their seats at the Round Table, they are unknowingly plunging themselves into a sea of mistrust, schemes and paranoia. Chances are, they bring their own problems with them as well.

Kay

Before The Fall, Sergeant Shane McLean was a soldier and joined Arthur’s ragtag band of survivors during the long trek too Northampton. It was his advice and organizational skills which saved so many lives during the long difficult trek. In gratitude, Arthur bestowed the title of Kay upon Sgt. Mclean. Kay was Arthur’s mentor (or brother) in the legends and schooled his liege in the arts of war.

Sgt. McLean is the true leader of Camelot; he makes all the tactical and organizational decisions, even if the king voices them. McLean is content to be the power behind the throne, knowing the king gets all the blame for the difficult decisions he appears to make. Kingston, deep down, knows he is little more than a puppet dancing to McLean’s tune and is looking for an excuse to remove or replace him at the Round Table.

Lancelot

Gavin Watts is a true believer in Arthur and New Camelot, and is extremely skilled with both sword and axe. He is a recent appointee to the title of Lancelot and is totally loyal to his lord. With the honor though, has come a closer proximity to Guinevere, a woman he loathes with every fiber of his being. However, he

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also feels he must slavishly act out the role of his title and have an affair with the despicable woman. The strain is slowly driving him insane.

Scotland—the Wild North

Scotland, the northern most country in the United Kingdom, is a beautiful land of hills, mountains, and lakes (called lochs locally). Before The Fall, it had a population of over 5 and a quarter million souls, the vast majority of who are now shambling dead in Mordred's ever growing army (see **The Horde—the Scouring of the North**) and have headed south, or have been eaten. Scotland has now been scoured of almost all living humans; its cities (Edinburgh, Glasgow, and Aberdeen being the three biggest) and towns are now windblown and abandoned as they fall slowly into ruin.

Scotland's wilderness can be breathtakingly beautiful, and now that man has been effectively removed from the picture, things are returning to the way they were before modern techniques of animal husbandry and land management shaped the country. Scotland is an almost idyllic haven where survivors have to contend with far less walking dead than in many other places in the world.

Pockets of survivors can be found in the more remote areas and islands of Scotland. These hardy souls have reverted quickly to an almost feudal clan system of governance (and technology) with a leader (or Laird) ruling over those who live on the land he has claimed as his own. These survivors are extremely antagonistic towards outsiders and other communities, and often kill those they find trespassing on their land, before even asking questions.

Off the east coast, in the North Sea, there are over 570 oilrigs and at least two of these have survived The Dying Times. The oil workers have the skills to maintain the rigs and enjoy power, fuel and food (although it is mostly a fish diet these days). Lately, the workers have started using the rigs' Sea King helicopter to launch raids into the interior of the Scottish mainland, looking for food, weapons and equipment. Their occasional encounters with the local Lairds have taught them offense is often the best defense.

Wales—the Valleys of the Dragon

Wales, the western most country in the United Kingdom, is a land of deep valleys and rolling hills, which is beautiful despite the heavy industrialization of the Nineteenth and Twentieth Centuries. The Welsh hills proved to be a rich source of coal and

were heavily mined for many years. Most of these mines had closed down by the 1980's creating areas of bleak economic blight.

Before The Fall, Wales had a population of 3 million, but now only a fraction of these survive, living in a near feudal system similar to the one found to the north. Most of these communities maintain a mobile force of raiders and cavalry on quad and dirt bikes (used to herd sheep before The Fall); these are used to launching lightning fast hit and run attacks on bands of zombies or aggressors and can be devastatingly effective.

One group of survivors merits special mention—The Dragons. This community has named themselves after the Welsh flag (which featured a prominent red dragon) and live deep in a reopened coalmine. There they live a life free from attack by the living dead, but shut away from sunlight they are becoming more and more insular and strange. Their children have adapted to living in the dark and rely on hearing as much as they do sight. Rumors persist of treasure troves of salvage lying in great heaps like the fabled treasure of dragons, carefully guarded by the coal streaked troglodyte survivors.

Foes and Friends

Detailed below are a few of the characters and organizations detailed in the previous pages. This list is not exhaustive, but should serve to give the GM enough information to go on.

Avalon

Avalon Soldier

Most of these soldiers were criminals serving their sentences in a military jail before The Dying Times. The apocalypse has provided them with an opportunity to release their inner thug.

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

Skills: Climbing d8, Driving d6, Fighting d6, Intimidation d6, Notice d6, Shooting d8, Survival d6

Charisma: -2

Pace: 6

Parry: 5

Toughness: 10/14 (+4/+8)

Hindrances: Loyal, Mean

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Edges: Marksman

Gear: Body armor (+4/+8, Negates 4 AP), Helmet (+4), SA80 assault rifle (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB), Browning Hi-Power pistol (12/24/48, 2d8, RoF 1, Shots 13, AP 1, Semi Auto)

Avalon Technician

Scientists and engineers dedicated to preserving the community of Avalon. Most of them have suffered at the hands of their protectors and are suitably careful around the soldiers.

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

Skills: Boating d6, Driving d6, Fighting d4, Knowledge (Various Sciences) d8, Notice d8, Repair d8, Shooting d4, Swimming d6

Charisma: +0

Pace: 6

Parry: 4

Toughness: 5

Hindrances: Cautious, Loyal

Edges: McGyver, Scholar

Gear: Heavy wrench (Str +d4), work clothes

Beefeaters

Cannibal

Initially friendly and welcoming, these depraved and foul cannibals are a deadly threat.

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

Skills: Fighting d8, Knowledge (Butchery) d6, Notice d6, Persuasion d8, Shooting d6,

Charisma: -1

Pace: 6

Parry: 6

Toughness: 7 (1)

Hindrances: Delusional, Quirk (Glutton)

Edges: First Strike

Gear: Quilted Uniform (+1), Halberd (Str +d8, Reach 1), Sling (4/8/16. Str +d4)

Ireland

Militant Survivor

Violent, angry, and filled with a need to avenge the wrongs they feel have been inflicted upon them. These survivors self identify as either Catholic or Protestant, but the truth is they have long ago left behind any pretense of true Christianity in their everyday thoughts and actions.

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

Skills: Driving d6, Fighting d6, Intimidation d6, Knowledge (Religion) d4, Notice d6, Shooting d6, Survival d6, Taunt d6

Charisma: -2

Pace: 6

Parry: 5

Toughness: 6

Hindrances: Enemy (other faction), Loyal, Mean, Vengeful

Edges: No Mercy

Gear: Fighting Knife (Str+d4), Spear (Str+d6, Parry +1), AK47 (24/48/96, 2d8+1, RoF 3, Shots 30, AP2, Auto), Double barrel shotgun (12/24/48, 1-3d6, RoF 1-2, Shots 2, +2 to Shooting rolls, firing both barrels adds additional Shooting die), Browning Hi-Power pistol (12/24/48, 2d8, RoF 1, Shots 13, AP 1, Semi Auto)

Celtic Warrior

Survivors who have abandoned modernity for the trappings of a neo Iron Age existence, and a following of what they call "The Old Ways." The best of them are skilled in melee weapons and muscle powered missile weapons and can drive themselves into berserk rages. They daub their bodies in blue woad swirl designs copied from romantic tales of Celtic myths and certain ill informed films.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d8, Survival d8

Charisma: -4

Pace: 6

Parry: 6/7

Toughness: 7 (1)

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Hindrances: Bloodthirsty, Quirk (does not use modern equipment)

Edges: Berserk, Block,

Gear: Leather (+1), Great Sword (Str +d10), Boar Spear (Str +d6, +1 Parry +4 on Str rolls to keep pinned) Bow (12/24/48, 2d6)

Special Abilities:

- **Hardy:** Two Shaken results do not cause a Wound.

Parry: 6

Toughness: 6

Hindrances: Loyal, Mean, Vengeful, Wanted

Edges: Common Bond, No Mercy, Strong Willed

Gear: Fighting Knife (Str+d4), Uzi (12/24/48, 2d6, RoF 3, Shots 32, AP 1, Auto), AK47 (24/48/96, 2d8+1, RoF 3, Shots 30, AP2, Auto), Double barrel shotgun (12/24/48, 1-3d6, RoF 1-2, Shots 2, +2 to Shooting rolls, firing both barrels adds additional Shooting die), Glock pistol (12/24/48, 2d8, RoF 1, Shots 17, AP 1, Semi Auto)

The Lawless and the Law

Flying Squad Survivor

The strong arm of the law has become the emaciated fist of the survivor

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

Skills: Driving d8, Fighting d8, Intimidation d8, Investigation d8, Knowledge (Law) d8, Notice d6, Shooting d8, Survival d6, Streetwise d8

Charisma: -2

Pace: 6

Parry: 6

Toughness: 8/12 (2/4)

Hindrances: Mean, Vow

Edges: Brawler, Investigator, Liquid Courage

Gear: Kevlar vest (+2/+4, Negates 4 AP), Fighting Knife (Str+d4), H&K MP5 (12/24/48, 2d6, RoF 3, Shots 30, AP 1, Auto), H&K G3 (24/48/96, 2d8, RoF 3, Shots 20, AP 2, Auto), Glock pistol (12/24/48, 2d8, RoF 1, Shots 17, AP 1, Semi Auto)

Krayson Gang member

Once the terror of London, now these gang members are reduced to cowering in a tower block, waiting for death to catch up with them.

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

Skills: Driving d6, Fighting d8, Intimidation d10, Knowledge (Crime) d8, Notice d6, Shooting d8, Survival d6, Streetwise d8, Taunt d8

Charisma: -2

Pace: 6

Little Nepal

Gurkha Trooper

Diminutive but fierce, these warriors have few equals anywhere in the world.

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

Skills: Climbing d8, Driving d6, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d8, Survival d8

Charisma: -2

Pace: 6

Parry: 6

Toughness: 9/13 (4/8)

Hindrances: Loyal, Small

Edges: Brave, Frenzy, Marksman, No Mercy, Woodsman, Trademark Weapon

Gear: Body armor (+4/+8, Negates 4 AP), Helmet (+4), SA80 assault rifle (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB), Browning Hi-Power pistol (12/24/48, 2d8, RoF 1, Shots 13, AP 1, Semi Auto, Kukri (Str +d6)

New Camelot



Arthur, Returned King of Britain

Arthur's real name is Vincent Kingston. The apocalypse has driven him insane and convinced him that he is King Arthur, returned to save Britain.

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

Skills: Fighting d8, Intimidation d6, Knowledge

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(Arthurian Legends) d12, Notice d6, Persuasion d10, Shooting d6, Stealth d6, Survival d6

Charisma: +4

Pace: 6

Parry: 8

Toughness: 10/18 (4/8)

Hindrances: Code of Honor, Death Wish (Save England), Delusional, Heroic, Loyal, Overconfident, Vow

Edges: Block, Brave, Charismatic, Command, Command Presence, Fervor, Hold the Line!, Inspire, Leader of Men, Noble, Strong Willed

Gear: Kevlar Vest w/inserts (+4/+8, Negates 4 AP) Medium Shield (+1 Parry, +2 armor against ranged attacks), Long Sword (Str +d8), SA80 assault rifle (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB), Browning Hi-Power pistol (12/24/48, 2d8, RoF 1, Shots 13, AP 1, Semi Auto)

Guinevere

The shrewish “wife” of King Arthur. Her real name is Wendy Hilden, and there is every chance that she is quite probably the worst woman you have ever met!

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12, Notice d10, Persuasion d12, Shooting d6, Stealth d6, Taunt d10

Charisma: +1

Pace: 6

Parry: 5

Toughness: 6 (1)

Hindrances: Arrogant, Habit (Sneers), Mean, Stubborn, Vengeful (Major)

Edges: Alertness, Killer Instinct, Very Attractive

Gear: Leather (+1), Derringer pistol (5/10/10, 2d6+1, RoF 1, Shots 2, AP 1)

Kay

Sergeant Shane McLean is the real power behind the throne of Camelot. However, Arthur despises his knowledge and is starting to think of ways to remove him from the Round Table.

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

Skills: Climbing d8, Driving d6, Fighting d6, Intimidation d8, Knowledge (Battle) d8, Notice d6, Persuasion d6, Shooting d8, Survival d6

Charisma: +0

Pace: 8

Parry: 5

Toughness: 10/14 (4/8)

Hindrances: Cautious, Loyal

Edges: Combat Reflexes, Command, Fleet-Footed, Level Headed, Marksman, Rock and Roll, Tactician

Gear: Body armor (+4/+8, Negates 4 AP), Helmet (+4), Survival Knife (Str +d4, +1 to Survival rolls), SA80 assault rifle (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB), Browning Hi-Power pistol (12/24/48, 2d8, RoF 1, Shots 13, AP 1, Semi Auto)

Lancelot

Gavin Watts is the new Lancelot, and is hopelessly out of his depth

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

Skills: Fighting d12, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Survival d6, Throwing d6

Charisma: +2

Pace: 6

Parry: 10

Toughness: 11 (3)

Hindrances: Clueless, Code of Honor, Heroic, Loyal, Vow

Edges: Attractive, Block, Brave, Brawny, Combat Reflexes, Counter Attack, First Strike, Frenzy, Mighty Blow, Quick, Sweep

Gear: Plate Corselet (+3), Medium Shield (+1 Parry, +2 armor against ranged attacks), Axe (Str +d8), Long Sword (Str +d8), Bow (12/24/48, 2d6)

Knight of Camelot

These survivors are believers in New Camelot, but have done nothing to bring themselves to Arthur's attention.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Survival d6

Charisma: +0

Pace: 6

Parry: 8

Toughness: 7 (1)

Hindrances: Code Loyal

Edges: Block,

Gear: Leather (+1), Medium Shield (+1 Parry, +2 armor against ranged attacks), Axe (Str +d8), Long Sword (Str +d8), Hunting Rifle (24/48/96, 2d6+1, Shots 10), Bow (12/24/48, 2d6)

Repair d8, Shooting d6, Survival d6,

Charisma: -2

Pace: 6

Parry: 5

Toughness: 7

Hindrances: Cautious, Loyal, Outsider

Edges: Brawler, Brawny, Scavenger

Gear: Fighting Knife (Str+d4), Spear (Str+d6, Parry +1), Hunting Rifle (24/48/96, 2d6+1, Shots 10), Double barrel shotgun (12/24/48, 1-3d6, RoF 1-2, Shots 2, +2 to Shooting rolls, firing both barrels adds additional Shooting die),

Wales

Quad-bike Cavalryman

Survivors who maintain all-terrain quad bikes and dirt bikes for lightning hit and run raids.

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

Skills: Driving d8, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Survival d6,

Charisma: +0

Pace: 6

Parry: 5

Toughness: 6

Hindrances: Loyal

Edges: Ace, Steady Hands

Gear: Fighting Knife (Str+d4), Spear (Str+d6, Parry +1), Hunting Rifle (24/48/96, 2d6+1, Shots 10), Double barrel shotgun (12/24/48, 1-3d6, RoF 1-2, Shots 2, +2 to Shooting rolls, firing both barrels adds additional Shooting die), Lance (Str+d8, AP 2 when charging, only used when mounted)

Dragon "Troglydyte"

Survivors who have spent years in disused coal mines avoiding the undead. Their time in the tunnels below the Welsh hills has had some strange effects on their physiology. They are pale almost to the point of being bloodless and have enlarged eyes.

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

Scotland

Clansman

These vicious and territorial survivors protect their land from all, living or dead.

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

Skills: Driving d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Survival d6, Taunt d6

Charisma: -2

Pace: 6

Parry: 5

Toughness: 6

Hindrances: Enemy (other clans), Loyal, Mean

Edges: No Mercy

Gear: Fighting Knife (Str+d4), Spear (Str+d6, Parry +1), Hunting Rifle (24/48/96, 2d6+1, Shots 10), Double barrel shotgun (12/24/48, 1-3d6, RoF 1-2, Shots 2, +2 to Shooting rolls, firing both barrels adds additional Shooting die),

Oilman Raider

Survivors who live on oil rigs out in the North Sea. Dwindling supplies have forced them to launch raids inland via boat and helicopter.

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

Skills: Boating d8, Climbing d8, Fighting d6, Intimidation d6, Notice d6, Piloting d8,

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Skills: Climbing d10, Fighting d6, Intimidation d6, Notice d8, Stealth d8, Survival d6

Charisma: +0

Pace: 6

Parry: 5

Toughness: 6

Hindrances: Bad Eyes, Phobia (Major Sunlight), Ugly

Edges: Acrobat, Alertness, Assassin, Brawler, Bruiser, Danger Sense, Quick

Gear: Dagger (Str+d4)

The United States of America

Once a world power, the United States is now nothing more than ruined cities, rotted wastelands, and scattered settlements. The home of the Church of the Eternal Prophet, a Rotter religious cult dedicated to the annihilation of humanity, it is also a war torn land of heavily armed raiders, highly trained bounty hunters, and a civil war between two new factions of government: the United Protectorate and the Federal Commonwealth.

History has a way of repeating itself, from the old American Civil War to the violent days of westward expansion, and much of America has returned to the old ways. The United States is a place of plots within plots, competing ideologies, and a renewed dream of creating the greatest country on Earth.

Cold War Blues

During the height of the Second World War, and even later during the Cold War, the United States, Germany, China, and Russia, were deeply entrenched in the research and development of extraordinary abilities. Initially designed as a program to utilize remote viewing (ESP) for military applications, the experiments eventually managed to make a breakthrough that has been one of the most closely guarded secrets from the public: certain psychic powers did exist, albeit within an exponentially small segment of the population. Furthermore, though not of the type normally sensationalized in fiction, film, and comic books, certain individuals not only possessed the ability to perceive remote locations, but also move objects with their minds, control specific base elements, and even influence the thoughts and actions of others for a limited time.

Such individuals were secretly stripped of their civil liberties by the Federal Government and considered property— weapons to be developed and deployed. There were no volunteers in the program. Every subject was kidnapped through black book operations and transported to covert facilities that appeared on Federal ledgers as prisons, office buildings, and other unassuming facilities. There, they were subjected to torturous experiments in the name of national security. As could be expected, the casualty rate was significant.

Exactly how the operators were able to determine which individuals possessed paranormal abilities is presently unknown. Whatever process they used was probably not foolproof, and many innocent, non-gifted individuals were mistakenly taken to the facilities, only to die during the program's tenure.

The Escape

The series of events that would eventually lead to the Living Dead outbreak began in the 1970s.

Emma Waggner was a wife, mother, and soon-to-be grandmother. She was also an individual of interest to the Federal Government. Born with paranormal abilities, Emma was a telekinetic able to lift and toss small objects with extreme accuracy. It was a secret she kept both from her daughter Renae, and from her own husband.

The strike team hit while she and her husband were on their way home from a late night movie. The attack was swift and precise, leaving her husband dead within seconds and Emma unconscious in the back of an unmarked van.

Emma was kept heavily sedated and taken to a hidden facility somewhere on the east coast. There, she was imprisoned with dozens of others confirmed to have, or suspected of having, paranormal abilities. Over the next several weeks, she was subjected to drug treatments and inhumane experimentation, the mad scientists within the facility unaware that the more they pushed her, the more they unlocked her potential.

Emma grew from possessing a few meager abilities into a full-blown telekinetic, able to launch multiple objects at once in a whirlwind display of power. Unknown to the doctors, the sedation was no longer providing a long-term effect on her. Emma feigned compliance, all the while secretly working with the other prisoners to facilitate an escape plan.

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Several weeks later, with everything in place, the victims fought back. Within an hour, the doctors were dead and dozens of guards were under their control. Emma led them to freedom, disappearing into the general population. Taking Renae and her newborn son, Damon, Emma disappeared into the Midwest and started a new life under a new identity.

The government operation, meanwhile, was in shambles. Not only did it lose a key research facility, but there were now dozens of individuals out there with intimate knowledge of the entire program.

The Network is Born

Renae did not know of her mother's paranormal abilities, and upon discovering the truth, felt both fear and betrayal. When Renae's son, Damon, displayed similar potential at only five years old, she was sent over the edge. Already deeply disturbed by the cult-like organization her mother had built to combat the Federal Government, Renae had no intentions of allowing her young son to be twisted into some deranged fanatic by his grandmother. Renae sent Damon to school as normal, and then began packing while her mother was at one of her meetings. The plan was to pick Damon up from school and disappear further west.

Emma, however, knew of her daughter's plot and had already gotten Damon out of school early. Sending him to the home of one of her generals— one she saw often and thought of as a family friend— Emma confronted her daughter at home. An argument ensued, and before everything was said and done, Renae lay dead in the middle of the living room floor.

The matter settled, Emma had her daughter's body disposed of and convinced Damon that his mother had abandoned him.

Over the next decade, Emma raised Damon and molded him into the man that would one day bring about the end of the world.

The Truth was Out There

Despite the beliefs of the average citizen, and even those of many in positions of power in the government before the outbreak, the Living Dead did not first appear during the pandemic. They had existed for decades (and possibly much longer) before that. Years after World War 2, members of the newly formed United States Special Forces had encountered a small outbreak of only a half-dozen Living Dead while on operations in Bad Tolz, Germany. Three members of

the unit were lost before the ghouls were eliminated and all specimens were brought back to the United States. Although the Special Forces unit had been told the remains were being shipped to the Communicable Diseases Center in Georgia for study, in actuality the corpses never made it to the east coast.

Instead the Central Intelligence Agency, flexing its powers of covert operations and fiscal accounting, intercepted the shipment and had it taken to the (at the time limited) complex at Groom Lake, Nevada for study. The Special Forces soldiers were debriefed, and reports to the President and members of Congress denied all claims of animated corpses.

Over the next several months, medical study of the specimens revealed a disturbing fact. The victims had, indeed, somehow returned from the dead and violated all known laws of natural sciences. Furthermore, exactly what caused the reanimation was undetermined. To complicate matters, over the following year, two covert teams operating in Russia and Africa reported encountering small pockets— usually only one to six individuals— of *reanimated corpses*.

Within short order, all covert agents who had encountered the Living Dead were called back to the United States and debriefed. A month later, the Central Intelligence Agency created its own division of agents called *Morticians*— operatives whose purpose was to investigate rumors of the Living Dead, eliminate them, and bring them back to Groom Lake for study. At first jokingly referred to as Division-M by the operators, the name eventually stuck and the hunt for the Living Dead was in full effect. Thanks to the powers invested in the CIA in the late 1940's, however, the agency and its operation were kept off the books and remained unknown to Congress and the White House.

The Web Extends

In the twenty years following his mother's disappearance, Damon grew into a strong paranormal and a man determined to fight for the safety and liberation of the other *Gifted*. By the time he was 26 years old, he had already received his MBA and gained a job as a junior executive at UniMed. Within a year's time, his loyalty to the company saw him inducted as a member of their inner circle and introduced to agents from Division-M.

UniMed was a worldwide corporation that was not only deeply invested in the pharmaceutical industry, but also possessed extensive contracts with the Federal Government involving genetic manipulation and biological warfare. For the decade before the

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outbreak, UniMed had made astounding leaps in the field of genetic augmentation. Their first success was on animals, specifically canines, which led to the birth of a species of dog with human-level intelligence. Their next breakthrough occurred months before the Living Dead were unleashed. UniMed had successfully performed genetic enhancement procedures on human test subjects, resulting in soldiers for the United States military who were stronger, faster, and more resistant to damage than their normal brethren.

UniMed also harbored a dark secret, one of which even the Pentagon and Department of Defense were unaware. For decades, UniMed had been a staunch ally and financial supporter of Division-M, and was the world's leading researcher into the Living Dead.

By the time Damon had been inducted into the Division-M/UniMed conspiracy, Emma had amassed a global network of gifted individuals which she named The Pantheon. After she died of a heart attack, Damon stepped in and assumed control over the organization. Using his newly formed connections within the conglomerate as well as his network of paranormal agents, Damon searched for individuals within Division-M who shared his ideology that the Federal government had failed, and that a new order was required to not only salvage what was left of the country, but to herald a new society based on the acceptance of all people. He discovered two operatives in particular: Charles M. Cunningham, a special forces commander within Division-M, and his second-in-command, one Marcus Krause.

Over the next several months, Damon considered his plan. A plan that would also unleash upon the United States a retribution for what they had done to his grandmother and others like her. A plan that would force the people of the world to finally unite as one, to put aside their bigotry based on race, nationality, religion, or natural aptitude— or perish as a species.

Harbingers of Change

Damon used his connections and position within UniMed on the Living Dead research projects to infiltrate Division-M deeper. His operation eventually brought him into personal contact with Charles and Marcus, and he fostered a working relationship with them that soon became a budding friendship. Damon was charismatic and approachable when he needed to be, and a stern businessman and operations commander when the situation warranted— exactly the type of man the two soldiers respected.

Both Charles and Marcus had become disillusioned

with the Federal government. Like many in the military, and more so given their operations outside the normal channels, they had grown fed-up with the partisan politics in Washington and the destruction it was causing to the once great nation. Division-M had already begun making overtures of a need to replace the current system with one of its own, one that would create a society based upon merit as a means of citizenship and reward. Unfortunately, those in charge of the Division were little better than those in charge of the normal government. They didn't have the stomach to do what needed to be done.

Damon approached his two friends with a dire plot. He revealed that he had associates in China— a country that Division-M knew was aware of the Living Dead— and that they had created a mutation of the virus. Already in the hands of various terrorist organizations, they planned to unleash it upon the United States and bring the world power to its knees. In the aftermath, they would eliminate the Living Dead that caused the great panic, and replace the current status quo with one of their own design.

Over the next several years, the triumvirate worked in secret to get everything in place: how the virus would be spread, how long the incubation period would take, and into which geographic centers it would be released. However, agents within China discovered the infiltration into its infrastructure and of the plot against the United States. A counter operation was put into place, using several of Damon's own agents against him.

In the ensuing chaos of plots and counterplots, the plan to bring about a new order within the United States instead brought the entire globe to its knees.

The First Days

It all began in the late summer months.

The new school year began, and as could be expected the cities across the nation bustled. While late season tourists lingered in the most attractive west and east coast cities, millions of children entered the new academic year.

Then tragedy struck.

A school bus driver in Brooklyn, New York developed a fever within 20 minutes of leaving the depot. Trying to push past it long enough to finish his morning shift, he continued on his route when he passed out behind the wheel. The bus, half full with children, went out of control, jumped the sidewalk, and crushed a woman

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and her husband. Moments later, the couple rose and, despite broken arms, attacked the gathered crowd of onlookers. The bus driver, too, rose from his death and attacked the children on the bus along with the selfless people trying to get them to safety. Screams and death filled the street by the time emergency personnel arrived on the scene. Seriously injured children furiously attacked anyone around them, and the windows of the bus were smeared with blood. The emergency responders had no idea what they faced, and despite law enforcement finding no alternative but to open fire, the newly risen Living Dead were not stopped. More bystanders became infected as teeth ripped into flesh.

Local media outlets called it a cannibalistic attack, and Internet armchair experts wondered if narcotics were involved. Meanwhile, throughout New York, patients complaining of severe Flu-like symptoms overwhelmed emergency rooms and clinics.

Division-M, under the guise of the Center for Disease Control and Prevention, quickly responded to the situation in the Bronx, and if not for their determination to quell speculation and sow false information, media outlets might have been able to warn millions of others. Instead, Division-M completely misjudged the scope of the catastrophe that was only then just beginning, and the outbreak was allowed to penetrate every crack and corner of the city.

With news reports coming out by early evening of the turmoil in hospitals not only in New York, but also in every major city across the nation, the FBI and CDC mobilized. Division-M, unable to contain the initial situation and unwilling to be discovered, retreated into the shadows. With all of the witnesses gathered at the scene of the accident, they were forced to return empty handed.

By evening, all hell had broken loose. Patients across the United States died of their fevers, only to rise as the Living Dead and attack anyone near them. The infection spread quickly, and by nightfall on the first day of the outbreak, the United States military was mobilized.

Over the next two days, the military cordoned off as much of the major cities as manpower and hardware allowed. On day two of the crisis, the United States President spoke to the nation:

“America, I come to you now at a time of great crisis within our country. An unknown virus is sweeping through our borders, and we estimate that over a quarter of the nation has become infected. Unlike SARS or Swine Flu,

this new virus does not appear to be airborne. Instead, it appears to be transmitted through bodily fluids, the most common being the host’s saliva. We are working around the clock to find a vaccination, and all efforts are being coordinated by the Department of Homeland Security between the Center for Disease Control and Prevention, United States Army Medical Research Institute of Infectious Diseases, and the Federal Emergency Management Agency.

“I want to assure everyone that we will find the cause of this virus, we will determine its nature, and we will eliminate its threat.”

After the President’s words, his military advisor then informed the American citizens of the threat they faced:

“Ladies and Gentlemen, it’s imperative you pay close attention to what I’m about to tell you.

“The crisis we face is unlike anything in American history. Once spread to a new host through the saliva or other bodily fluids of the carrier, the virus is fast acting and 100% terminal. The initial stage is a high fever—approximately 106 degrees—followed by a loss of motor skills. The victim then enters a catatonic state for several minutes before regaining consciousness. At that stage, the victim begins attacking any living thing within reach.

“It’s vital to not only national security, but your own safety, that anyone infected with the virus be immediately turned over to law enforcement. Law enforcement personnel will assure they receive proper medical treatment. Once infected, your friends and loved ones are no longer the people you knew. They will not recognize you. They will be driven with a sole purpose: spreading the infection.”

The words had the opposite effect of what the leaders in Washington D.C. desired. Instead of arming the citizens with knowledge of the virus and a vow to solve the problem, the press conference increased public panic to extraordinary proportions.

Meanwhile, to quell the dangerous amount of false information being posted through the Internet, as well as to prevent as many reports as possible of the military’s failure to contain the Living Dead, federal agents did all they could to bring down key servers with sophisticated hacker attacks, rendering large swaths of the Internet inaccessible. The government also secretly placed agents in major cities with the necessary hardware to disrupt wireless communication

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and prevent further panic from spreading through cellular networks.

Naturally, the government's assault against the infrastructure to save lives only managed to dramatically increase public panic.

Holding the Lines

Civil unrest burned. Martial law was enacted in all major cities, but the military battled the people they were protecting as much as the ghouls. Troops from Times Square to the streets of Los Angeles were pushed back by the continuous onslaught of the Living Dead. Armed militia fought valiantly to defend rural towns across the south. Although some of the forces arrayed against the ghouls stumbled upon the only method of attack able to put them down, it wasn't until an army sniper stationed in Raleigh, North Carolina discovered that a clean shot to the brain would permanently stop them that word was spread through military ranks and across the country. By then, however, it was too late. The Living Dead had multiplied exponentially, their attacks spreading the virus at an unbelievable pace. Scientists were at a loss. The incredible rate at which the virus consumed the host defied everything they knew about viruses.

The government did the best it could to erect Rescue Stations on the outskirts of metropolitan areas even as engineers rushed to construct the walls of what was designated as the Citizen Relocation Zone in Colorado. Those who made it to the Rescue Stations in the early days were quickly transported to Colorado, even as hundreds of others followed emergency broadcast instructions to flee to the Zone on their own.

By the end of the first week, television and cable broadcasts were gone as studios were abandoned. Only radio still operated, and most of the stations contained automated replays of government instructions to make it to the Rescue Stations as quickly as possible.

With agents of Division-M spread thin across the country, Damon and the Pantheon made their next move. The Division's leadership was assassinated in a series of rapid fire strikes, and within hours Damon, Charles, and Marcus had assumed command over the entire organization.

A Global Pandemic

Other nations around the world wrongly assumed that the outbreak in the United States was a local matter and attempted to secure their borders, unaware that

the infection had already been spread throughout major population centers and the time bomb was already counting down. Even world powers such as Russia, Germany, and the United Kingdom were unprepared for the sheer magnitude of the outbreak.

Charles and Marcus were furious. The Pantheon had gone too far. The attack was to be focused solely on the United States, not spread across global population centers. The core aspect of the recovery phase was to use foreign contacts and aid to assist in the rebuilding of the new United States. Now, with countries dropping like flies, the entire operation was blown to hell and back again.

Damon assured them that everything would work out. The three of them were now in control of Division-M and were in a position to bring about the New Order of which they had dreamed. He also reminded them that it was too late to back out now. The die was cast, and the world was changing. They could either become the harbingers of the change, or perish with the rest.

Flight from Washington D.C.

Although it had always been considered impossible, leaders in Washington D.C. were forced to face a harsh reality: the United States had fallen. The Armed Forces were gutted, while local and state agencies were in shambles or destroyed. Cities burned, and millions had become flesh-starved, animated corpses. The decision was made to enact protocols that were originally designed during the Cold War when the threat of a nuclear attack had hung over the nation's collective heads. The Department of Defense, the Justice Department, the House of Representatives, the Senate, the President and Vice President along with other essential personnel, were separated and taken to the underground complex at Groom Lake, Nevada, a facility in the Colorado Rockies near the Citizen Relocation Zone, and to a secret underground bunker complex underneath Virginia. All three facilities had communication links to each other as well as to NORAD and numerous Continuity of Operation facilities around the country. If the nation's leaders could not salvage what was left of the United States, they would ride out of the undead storm and rise from the ashes to rebuild the nation.

Chaos Descends

With civilian communication networks down, the Internet severely hindered, and television stations no longer broadcasting, Hell continued breaking loose.

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By the end of the third week, with the Living Dead outnumbering the living in all major population centers, the remaining law enforcement were no longer concerned with defending absolute strangers and turned their efforts to protecting friends and loved ones, hoping that it wasn't already too late. The few Rescue Stations that had not been overrun by the Living Dead were abandoned by the military, and the survivors left to fend for themselves.

With state and Federal infrastructures having crumbled, civilians were forced to fight for their own survival. Prisons either became vast tombs of the Living Dead or the inmates were set free. Roving gangs formed, murdering any who stood on their way and taking needed supplies from those groups too weak to fight back. The police, paramedics, firefighters, and even the National Guard were gone. Lawlessness and chaos descended upon cities and towns. Merely surviving through the night took ingenuity, strategy, and a stomach for violence.

The smart ones abandoned the cities and sought refuge in the outlying counties or even in the heavily wooded areas and small towns that still dotted the United States. Those who stayed behind either became new Living Dead, or were forced to become hardened fighters with little compassion for the living or the dead. Those who did not, or could not, adapt quickly did not live long.

Sanctuary of War

When the outbreak hit, the metropolitan area where UniMed maintained its corporate headquarters and central laboratory received as strong a military presence as the CDC in Atlanta. The immediate area around the conglomerate was cordoned, protected by a combination of hastily constructed security fences and heavily armed soldiers. Yet, despite their decades of research into the creatures and their alliance with Division-M, UniMed was no more prepared for the outbreak than the whole of the Federal Government.

Sanctuary

Certain events pertaining to Sanctuary, such as the war between UniMed and the resistance, the introduction of Ragers and Ferals, and the rise of Edward Russo's Living Dead army are detailed as part of the *War of the Dead: Chapter Two* adventures.

Over the next several days, the situation spiraled from bad to worse. As the outbreak spread and more

victims fell to the infection, even the armed forces protecting UniMed were overwhelmed. More so than normal, the corporate headquarters became a veritable fortress with those still working inside— particularly in biological research— no longer allowed to leave. By the end of the first week, as leaders fled Washington D.C. and military units joined local law enforcement in abandoning posts either to save themselves or to search for loved ones, UniMed's defenses fell into shambles. Soldiers fell to the infection, while those who remained were ordered to abandon the corporation and report to the Citizen Relocation Zone in Colorado. At that time, a Lieutenant by the name of Morrison decided that to abandon UniMed was to doom the future of the human race. If any one was going to find a way to defeat the virus, it was either the CDC or UniMed. Lieutenant Morrison made the tough decision to disobey the new deployment orders and remain behind to defend the corporate facility. Stating his intentions to the rest of the troops, he was shocked to find nearly 200 soldiers willing to join him. Soon called Commander Morrison by the men he now commanded, the troops immediately expanded the security fences to a wider perimeter and arranged abandoned vehicles in precise, seemingly haphazard, patterns so as to provide a maze of obstacles to the Living Dead and living invaders alike. With the newly formed safe zone, which contained not only the UniMed headquarters but also several blocks of abandoned buildings, they created a place called Sanctuary— a safe haven for survivors.

While Commander Morrison and his men battled valiantly against the Living Dead and exerted UniMed's influence over what remained of the city, a resistance began to form. Fearing that UniMed sought to use survivors for experimentation into a cure for the infection, dozens of survivors took to the sewer networks and created a camp of their own. With few supplies to survive on, they raided UniMed depots and came into open conflict with Commander Morrison and his men on multiple occasions. The confrontations were often violent, and the resistance managed to grow in power as they looted the weapons and gear from fallen soldiers.

Even as the civil war raged on in the Living Dead infested streets, UniMed worked with Division-M to solve the mysteries surrounding the ghouls. By the end of the first few weeks of the outbreak, scientists believed they'd achieved a breakthrough in creating a vaccine against the Living Dead infection. Taking blood samples from survivors within Sanctuary to keep on file, they began administering the vaccine. What happened next was beyond their imagination.

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Three of the survivors fell violently ill, suffering a high fever as though infected by the virus. UniMed took more blood samples for study, but before they could even transport the samples to the underground laboratory a few blocks away, the trio underwent a horrific transformation into hulking brutes covered in white fur. Gifted with immense strength and durability, and consumed by a berserker state, the creatures tore through several other survivors and then escaped beyond the fortified gates before the military could respond. The people who were attacked but not killed began undergoing the transformation and were shot dead by the soldiers.

Over the next several days, scientists combed through the blood samples of the three individuals who had undergone the monstrous transformation. They discovered that not only did the vaccination not work on the Living Dead infection, but that those three somehow possessed a natural immunity to the virus. Unfortunately, the vaccine had reacted violently with the immunity and caused the horrific result.

By the time UniMed had understood their disastrous mistake, sections of the city were overrun by the new creatures, which the soldiers dubbed Ragers. What was worse was that the new, manufactured virus also gave birth to an offshoot: a step between human and Rager that they called Ferals, due to the creatures' wild-man like state.

In its haste to create a way to combat the Living Dead and its carelessness in taking science along an improper course, UniMed had now unleashed an entire new breed of horror upon the world, even as the Living Dead continued to devour humanity.

The creation of the Ragers intensified the Resistance's struggle to prevent UniMed from controlling what was left of the city. It also brought a secret organization dedicated to the fall of the United States government into play.

Edward Russo was a Private in the United States Army assigned to protect UniMed. He was also an individual gifted with paranormal abilities— able to read the thoughts of others and implant suggestions. As a member of a secret organization known as The Pantheon, he was one of many who had enlisted as a means to infiltrate the United States Armed Forces and eventually work their way into positions of command. When the soldiers at UniMed were ordered to report to Colorado, Russo received orders to do whatever was necessary to remain close to UniMed. His superiors

in the shadow organization were convinced that the conglomerate was up to something sinister, and long suspected that there was another organization secretly pulling the strings. So, when the orders came to deploy, Edward Russo targeted Lieutenant Morrison, already well respected by most of the other soldiers, and implanted the desire to remain with UniMed.

When the Ragers were unleashed, Russo's superiors knew UniMed had to be stopped. Russo was ordered to take his family, who had been living in the city even before the outbreak, and join the Resistance. He was to use the rebels' weapons and growing manpower to eventually infiltrate the UniMed headquarters and destroy their underground laboratories.

During a daring raid on a supply cache, Morrison's soldiers ambushed Russo and his team. Although Russo attempted to implant suggestions to allow his men to pass, a panicked shot from one of his own men initiated a firefight that resulted in Russo's death. Left behind as the firefight extended into other sections of the sewers, Edward Russo soon arose as one of the Living Dead. Shortly thereafter, he was captured by UniMed to use in a new experiment. If UniMed could not determine a way to prevent the Living Dead infection, they would utilize a prototype device from a different area of experimentation to control them. Surgically placing the device into Russo's skull, the implant would allow UniMed to remotely control Russo's actions, and through a series of electrical impulses, project the brainwaves that remained functional outward, in essence allowing UniMed to control him, and Russo to mentally control the Living Dead around him.

UniMed was unaware of Russo's natural ability along those lines, however, and soon after being returned to the city, the device not only failed, but the resulting shock did something to his Living Dead brain. Not only did Edward Russo regain the ability to think on a human level, but he also regained the same abilities he had in life— only now they were intensified. Edward Russo was transformed into an intelligent Living Dead, able to mentally control an extremely large group of other Living Dead, and now with an undying hunger for revenge against UniMed, Commander Morrison, and anyone else associated with the conglomerate.

Sanctuary quickly deteriorated into a complete war zone. UniMed, the Resistance, the Ragers, and now Edward Russo and the Living Dead all battled against each other. By the time the situation finally came to a head nearly two months after the outbreak, the Resistance was shattered, the Ragers had multiplied

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dramatically, and Edward Russo had gathered an army of close to a million Living Dead and marched them upon the city.

UniMed's central headquarters and laboratories fell. Commander Morrison and a small band of other survivors barely escaped with their lives.

Commander Morrison and the rest of the survivor group headed west toward Colorado, but Edward Russo and his Living Dead remained on their trail. The Living Dead army was moving much slower than the survivors in their armored vehicles, but if one thing was certain it was that time was on their side.

Schism

Weeks before Edward Russo and his army sacked Sanctuary; another series of events were transpiring that would inevitably connect back to UniMed, Division-M, and their ultimate plans to assume control over the future of the United States.

When Congress and the White House separated their power base to prevent the infection from wiping out the entire government in one blow, Special Forces had taken the Vice-President and several Congressmen to NORAD. Once inside the NORAD facility, Division-M activated the first phase of the plan they designed in the first two days of the outbreak. Division agents within the Vice-President's security detail, as well as several already on post within NORAD, conducted a coup that saw the Vice-President and Congressional members executed. Division-M assumed command of NORAD, while a separate team took control over the Lake Groom facility.

Meanwhile, at the Mount Weather facility in Virginia, Secret Service agents left eight soldiers dead when they foiled a plot to assassinate the President of the United States. Despite the failed attempt, the Mount Weather facility was still unaware of the situations at NORAD and Groom Lake since Division-M maintained the normal, planned operations of both facilities to avoid drawing outside attention. The problem, though, was how to reach the President now that his security was on an even higher alert. The solution presented itself thanks to a mistake at UniMed.

UniMed's CEO, Shane Williams, was a businessman and philanthropist. Although allied with Division-M and knowledgeable of the research going into the Living Dead, he was a man who believed in finding a way to understand the creatures and protect humanity from their infection. The genetic research into both the canines and humans were even part of Shane's dream

of elevating humanity above illness and infirmity. Shane's goals, however, did not precisely align with Division-M's. The agency ultimately planned to turn the Living Dead into the ultimate biological weapon, and the genetic research was designed with the purpose of eventually fielding an army of enhanced soldiers.

With the Living Dead consuming the Earth, it was time for Division-M to institute a take-over of UniMed.

Following the failed coup attempt at Mount Weather, word reached Division-M that the President was being moved to the facility in the Rocky Mountains, deep inside the Citizen Relocation Zone. Shane Williams was going to meet with the President to reassure him that UniMed was seeking a solution to the pandemic, and tell him that his scientist had made a grave discovery at a local hospital: a full-term pregnancy that resulted in the mother becoming infected had inevitably caused the birth of an infected newborn child of a type of Living Dead far different from the others. A day after Shane left, UniMed applied the rushed version of the vaccination, believing in error that it would provide a defense against the infection. As the Ragers were unleashed, and the origins of the creatures quickly discovered, Division-M initiated its plan to finally eliminate the final obstacle to taking control over the United States— though the plan hinged as much on luck as anything else.

Contacting Shane and claiming to have found a vaccination against infection, an executive from UniMed, accompanied by an armed escort and agents from Division-M loyal to The Pantheon, made haste to the CRZ. The President was already on site, providing not only a morale boost to the soldiers and American citizens, but also commanding operations from within the highly secured facility deep within the Rocky Mountains. Upon arriving on site, UniMed ran initial blood tests as part of an orchestrated procedure to discover if anyone at the CRZ possessed the rare immunity. After a week of heavy analysis, they pinpointed seven individuals, out of the several hundred, with the necessary biological quirk.

What happened next occurred so quickly that the military charged with defending the CRZ was caught unprepared. Division-M agents separated the individuals, bringing some into the facility where the vaccination would be administered, and keeping the remaining few on the outside with the general population. Within an hour of receiving the shot, all seven of them had become ill for a short time and then transformed into the hulking brutes. The creatures immediately and viciously attacked everything around them. Dozens became infected and transformed

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into Ragers and Ferals. Friendly fire and sheer panic caused additional deaths, resulting in the rise of more Living Dead and further adding to the devastation.

The Citizen Relocation Zone was turned into a slaughterhouse.

During the conflict, two soldiers were bitten while defending the airstrip. Overwhelmed and outnumbered, they crawled into the bowels of Air Force One as a last ditch defense. An hour later, military forces stormed the airstrip to clear the path for the President and his family to escape and return to Mount Weather. Although Air Force One broke free of the Citizen Relocation Zone, the infected soldiers soon rose as the Living Dead. It didn't take long for their initial attacks to cause the infection to spread like wildfire through the confined aircraft. Soldiers who confronted them, fearful of injuring the First Family, were killed or infected. The President and his family had nowhere to run, and when the chaos had ended, Air Force One was a shattered wreck somewhere in Colorado. The next to final piece of the old leadership of the once great nation was gone—replaced by the Living Dead.

There remained just one more thing to do.

Division-M, now in control of NORAD and Groom Lake, initiated a nuclear strike on the Mid-Atlantic States, citing a need to eradicate the millions of Living Dead present in those metropolitan areas at all costs. Though low yield nukes were used, the strike still proved futile. The remaining Federal Government leaders had already fled the Mid-Atlantic States and were secured within NASA facilities across the Gulf Coast.

With the President and Vice-President dead, the remnants of the Federal Government struggling to secretly reestablish a powerbase on the Gulf Coast, the east coast under nuclear fallout, and Lake Groom and NORAD under their command, Division-M assumed control of what remained of the United States.

The Ultimate Discovery

From War of the Dead

The plots between General Drazinsky and Groom Lake, the CRZ, the outlaws, and the hidden federal prison cover a wide series of adventures. A more detailed storyline is found in *War of the Dead: Chapter Three*, and *War of the Dead: Chapter Four*.

With the death of the President and the capture of Groom Lake and NORAD, Division-M's control over the remains of the country seemed absolute.

The forces loyal to the United States still inside the Rocky Mountain facility, however, were not yet ready to concede the future of the nation.

General Drazinsky had served his country for the vast majority of his life. After encountering the Living Dead for the first time in Vietnam, he was recruited into Division-M and spent the rest of career working for both the United States, and for the shadow agency in their struggles to understand the flesh-eating ghouls. Although he was aware of the research and development experiments into using the creatures as biological weapons, he had always naively believed they would be used to the defense and benefit of the United States. When the General learned of what happened at Groom Lake and NORAD, the fate of Air Force One and the death of the President and his family, and of the nuclear strike on the east coast, it changed everything for him.

He had vowed to protect the United States from foreign and domestic enemies, and he was not about to allow Division-M to complete their coup.

After establishing contact with Mount Weather, General Drazinsky, the commanding officer of the remaining forces inside the CRZ, gathered what remained of his soldiers. Division-M troops were summarily executed. The Living Dead and Ragers were led into remote sections of the facility and contained. The air vents and other points of entrance and egress into the facility were reinforced. In less than 24 hours, the facility was secured in the name of the United States.

Division-M was furious. The Rocky Mountain facility was second only to the Groom Lake complex, and having enemy forces in control of it was unacceptable. It made them vulnerable and endangered their plans. It also allowed the General access to a nearby prison—a complex originally constructed by the CIA decades ago, and which had been used in recent years by Division-M for research into the Living Dead. Division-M could not allow General Drazinsky to take control over the facility, or the smaller mountain complex that it connected to via an underground tunnel.

As Division-M and General Drazinsky soon discovered, however, there were even bigger problems developing.

A large army of outlaws had not only taken control of a town relatively close to the CRZ, but they had rapidly expanded and captured the prison facility. Although

The World at Large

reconnaissance reports indicated the outlaws were unaware of the secret underground laboratory or the connected mountain facility, their discovery of both seemed inevitable. Worse, the outlaws were heavily armed with tanks and other stolen military hardware, and taking the prison from them was not going to be a simple task.

On top of that, General Drazinsky learned that Dr. Douglas Conroy, the Rocky Mountain facility's chief researcher into a vaccination or cure for the Living Dead, was missing. A near weeklong sweep of all the contained Ragers and Living Dead, as well of the multitude of dead bodies spread throughout the CRZ, turned up no trace of the doctor. He had, for all intents and purposes, disappeared— and seemingly took the vaccination with him. The UniMed CEO had been killed during the outbreak at the CRZ, and the executive had been hoisted by his own petard. Nothing had escaped the carnage except Air Force One, and even that flight had been short lived.

While General Drazinsky continued to search for Dr. Conroy, forces from Groom Lake launched multiple, small-scale assaults against the Rocky Mountain facility in an attempt to breach security and destroy any research Dr. Conroy had conducted on the Living Dead. During one such raid, a scientist named Dr. Ivan Viory accompanied them, after successfully arguing to Groom Lake that the soldiers would have little clue what they were looking for and, depending upon how far along Dr. Conroy's research had gone, even he might not know what they needed to destroy or steal until he saw it. Division-M agreed to let him accompany the raid, making it clear that his life and safety were in his own hands.

Once the invasion team made it into the facility, Dr. Viory betrayed them to Drazinsky's forces and defected. Dr. Viory was interested in saving the human race, not in concocting weapons to allow Division-M mastery over it.

As the war between the CRZ and Division-M continued and an early, harsh winter hit, Commander Morrison and a large group of survivors managed to take control of the prison from the outlaws. Dr. Viory was unable to make solid headway into creating a vaccination until he discovered a method of creating the drug using the Living Dead. Unfortunately, the result changed the ghouls, returning their intelligence and memories of their past lives, and created what were, in essence, the very first *Rotters*. Meanwhile, Commander Morrison was killed as the outlaws launched an all-out attack to retake the prison. The

survivors fled through the underground tunnels and made their way to the CRZ, even as General Drazinsky learned that Dr. Conroy had taken secret residence in the nearby outlaw-controlled town.

Division-M led another invasion into the CRZ, and inadvertently destroyed the Rotter by sheer happenstance, taking Dr. Viory's hope for a vaccine with it.

Fearing that the entire series of events were about to come to a head if Dr. Conroy was not recovered, General Drazinsky made a tough decision. He manipulated and used the desperate survivors— a group that had obviously survived on the road and against the Living Dead and other threats this long— and forced them to infiltrate the town to retrieve Dr. Conroy. To make sure they complied, he took several members of their group hostage.

The survivors had been through hell since the outbreak. They were a tough, crafty, hardened lot. Although they knew attacking Drazinsky and his men would be suicide, they successfully infiltrated the town and, discovering a schism between an army of citizens and the outlaws, managed to find Dr. Conroy and free the town.

The survivors also discovered that Dr. Conroy had another intelligent Living Dead with him, a Rotter named Johnnie, and that he had successfully discovered and tested a vaccination to the infection. He needed to get the discovery to the CDC in Atlanta, but feared doing so in the middle of winter and risking Johnnie being damaged.

General Drazinsky suffered a coup within his facility even as the survivors betrayed the retrieval force sent to take Dr. Conroy back to the CRZ base. With the Rocky Mountain facility in disarray, and the town defending against the General's forces, the survivors dug in and awaited the spring thaw.

The Final Blow

Escape from Russo and the Loss of Johnnie

The escape from Edward Russo is told in the conclusion of *War of the Dead*: Chapter Four. The events surrounding the raider attack and Johnnie's disappearance take place between *War of the Dead* and *World of the Dead*.

The World at Large

Spring arrived early, and the survivors prepared to take Dr. Conroy and Johnnie east to the CDC in Atlanta. Before they could depart, however, Edward Russo and his army of Living Dead stormed the area, overwhelming the town. Dr. Conroy and the others barely managed to escape.

Nearly a week into the journey, the convoy was attacked by a group of heavily armed raiders. Several of the survivors were killed before the raiders were ultimately defeated, but the final blow to the human race had been struck. In the firefight, Johnnie had disappeared into the surrounding wooded area that led to a nearby mountain range. Although the remaining survivors searched, Johnnie was nowhere to be found.

The key to saving the human race had been lost.

Like a Phoenix from the Ashes

Over the course of the next year, things continued to change at a rapid pace.

Settlements of all shapes and sizes sprouted across the central United States in an area of expanse collective referred to as the Rotter Lands— so named due to the prevalence of intelligent Living Dead that had appeared.

The Pantheon, now in control of Division-M, established its seat of power of deep within the Groom Lake complex, and through an extensive military campaign created the United Protectorate— a new form of government that assumed command over Nevada, California, and the Joint Base Pearl Harbor-Hickam in Honolulu.

Meanwhile, with a majority of the mid-Atlantic region and New England under nuclear fallout, the former Federal Government relocated to Florida, captured the Gulf Coast region and formed the Federal Commonwealth. Thanks to maintaining command operations at the various NASA space centers throughout the Gulf region, the Federal Commonwealth had access to satellite communications and tracking. Using the Azores archipelago as a staging area, they have struggled to establish relations with the decimated United Kingdom.

Lands of the Dead

What was once the United States of America is now a war-torn, Living Dead infested land. Wars rage between the Rotters and humans, settlements and marauders, and the United Protectorate and Federal Commonwealth. Damon's dream of the Living Dead

forcing people to come together, unite, and live as one has been shattered. His bid to enact a New World Order of equality has instead brought about a world where people are more divided than ever, where betrayal is more common than trust, and where new species of horrors have given way to new bigotries and wars.

Damon's final bid to bring about his dream resides solely within the Living Weapon Program— an operation designed to use the Living Dead as shocktroops in a campaign to solidify his control over what remains of humanity and force the survivors to come together as one.

RISE FROM THE ASHES

There are countless places, fallen nations, and ruined cities throughout the world of the dead. Four years ago, the Living Dead nearly wiped out humanity, crumbling entire infrastructures and devouring national governments and military forces. World-wide communication, travel, and even the internet— things societies in developed nations took for granted— were all but annihilated.

Today, those who survived have formed pocket societies, hardened settlements where survival is dependent on the cooperation of the many, and those who risk shattering that precarious balance are punished swiftly and harshly. Marauder bands, former soldiers turned dictators, and monstrous horrors threaten the rebuilding.

The Living Dead, though numbering in the millions, are not the only threat to the future of humanity. Two factions of the former United States Government— the United Protectorate and the Federal Commonwealth— both fight for control over the Rotter Lands. Meanwhile, precarious relations have been opened with Avalon in the United Kingdom, and the Azores archipelago is of vital strategic importance to transatlantic travel.

This section overviews some of the important locations and organizations in the World of the Dead campaign setting. It's by no means exhaustive. The pandemic didn't just affect a few nations— it toppled the entire world.

Settlement Encounters

d20	Encounter
1-2	Love Interest
3-4	Overbearing Guards
5-6	Minor Invasion
7-8	Minor Outbreak
9-10	Pick Pocket
11-12	Forced Confrontation
13-14	Mistaken Identity
15-16	Wrongly Accused
17-18	Old Friends, New Enemies
19-20	Major Invasion

Encounters

The following tables provide random encounters for World of the Dead. The encounters are divided between Settlement and Expanse. Use the random encounters whenever there is a lull in the action, or when it becomes necessary to keep the players on their toes.

Love Interest: One or more of the characters become a target of someone in the town that is completely enamored with them. This can either be the beginning of new relationship, or a complete annoyance.

Overbearing Guards: The characters are bullied and harassed by the local militia.

Minor Invasion: Just as with the Survivor Town rules, the town suffers an invasion from an opposing force equal to a town's minimal troop level.

Minor Outbreak: Using the Upkeep Mission rules from the Survivor Towns chapter, the group is caught in the middle of a minor Living Dead outbreak.

Pick Pocket: The characters have something of value stolen from them by a pick pocket, and getting it back requires a standard length foot chase.

Forced Confrontation: Whether troublemakers on the street, or a drunken patron at a bar, the characters are the target some a person, or group of people, just looking for a fight.

Mistaken Identity: The characters are mistaken for wanted criminals.

Wrong Accused: Different than a mistaken identity, the characters are framed to take the fall for a particular criminal.

Old Friends, New Enemies: The characters stumble upon someone who was once a friend, but now has a score to settle— but is it over an actual slight or a former miscommunication?

Major Invasion: Using the Upkeep Mission guidelines from the Survivor Towns chapter. The characters are caught in the middle of an invasion equal to a dedicated military force of the settlement's size.

Expanse Encounters

d20	Encounter
1-2	4d8 Living Dead Shamblers
3-5	Minor Raider Attack
6-8	Feral Genetic Dogs
9-10	Major Raider Attack
11-12	Brute Encounter
13-14	4d10 Living Dead Sprinters
15-16	Rival Group
17-18	Loss of Supplies
19-20	Rotter and Small Horde

4d8 Living Dead Shamblers: The group is ambushed at a bad moment by 4d8 Shamblers.

Minor Raider Attack: The characters suffer an attack from Typical Raiders equal to one (1) raider per character.

Feral Genetic Dogs: The characters are attacked by a pack of Genetic Dogs equal to one (1) per character. The dogs have been driven mad by starvation, but still retain enough mental faculties to combat the characters effectively.

Major Raider Attack: The group is attack by a group of Typical Raiders equal to two (2) per character.

Brute Encounter: The characters encounter one or more Brutes, but will this be a situation they can talk their way out of, or are the Brutes out for blood?

5d10 Living Dead Sprinters: The group is ambushed by 5d10 Sprinters.

Rival Group: The group encounters a group of Typical Nomads equal to two (2) per character that will do anything they can to take whatever supplies the characters have.

Loss of Supplies: The group has actually lost their supplies, either through an attack or just sheer bad luck, and is left with having to figure out how to get more.

Rotter and Small Horde: A Rotter pursues the characters, leading a small horde of 2d6 Shamblers and 2d6 Sprinters.

The Rotter Lands

The expanse of the former United States where independent civilization has fought to reemerge, the Rotter Lands stretch from Montana to Arizona, through half of New Mexico and northern Texas, and as far east as Tennessee. While the lands are still infested with the Living Dead, survivors of the outbreak have fought and bled to create settlements— some just basic affairs and others thriving communities— to ensure hope for a future.

Filled with raiders, ruins of the old world, Living Dead, and other horrors, the Rotter Lands are not to be traveled lightly.

Citizen Relocation Zone

The former CRZ (Citizen Relocation Zone) located in Colorado is another testament to the Old World. Established during the first month of the outbreak, the Zone was to be the launching point for the Federal Government as well as a housing area for survivors



Rising from the Ashes

of the Living Dead. Unfortunately, a combination of politics and betrayal saw to its fall in the early months, and the faction of the former government that seized control fought a war against other splinter groups— all of them vying for power.

Today, the government faction is no more. After being overrun by an army of nearly a million Living Dead, the Citizen Relocation Zone is now controlled by their leader, an intelligent Living Dead named Edward Russo. Allied with the leaders of the Church of the Eternal Prophet, Russo has agreed to help them in their war against what remains of the human race, while at the same time feigning being an ally to the United Protectorate. With resources of the Rocky Mountain facility at his disposal, Edward Russo is a vital threat to the future of the human race and to those factions struggling to reestablish civilization.

Adventures

(Plot Point #6) Army of the Dead: The group must infiltrate the Rocky Mountain facility to liberate it from Edward Russo and his Living Dead.

Grand Canyon

The once beautiful Grand Canyon has become a place of death. Dubbed The Abyss by the people of the Rotter Lands, it is a place where the Living Dead were rounded-up and dumped in the early days of the outbreak. Although the plan had been to corral the creatures and then bomb them, the second part of the operation never occurred as the Federal Government and its armed forces were quickly shattered. Now, The Abyss is a place where few dare venture. Rumor exist of a group from Groom Lake kidnapping entire settlements and dropping the citizens into The Abyss, but as of yet none of the rumors have been substantiated.

Hell Town

During the early months of the outbreak, an outlaw by the name of Hell Fuerrie tore a swath of destruction and looting across the Midwest. Formed by one of Hell Fuerrie's former soldiers, Hell Town is an honor to his memory.

The home of Hell's Fury, a powerful, heavily armed raider gang over 100 strong, the town is constructed on the outskirts of the Coffeyville Refinery in Kansas and is protected by strategically placed makeshift barriers and guards armed with military grade weapons.

Factions

Hell's Fury: The only occupants of Hell Town, Hell's Fury is widely feared throughout the Rotter Lands. The raiders boast several hundred members and are known for pillaging settlements, murdering anyone who stands in their way, and taking the women back to Hell Town. With vast fuel reserves and hundreds of military grade arms at their disposal, the forces of Hell Town are a serious threat to the settlements of the Rotter Lands.

Necropolis

Located in Kansas, Necropolis is home to the Church of the Eternal Prophet. A vast, sprawling city, the Rotters control all points within its borders, using humans and Brutes alike for their twisted and decadent entertainment. Night clubs specializing in torture and serving living flesh provide the most popular form of entertainment. Meanwhile, the *Death Race*, where two humans, Brutes, or a combination of the two have the left leg of one tied to the right leg of the other with flesh gouging barbed wire, and are forced to run or fight for their lives against wave after wave of Living Dead, is the primary sport of Necropolis. Rotters attend by the hundreds, and bets are made with fervor on the outcome.

Necropolis is ruled by the Prophet, a very reclusive individual who in life was secretly known as Dallas Paxton. His second-in-command (and chief enforcer) is John "Johnnie" DiMagio— a Rotter who claims to be the first, created through the inhumane experimentations upon the Living Dead by humans. Years ago, the two of them spread their new strain of infection across the central United States and eventually conquered Necropolis to act as a military launching point for the planned war to wipe humanity from the planet. With the Rotters combining military grade hardware with their inability to suffer a final death except through damage to the brain, humanity might very well be facing its true End of Times when war finally comes.

Places of Note

The Cathedral: The center of Necropolis, the Cathedral is a sprawling office building with the bottom three floors gutted to form a place of worship, where the Rotter citizens and warriors can hear the preaching of the Prophet. Atop the church, Dallas Paxton and John DiMagio run the city's politics.

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Sins of the Flesh: The most popular night club in Necropolis, Sins of the Flesh serves fresh meat and has nightly entertainment consisting of human torture.

Death Race: A large maze constructed over what used to be a high school football field, Death Race is a major form of sport's entertainment in Necropolis. Here, two living beings are tied together with barbed wire and forced to survive against swarms of Living Dead as they seek an exit from the maze that doesn't exist.

Factions

Church of the Eternal Prophet: A religious organization comprised entirely of Rotters, the Church of the Eternal Prophet preaches the eradication of humanity from the face of the Earth, and the Rotters' rise as the truly dominant species. Influencing a vast majority of the Rotters, the church is a driving force behind The Revenants and their unrelenting assaults on human settlements.

The tenets of the church do not apply to humans alone, however, and its followers hunt down all Ragers, Ferals, and Brutes as well. It is the core belief of the church that the Living Dead, alone, are the future of the planet, and all other species are nothing more than food to fuel their endless conquest.

The Revenants: As if the normal Living Dead weren't bad enough, there is the group known as The Revenants. Consisting of intelligent Living Dead as well as your basic ghoul, The Revenants are some 500 strong and never need to eat, breathe, or sleep. Determined to wipe out the humans and assume their place as the rightful inheritors of the Earth, the Revenants combine their Living Dead abilities, human intelligence, and arsenal of combat vehicles and weapons to lay siege to untold settlements. Unfortunately for them, the human raiders, also dedicated to establishing absolute control over the survivors, not only battle to hold them back, but have been known to establish temporary truces with settlements in order to face the Living Dead legion. It is a precarious balance, and if time will be the determining factor, The Revenants most definitely have the upper hand.

Adventures

(Plot Point #3) City of the Dead: The characters are forced deep into Necropolis to retrieve an item vital to the upcoming war.

Railroads

The great rail lines that stretch across the North American continent have proven a boon to the settlements of the Rotter Lands. Thanks to the efforts of the Unified Towns, a few diesel engines have been returned to operation, and the railroads are once again providing shipping between the far-reaching towns.

The rails have not come without a price, however, and the Unified Towns' attempt to control the tracks has led to violent conflicts with non-member settlements. Furthermore, both the raiders and Rotters have taken to attacking the trains to either steal or destroy their cargoes.

Unless the railroads can be secured, there is no telling how much longer they will remain in operation.

Sanctuary

The walled and heavily armed enclave known as Sanctuary dates back to the early days of the outbreak. Originally established by UniMed, Sanctuary is now a place of horror. Beyond the fortified walls, a vast array of Living Dead pushes to get in and devour the living. Ragers hunt through the sewer networks during the day, and rise to the surface at night to unleash unrelenting assaults against the humans. While heavily armed, Sanctuary lacks many of the medical facilities needed to combat the resurgence of diseases and viruses that have plagued the Rotter Lands since the fall of the Old World. Ailments long thought defeated have returned, and without proper medical supplies, even the Flu can add to the number of Living Dead. The people of Sanctuary are a dangerous, wild-eyed lot; as willing to destroy the monsters that assault them as use their weapons to pillage and raid other settlements.

Adventures

(Savage Tale) City of the Damned: The characters are hired to go deep into Sanctuary to rescue a man's daughter who was kidnapped by cannibals.

The Pits

To many in the Rotters Lands, there is a place that is little more than a rumor— a story of a dark place where children are taken to battle for sport in arenas filled with the Living Dead. Known as The Pits, the true location is unknown as it is constantly changing. Usually accessible only to those who are members of an organization called the Lords of Dionysus, The Pit becomes a grand festival of gambling, drinking,

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and gluttony during the games. The children are sent through a series of three rounds, each more dangerous than the last. Those few who survive are granted admittance into the organization, where they are kept as slaves.

Factions

Lords of Dionysus: Taking its name from the Greek god whose attributes they revere, the Lords of Dionysus seek gluttony and pleasure in the war-torn remains of the Rotter Lands. Believed to only be a rumor by many settlements, the Lords of Dionysus operate The Pits, a place where kidnapped children are forced to fight against the Living Dead while wagers are made. Bounty hunters and Reapers have both followed stories and clues as to the location of The Pits and the Lords of Dionysus, but thus far, no one has been able to discern the physical locations of either.

Adventures

(Savage Tale) The Lost Boys: The group must rescue child prisoners from raiders before they can be taken

back to town and sold to the Lords of Dionysus

Ruins of the Old World

Throughout the Rotter Lands, the ruins of Old World cities and rural towns stand like decaying grave stones to a once great achievement. Now filled with Living Dead, Rotters, Ferals, and human horrors, the ruins hold untold lost treasures from before the outbreak. Treasure hunters risk life and limb to pluck the unclaimed wealth from the ruins, hoping to sell them on the Black Market and make it rich.

Adventures

(Savage Tale) The Value of a Good Book: The characters are hired to go into a ruined city and retrieve a very valuable book from the central library.

The Unified Towns

Founded by Ollie Resnick and now consisting of twelve settlements, the Unified Towns form the primary political body of the Rotter Lands. The ruling council carefully screens membership, and their control over the settlements is absolute. Although the Unified Towns dream of once again uniting all settlements under a common flag and government, many in the Rotter Lands refuse to return to an era of a single government or ruling class. Bloody conflicts have been fought over the matter, and the Unified Towns are just now beginning to see greater dangers to their future.

See the chapter, **Unified Towns**, for more information.

Adventures

(Plot Point #2) Welcome to Dodge, the New Frontier: The characters must rescue their old friend, James McClain, from the United Protectorate.

(Plot Point #4) Snakes in the Garden: The characters are thrust into a dangerous political game in the Unified Town of Eden, as its ruling council attempts to ally with the United Protectorate.

(Plot Point #5) A Beacon is Extinguished: Finally arriving in Beacon, the group is nearly killed during a massive United Protectorate invasion.

(Plot Point #7) Rise of the Phoenix: Arriving in New Phoenix, the characters make a stand against the United Protectorate.

(Savage Tale) Born Free: The characters must help the town of Free Born recover much needed supplies.



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(Savage Tale) Defending the Battlement: The characters must help defend Camp Battlement against a major invasion.

(Savage Tale) Deliverance: The characters become the targets in San Christobal when they are believed to be allied with the devil.

Valhalla

Constructed near the oil refinery in Tulsa, Valhalla is led by an extremely dangerous Rotter with a psychosis that has convinced him he is the Earthly embodiment of Odin. He views the pandemic as the first stages of Ragnarok, and believes that he, alone, is destined to determine who celebrates eternal life as part of his kingdom, and who suffers an eternity as a mindless demon. In that regard, he chooses who will become a Rotter and who must suffer as one of the unintelligent Living Dead.

Valhalla is not associated with the Church of the Eternal Prophet, and his soldiers (called Einherjar) travel the Rotter Lands in vehicles rigged for combat, raiding other settlements and taking what— and who— they desire. Meanwhile, his Valkyrie act as his judges, choosing those who will join Valhalla and those who will aimlessly wander the Rotter Lands.

With dozens of vehicles of all sizes, as well as hundreds of Rotters at his command, the leader of Valhalla is a serious threat to the Rotter Lands.

Way Stations

Located throughout the Rotter Lands, most Way Stations are nothing more than a single building where travelers can find temporary shelter, food, supplies, and sometimes information. Often visited by bounty hunters and Reapers, each Way Station is maintained by anywhere from one to ten people, and remain a neutral factor. Way Stations will assist visiting settlers and raiders alike, and violence is forbidden except against the horrors that would kill the living.

Adventures

(Savage Tale) Dreams of Steam and Gears: Stopping at a Way Station, the group is drawn into a murder mystery involving a brilliant inventor and some locals.

United Protectorate

The new body of government formed by Division-M, the United Protectorate controls Nevada and California. Based at Area-51, it fights a desperate war

against the Federal Commonwealth for control over the former United States.

Vast resources have been invested into the Living Weapon Program. Convinced that research into the Living Dead is key to the future dominance of the rebirthing nation, the United Protectorate also views the ghouls as a steady stream of soldiers to field in battle— if they can be controlled. Through sheer numbers and the inability of most enemies to combat them efficiently, the Living Dead could propel a nation to military superiority even in a world where the human population has been significantly decreased. To that end, the Rotters are of strategic importance, and the ability to create more of them is of key to the entire program. The Protectorate has also employed numerous covert operations to keep any type of vaccination against the Living Dead infection from reaching the point where it could be mass produced.

Although it has yet to truly expand westward, the United Protectorate also controls Cheyenne Mountain and all NORAD facilities in Colorado.

The United Protectorate is a stratocracy. Additionally, those who wish to become full citizens of the Commonwealth, thereby gaining full democratic rights, must serve in the United Armed Forces for no less than two years. Upon completion of the service, the individual is awarded full citizenship and rights, as well as land with which to build a home or settlement.

California

Although a majority of California has been consumed by the Living Dead, the United Protectorate maintains a satellite outpost in the bay area. Assuring clear access to the few ships they have available, California has become a marine staging area for plans to retake Hawaii and begin mounting an incursion into Asia.

Places of Note

UniMed Headquarters: Located in a highrise in Sacramento, California, the UniMed headquarters consists of 28 floors above ground, and another 6 built below the building. While the surface area consists of office space and other daily functions, the underground facility contains tightly sealed and environmentally controlled laboratories where studies are made into the Living Dead and human genetic engineering.

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Factions

UniMed: A vast conglomerate before the outbreak with deep ties to the Federal Government, UniMed was responsible for research into genetic enhancements, biological weaponry, and the Living Dead. Responsible for the creation of Ragers and Ferals, as well as the death of the President of the United States and fall of the Citizen Relocation Zone, UniMed is closely allied with the United Protectorate's goal of establishing a global world order.

Groom Lake

Groom Lake is a heavily guarded and fortified area. There, within the vast subterranean complex, a power struggle ensues as the remnant seeks to extend its rule as far across the globe as possible. Urban Legends exist of Living Dead and human experimentation, of weapons of mass destruction once again under development, and of the Living Dead themselves being used as foot soldiers. Some believe the new forms of Living Dead that have appeared over the past few years are a direct result of the mad science within the complex. Whatever the truth, regardless of what realities the rumors hold, Groom Lake is either the single greatest threat to human survival, or the future salvation of the human race.

The United Protectorate's seat of power is within Area-51. From deep within the underground complex, they maintain a continuity of operations with their forces in California and at NORAD in Colorado.

Factions

The Pantheon: A secret organization which claims to be behind the pandemic, The Pantheon is comprised entirely of those gifted with paranormal (read: psychic) abilities. Stemming from experiments conducted by the government and private contractors during the Cold War, those who have joined The Pantheon dream of a New World Order where they are the masters.

Led by Damon Wimmer, who spent years secretly gaining control over Division-M, the true agenda of The Pantheon is far less sinister. Damon dreams of a world where people are united as one, no longer tainted by bigotry and hatred. He believed the Living Dead were the answer to bringing everything together, but continues to watch humanity tear itself apart.

Adventures

(Plot Point #8) Endgame: The characters and the Federal Commonwealth make a final assault against the center of power for the United Protectorate—

Area-51!

Pearl Harbor-Hickam

The Joint Base Pearl Harbor-Hickam was brought under United Protectorate control a year ago, after a military force launched from the California coast and cleared the Living Dead from the island.

Today, the southern area of Honolulu is well secured from the ghouls, and a United Protectorate force of over 600 men serve in the Pearl Harbor-Hickam base as the fledgling government considers further Pacific operations.

Federal Commonwealth

Born from the ashes of the United States Federal Government, the Federal Commonwealth controls the Gulf Coast region and dreams of expanding into the Rotter Lands. Despite a sizable military for the region it controls, the Federal Commonwealth is ill equipped to face the powerful marauder gangs, the Rotter forces of Necropolis, and the resources of the United Protectorate.

The Federal Commonwealth, which stretches from northern Florida to portions of Louisiana east of the Mississippi River, rules through the illusion of allowing an independent society. Settlements within its territory are allowed to govern themselves, as long as they abide by the laws as set forth by the United Protectorate, establishing a new federation over the ashes of the old.

Although a full out invasion of the Rotter Lands is not viable at the present time, the Federal Commonwealth has begun making small incursions, seizing abandoned towns and sections of cities from the Living Dead, and bringing several smaller marauder bands to justice. With its access to limited air support and satellite support, the Commonwealth is sure to grow into a sizable threat to the United Protectorate, with the Rotter Lands and all of its settlements caught in the crossfire.

Azores

The Azores archipelago was spared a massive outbreak, though some Living Dead did manifest on the island due to the infection of U.S. military forces.

Considered a key, strategic location during the outbreak, the United States moved almost immediately to secure Terceira Island and the Lajes Air Base from possible outbreak. Since that time, the Federal

Rising from the Ashes

Commonwealth has used the base to command air operations aimed at reestablishing communications and relations with the shattered United Kingdom.

Currently home to over 300 military personnel, Azores remains the single, best hope of once again bridging the Atlantic.

Badlands

Once home to some of the world's greatest population centers, the east coast fell quickly to the pandemic. With hundreds of thousands, in some cases even millions, of people crammed into the cities, the infection was able to spread quickly as those who died of natural causes, or suffered their demise due to the panic and riots, rose as the Living Dead even as thousands of other ghouls killed the living. Emergency medical resources were overwhelmed, and then shut down entirely. Law enforcement and military units abandoned posts, more concerned with saving the lives of themselves and their families than in protecting complete strangers. In a matter of days, those who made it through the initial onslaught found themselves left on their own, struggling to survive against not only the vast number of Living Dead, but also criminals and armed bands of militia who would prey upon them.

Several months after the outbreak, as the coastal Living Dead looked as though they might start a westward migration, Division-M ordered nuclear strikes upon all eastern major population centers. At least, that was the reasoning fed to the troops. In truth, Division-M ordered the strikes in an attempt to eliminate what remained of the nation's leaders.

What resulted were the deaths of thousands of human survivors, barely a dent in the Living Dead, and a complete miss on the actual target. The remaining national leaders had already been evacuated from the Mount Weather facility and moved to various Air Force bases used by NASA in Florida.

The east coast is now a wasteland where Irradiated Living Dead roam in vast numbers and the few living that yet remain are near insane from the constant struggle of day-to-day life and radiation sickness.

Center for Disease Control and Prevention

Located in Atlanta, Georgia, the Center for Disease Control and Prevention is now a veritable fortress where scientists work determinedly to find a way to reverse the Living Dead and Rager infections, or at least create a vaccination to prevent further outbreaks.

In the four years since the outbreak, the CDC has been heavily overhauled by what remains of the Federal Government on the east coast. Gigantic steel walls, much like those found at the CRZ site in Colorado, envelope the facility, and nearly 100 highly trained United States soldiers stand guard around the facility. Although Atlanta is still heavily infested with the Living Dead, and provides a near endless supply of test subjects, the CDC has not suffered an internal outbreak since the first week of the pandemic.

The Center for Disease Control and Prevention receives military support from forces at Fort Gordon, and is overseen by First Sergeant David Rolzinski, who lost his wife and son in the first days of the outbreak. Since that time, he has dedicated himself to the protection of what remains of the United States, and the eventual eradication of the Living Dead.

Poseidon

Salvaged from Pinto Island, Alabama, Poseidon is one of the jewels of the Federal Commonwealth. Overseen by Commander Jack Trapper, this settlement boasts some of the most experienced sailors and traditional shipbuilders available anywhere in North America. Key to the Federal Commonwealth's naval operations, Poseidon is of key strategic importance, and is listed as an Alpha Target by the United Protectorate.

THE ADVENTURE GENERATOR



World of the Dead has the potential for a variety of stories. Politics threaten to tear the Unified Towns asunder. The war between Division-M and the Remnants of the Federal Government ultimately endangers every town in the Rotter Lands. Brutes struggle to be accepted by humanity, while the Rotters and their Church of the Eternal Prophet wage a war to destroy what remains of the survivors. Meanwhile, Raiders ply the wastelands, independent settlements struggle to survive, and the Living Dead outnumber the living.

Although we provide you with an entire campaign consisting of the main Plot Point adventures and over two-dozen Savage Tales, making the campaign your

own and customizing it to fit the play style of your group is important.

The following tables assist you on creating your own adventures to play. Whether you place them between the Plot Points and Savage Tales or use them to replace some of the provided adventures entirely is completely up to you.

The tables provide you with all the basics of a good adventure, but it's still up to you to incorporate your own ideas. Perhaps the villain is also someone the group has encountered before and has returned to seek revenge. Maybe the political tension in the town is caused by someone the characters have already had trouble with in the past, and they are now making their

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move to assume control over the political structure. Or perhaps the bounty the characters are on the hunt for is someone with ties to an organization or powerful individual the characters have interacted with in the past.

By using the Adventure Generator, Savage Tales, and Plot Points, or even basing it around a single town using the Survivor Town rules, you can create a wealth of stories to keep the group entertained for a long time.

Using the Adventure Generator

To create your own adventure using the generator, simply roll on each of the tables below. If creating a bounty hunting mission, use the Bounty Board generator the same way.

Who

The world of the dead is a pretty big place, even when only considering the Rotter Lands. Without the old world's forms of rapid transportation and open highway systems, not to mention the presence of all the Living Dead and marauder dangers out there, just getting from one settlement to the next can be an exercise in survival.

Despite the pandemic, there are also enough living people out there struggling to survive day-to-day that running into someone in trouble is going to happen. This is where you figure out type of people are having the trouble that the characters are about to be sucked into.

Roll a d6 and consult the chart below to figure out what type of people the characters are about to stumble across.

d6	Result
1	Settlement
2	Scavengers
3	Soldiers
4	Travelers
5	Bounty Hunters
6	Scientist

Settlement: The characters are drawn into a conflict involving some sort of settlement. It's completely up to

you as to what size the settlement is, and what Edges and Hindrances it possesses.

Scavengers: Whether its vehicle parts, building materials, or artifacts and relics from the old world, scavengers are everywhere. This particular individual (or group) is having a bad day— and it's about to jump over to the characters

Soldiers: Despite the independent nature of the Rotter Lands, military forces still exist. Whether they are from the United Protectorate, Federal Commonwealth, or the Unified Towns, the characters are drawn into some sort of trouble involving a military force.

Travelers: Independent and usually hardy, travelers ply the Rotter Lands as traders, hunters, and often times hermits.

Bounty Hunters: Though typically armed and dangerous, even the best bounty hunter can bite off more than he can chew.

Scientist: Maybe this fella is researching the Living Dead, or maybe he's trying to find a way to get some form of lost technology operational again. Whatever the case, the characters are going to soon discover that even a lab rat can be a ton of trouble.

Loyalty

Now it's time to find out just whom those people getting the characters involved in some sort of trouble are associated with. This roll can also be used to determine the affiliation of those opposing the group, as well.

Either way you use it, roll a d8 and check the result below.

d8	Result
1	Black Market
2	Rotter Town
3-4	Unified Towns
5	Raider
6	United Protectorate
7	Federal Commonwealth
8	Independent

Black Market: Although maybe not obvious at first, the poor sucker in trouble is actually an agent or broker for the black market.

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Rotter Town: Despite the name, not everyone in a Rotter Town is a Rotter. Whatever the race, someone from that particular settlement needs the characters' help.

Unified Towns: Arguably the most powerful political body in the Rotter Lands, the characters are drawn into some sort of trouble involving one or more of its citizens.

Raider: Though the characters don't know it yet, the poor sap they are helping is actually a member of a raider outfit. That doesn't mean he isn't in trouble, just that the characters might not be happy about helping him when they find out the truth.

United Protectorate: Originally formed by Division-M in the years since the outbreak, the characters are drawn into some sort of conflict that somehow involves one or more of its agents.

Federal Commonwealth: Created by the true remains of the United States Federal Government, the characters discover that someone (or a group of people) affiliated with them is in trouble.

Independent: No loyalty, no promises, nothing but taking care of themselves. The characters get involved in trouble involving one or more of those who live in the Rotter Lands by nothing more than their wit and fighting ability.

What

So you have the people and their loyalty down, but just what sort of problems are they dragging the characters into? This is where you determine the meat of the adventure— the main obstacle the characters must face.

Roll a d12 on the chart below to see what sort of trouble the characters are sucked into.

d12	Result
1	Town War
2	Toll Booth
3	Diplomacy
4	Hidden Base
5	Discovery
6-7	Raiders
8	Heist
9	Escort
10	Recruitment
11	Crime
12	Church of the Eternal Prophet

Town War: The characters are involved in a war between two or more towns.

Toll Booth: The characters are stuck in the middle of a dispute by raiders, Brutes, or some independent minds that have decided to block off a regular travel path and extract some sort of payment from anyone who wishes to pass.

Diplomacy: The characters are drawn into a conflict where they must negotiate some sort of peace between two or more towns.

Hidden Base: The characters discover a hidden base, be it raider or old world military, and must contend with a rather heavily armed resistance if they are to get inside and see what goods remain.

Discovery: Whether it is a new strain of Living Dead, a new type of fuel, or some form of working technology, the characters are drawn into a discovery that might make them rich, but definitely makes them a target.

Raiders: Raiders have a few people, or maybe their entire town, firmly within their sights.

Heist: The characters are drawn into a job to steal something of value— likely from someone of power. Go figure.

Escort: Whether a scientist or someone of political importance, the characters are hired to provide escort through rough and dangerous territory.

Recruitment: The group is drawn into a bid by one town or organization to recruit a person or group to their cause. Or maybe the person they are helping

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doesn't want to be recruited, and the characters must convince the other party to back off.

Crime: The characters get suckered into participating in a crime, are witnesses to a crime, are hired to track down a criminal, or— even worse— are accused of committing a crime.

Church of the Eternal Prophet: These Rotters are determined to destroy all humanity, and the characters and whoever is getting their help are next on the list!

d12	Result
1	Double-Cross
2	Trap/Ambush
3	Supply Shortage
4	Outbreak
5	Horde
6	Skirmish
7	Revelation
8	Not What It Seems
9	Beast Attack
10-11	Raiders/Rotters/Brutes
12	Military Attack

Complications

Of course, the situation is rarely easy. Just as the characters think they have it all figured out, or have a handle on the problem, something inevitably comes along to throw a wrench into the works.

Roll d12 and check the chart below to see what sort of issues arise to further challenge the characters. Roll as many times on this chart as your heart desires!

Double-Cross: The person the characters thought they were helping turns against them at the most inopportune (for the characters) moment.

Trap/Ambush: The group falls into a trap or ambush designed to kill them, or at the very least render them unconscious for capture.

Supply Shortage: Whether through miscalculation, a rough day, or outright theft, the characters find themselves in a serious shortage of necessary supplies.

Outbreak: The characters are caught in the middle of a new Living Dead outbreak.

Horde: A horde of Living Dead hits the characters at the worst time. Exactly what type of Living Dead is left to your own, evil devices.

Skirmish: The group stumbles into a violent skirmish between two or more bloodthirsty and armed parties. Guess what? They don't care that the characters arrived by mistake; all sides immediately consider them enemies!

Revelation: The characters discover something of great importance. Perhaps they discover that more and more people are becoming immune to the infection, or that the Living Dead infection is further mutating, or even something as simple as an army of Brutes preparing for an attack against a major settlement.

Not What It Seems: The person the characters thought they were helping or saving turns out to actually be the aggressor and the characters must decide if they want to continue assisting him, or save the poor victims they've been helping him against.

Beast Attack: The characters are attacked by some sort of wild beast, likely something nasty that got loose from a zoo when everything went to hell four years ago.

Raiders/Rotters/Brutes: The group stumbles into the path of either a group of raiders, Rotters, or Brutes— none of who are pleased to see them.

Military Attack: For whatever reason, the group becomes the primary target of a military attack.

Bounty Board

So, the bounty hunters in the group want to make some dough, huh? Well, to do so, they're likely scoping out the bounty boards at whatever settlement they happen to be in at the time. That means its time for you to have a job prepared.

Just as with the basic adventure generator, roll on each of the tables below to determine the general gist of the job they're about to get hired for.

Posted Reason for Bounty

Every bounty lists a reason for the job, though whether or not the reason is truthful is always a hazard. More than often, the target has committed some sort of crime, but sometimes the target is a runaway whose family is seeking a safe return.

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Roll a d6 on the table below to determine why the target got a bounty placed on them. You can roll more than once, but each additional roll adds a +1 to the base payment roll.

d6	Result
1	Theft
2	Slavery
3	Kidnapping
4	Murder
5	Accidental Death
6	Runaway

Theft: The target is accused of stealing someone's valuables, or even worse: their horse or vehicle.

Slavery: Considered absolute scum by most civilized settlements, the target is accused of owning or shipping slaves.

Kidnapping: Now, whether the target actually kidnapped someone, or that someone ran off with them in some hidden romance, the bounty is accusing them of taking another person against their will.

Murder: The target has maliciously taken the life of another person. These bounties are often stated as Dead or Alive

Accidental Death/Death by Self Defense: Whether through carelessness or as a matter of self-defense, the target has killed someone. These bounties are usually Alive only, unlike for a straight out murderer.

Runaway: The target ran away from family or a loved one, and their return is worth some money.

Base Payment

First, determine how much the job is worth. Roll a d8 on the table below. The base payment for the job also determines how many time you roll on the complication table— the more expensive the job, the more things are going to go wrong. Bear in mind that the bounty hunter is likely going to barter to increase the payment. Increasing payment through bartering does not increase the number of complications.

The base payment for the job also determines the general rank of the target and any allies he might possess.

d8	Result	Complications	Target Rank	Ally Rank
1	100rn	1	Novice	Novice
2	200rn	1	Novice	Novice
3	300rn	1	Novice	Seasoned
4	400rn	2	Seasoned	Seasoned
5	500rn	2	Seasoned	Veteran
6	600rn	2	Veteran	Veteran
7	700rn	3	Heroic	Heroic
8	800rn	3	Legendary	Legendary

Target

Now it's time to figure out whom the bounty hunter is tracking down. Roll a d8 and check the results below.

d6	Result
1	Raider
2	Independent
3	Rotter
4	Brute
5	Politician
6	Way Station Operator
7	Soldier
8	Bounty Hunter

Raider: The target is a member of a raider gang, or perhaps even the leader.

Independent: With no loyalty to anyone but themselves, these targets are unpredictable as you never know who they might have helping them. Roll a d6. On a 1-3, subtract 2 from the Number of Target Allies roll. If the roll results in less than 1, the target has no allies. On a 4-5, add 2 to the roll. If the total roll is a 9 or 10, there is an additional ally per player character.

Rotter: The target is a Rotter. Roll d6. On a 1-3, the target is unaffiliated. On a 4-6, the target is a member of the Church of the Eternal Prophet, and there is an additional ally per player character

Brute: The character is a Brute— big, tough, and maybe mean. Bringing him in won't be easy.

Politician: The target is a politician, either for the Unified Towns, an independent town, or maybe even one of the two Federal Governments that have formed.

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Maybe he's in the Rotter Lands on a diplomatic mission. Due to his influence and importance, his allies are increased by one experience rank.

Way Station Operator: Although a rare thing, the target actually runs a Way Station. Even with a bounty on him, though, attacking him inside the station is taboo.

Soldier: The target is a soldier. Roll a d4. On a 1, he belongs to a town. On a 2, he is a soldier for the Unified Towns Council. On a 3, he serves the United Protectorate. On a 4, he's a member of the Federal Commonwealth armed forces. Bringing him in could very well gain the unwanted attention of those he serves.

Bounty Hunter: The target is a fellow bounty hunter who has gone too far.

Allies

Unfortunately, most bounty targets don't live in a vacuum, and usually have friends or loved ones willing to stick their necks out to help them. Roll a d8 on the table below to determine what type of allies the target has.

d6	Result
1	Militia
2	Raiders
3	Rotter
4	Brute
5	Soldiers
6	Bounty Hunters
7	Genetically Modified Dog
6	Genetically Modified Human

Militia: The target has a couple of town militia members watching his back, ready to fight if necessary.

Raiders: Whether an actual member of a raider gang or not, the target has some raider friends ready to throw down with the bounty hunter.

Rotters: Never a good thing, the target has a couple of Rotters looking out for him.

Brutes: Perfect bodyguards, these Brutes will tear the bounty hunter to shreds before they let him get to the target.

Soldiers: Whether official military or hired mercs,

these guys are armed and armored, and trained to take on the bounty hunters.

Bounty Hunters: Although a rare thing, the target actually has a couple of bounty hunters willing to skip the reward and protect the poor sap from those looking to collect.

Genetically Modified Dogs: Canines bring a whole new scare to a fight, especially when they have the ability to think and plan just like a human.

Genetically Modified Humans: Faster or stronger than a normal human, or maybe both, these guys are military trained and more than a handful of trouble.

Number of Target Allies

Exactly how many allies the target has protecting them can put a bounty hunter in the uncomfortable position of having bitten off more than he can chew. Roll a d8 on the table below to see what size force the bounty hunter is going up against.

Which allies are Extras and which (if any) are Wild Cards is completely up to you.

d8	Result
1-2	None
2-4	2 allies per player character
6-7	3 allies per player character
8	4 allies per player character

Bounty Hunter Allies

Sometimes when on a job, the bounty hunter's reputation precedes him, or the target has made a few enemies willing to help the hunter. Whatever the case, roll a d8 on the table below to see who is willing to offer the hunter a little help.

d8	Result
1-2	None
3	Soldier
4	Townsfolk
5	Militia
6	Raiders
7	Genetically Modified Dog
8	Genetically Modified Human

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Bounty Hunter Ally Assistance

Providing the hunter has found an ally or two, it's now time to determine exactly what type of assistance they receive. Not every ally is going to be willing to put their skin on the line in combat; some might only offer fresh supplies, information, or even transportation.

Roll a d6 and check the results below.

d8	Result
1-2	Information Combat
3-4	Distraction
5-6	Combat

Combat: The bounty hunter's allies will actually fight by his side.

Distraction: The hunter's allies will provide a distraction only, allowing the hunter to get The Drop on his target during the first round of combat.

Information: The bounty hunter talks to an ally and receives a +2 to a single Streetwise roll to find the target. On a success, the ally will provide information on the target, any allies he might have, and even a possible location.

Complications

It would be nice if a job went off without a hitch, but that rarely happened even before the apocalypse. Any bounty hunter worth his salt knows that the more expensive the job, the more likely crap is to hit the fan.

Roll a d20 and consult the table below to see what type of trouble piles onto the hunter.

d8	Result
1-2	Chase
3-4	Unexpected Opposition
5-6	Bounty Hunters
7-8	Horde
9-10	Raiders
11-12	Misinformation
13-14	Suckered
15-16	Ambush/Trap
17-18	Invasion
19-20	Powerful Ally

Chase: The target is trying to slip away, and the bounty hunter must enter a Chase scene to try to catch him.

Unexpected Opposition: The bounty hunter finds himself faced with opposition his information gathering didn't reveal.

Bounty Hunters: The hunter must get to his target before another group of hunters gets the reward. Don't think it's simply a race, however, as the other team will take direct measures to stop— or even kill— the bounty hunter.

Horde: A horde of Living Dead attacks! Which type of Living Dead, and how many, is up to you.

Raiders: The hunter is attacked by a well-armed group of raiders.

Misinformation: The hunter is given false information, resulting in a -4 penalty to one of his Streetwise rolls.

Suckered: The bounty hunter finds out that the target is not what the job stated, and now he's being hunted either by the innocent victim's allies, by a bounty that's been placed on him, or even by agents of the person that offered the job as a trap against the hunter for some mysterious reason.

Ambush/Trap: The bounty hunter is ambushed or lands himself in some sort of death trap.

Invasion: Just as the bounty hunter is closing in on his target, all hell breaks loose and raiders attack the location. The bounty hunter must now succeed at a Chase to catch the target before he escapes.

Powerful Ally: The target has a powerful ally, such as a member of the Unified Towns Council, a Black-ops commander for the United Protectorate or Federal Commonwealth, or even a very powerful psychic. The powerful ally is a Legendary ranked Wild Card.

PLOT POINT CAMPAIGN

The heart of any *World of the Dead* campaign should focus on the player-characters: their goals, likes, desires, and conflicts. The setting is wide open, and the Rotter Lands are a vast expanse of untamed post-apocalyptic territory. Powerful marauder gangs roam the roads, heavily armed and usually with armored vehicles, attacking weaker settlements for supplies or slaves. Necropolis and the Church of the Eternal Prophet wage a war to wipe humanity off the face of the Earth (if not turn everyone into Living Dead) and boast hundreds of Rotters and thousands of Living Dead amongst their ranks. Meanwhile, both the United Protectorate and Federal Commonwealth prepare for their own excursions to expand into the Rotter Lands, with the independent settlements and Unified Towns caught in the middle.

Making the campaign focus on the individual goals of your player-characters is what taking part in a roleplaying game is all about. In Pinnacle Entertainment's *Savage Worlds*, however, we also offer you another layer— the Plot Point Campaign.

A Plot Point Campaign is a series of core adventures that are peppered throughout your unique campaign. It provides a clear goal, enemies, and obstacles for the characters to overcome as they work their way to the story's ultimate conclusion. Unlike the traditional published adventure, however, the Plot Point Campaign is not the center piece of your game. It is the overarching background story, a second series of goals the characters will face as they play through the stories you create, which eventually leads them to a change in the setting's tone. It makes them the heroes on a larger scale, putting them into a spotlight where their actions directly affect the status quo of the setting.

In the *World of the Dead* Plot Point Campaign, the characters are drawn into a war between the United Protectorate and the Federal Commonwealth that could forever change the landscape of the Rotter Lands. Along the way, they discover a political schism within the Unified Towns, and uncover the truth behind the Living Dead pandemic as well as a source of immunity to Living Dead infection. By the end of the Plot Point Campaign, it is likely that either the United Protectorate or the Federal Commonwealth will fall, and the characters will be directly involved in how things happen.

Campaign Summary

Plot Point #1: Blackhawk Downed

The characters investigate a downed Federal Commonwealth helicopter not far from their settlement. At the site, they discover a single soldier who gives them a dire warning: the United Protectorate is planning a massive invasion to take over the Unified Towns and the Rotter Lands, a move that could devastate the characters' own town.

They also learn that an electronically sealed canister has been taken by raiders who stumbled upon the wreckage first. If the contents of the canister are not delivered to Beacon, the capital of the Unified Towns, in time, all is lost.

Plot Point #2: Wme to Dodge, the New Frontier

The characters arrive in New Dodge, a member of the Unified Towns, to seek the advice of their friend, and the town's governor, James McClain. After learning that McClain's return from checking on the area cattle ranchers is overdue, they are asked to investigate and learn that he has been kidnapped.

Following the trail, the characters find a meeting taking place between McClain and one of the three top leaders of the United Protectorate— a meeting sure to end in McClain's death and the sacking of New Dodge if the characters do not save their friend's life.

Plot Point #3: City of the Dead

The characters are attacked in the middle of the night and the cylinder is stolen. Tracking the thieves, they are led to Necropolis, and must infiltrate the Church of the Eternal Prophet to retrieve the one object that could salvage humanity.

Plot Point #4: Snakes in the Garden

Arriving in Eden, one of the largest Unified Towns' member settlements, on their way to Beacon, the characters are caught in a dangerous political game as the United Protectorate is also in the town, negotiating with the governing council to betray the Unified Towns and provide the new nation with a base of operations in the middle of the Rotter Lands.

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Plot Point #5: A Beacon is Extinguished Not Your Typical Day

The characters finally make it to Beacon and meet with Ollie Resnick. After discovering the contents of the canister, as well as learning the truth behind much that is happening, the town is attacked in full force by the United Protectorate.

Plot Point #6: Army of the Dead

Following the escape from Beacon, the characters and their allies must infiltrate the Rocky Mountain facility deep within the former Citizen Relocation Zone. Once inside, they must destroy Edward Russo and his Living Dead army so the Federal Commonwealth will have a launching point for the attack against the United Protectorate.

Plot Point #7: Rise of the Phoenix

The group arrives in New Phoenix, the most powerful of the Unified Towns settlements, to enlist the aid of its leader, Darq. Once again caught in a political game of cat and mouse as representatives from Eden are also within the city, New Phoenix comes under attack by United Protectorate forces.

Plot Point #8: Endgame

The characters and the Federal Commonwealth lead a major assault against Groom Lake, Nevada. After infiltrating Area-51, the characters must confront the triumvirate behind not only the formation of the United Protectorate, but rumored to also be the masterminds behind the pandemic.

Plot Point #1: Blackhawk Downed

It is recommended you run the first adventure of the Plot Point Campaign once the characters reach Seasoned experience rank. This will allow them time to build the experience that leads them into the Plot Point, as well as get to know the campaign world through some Savage Tales or generated adventures. If the players decided to invest in running their own settlement, waiting until they reach Seasoned also allows them to enjoy what they dedicated at least one Edge to building, since the Plot Point Campaign takes them away from home and across the Rotter Lands.

The adventure begins while the characters are in their settlement. It is important that the placement of the town be somewhere in Kansas.

Read the following to begin the adventure:

It is a clear, bright day on a late summer afternoon. All around you, the hustle and bustle of the settlement brings an assortment of sounds. The laughter of children, the clanging of the blacksmith, the whinny of the horses. It's a rough life in the Rotter Lands, but the town has done well by itself. Though not one of the larger settlements out there, the people have always pulled together, and relations with New Dodge to the north have also given the town a solid trade partner.

Your thoughts are invaded by the ringing of the alarm bell. In the distance, a military model helicopter, quite possibly a Blackhawk, is coming your way. Just as you begin to see the speck take greater shape in the distance, a trail of smoke rushes from the ground and a large explosion blossoms at the rear of the chopper. Black smoke trails in the air as the helicopter spins toward the ground, disappearing behind a distant treeline!

The key here is to get the characters to investigate the crash. Use several of the townsfolk to prod them into action if need be, but unless they head out to the crash site you will have to determine another way to get the action to them.

The characters can use horses for travel (unless they actually have a vehicle), and it takes approximately 30 minutes to reach the site on horseback. As the characters arrive, they discover a broken and shattered Blackhawk helicopter. There are two (2) Living Dead Shamblers per character also on the scene, devouring the remains of the pilot and multiple soldiers. The helicopter and the soldiers' uniforms all bear the American flag. On a successful Common Knowledge roll, the character realizes they are from the Federal Commonwealth.

The group hears a faint rustling in the bushes behind them. Hidden beneath the foliage, barely conscious, is a soldier from the crash. His chest is a bloody mess, and his left arm is suffering a compound fracture. The characters aren't the only ones to hear his movement—several of the Living Dead look in that direction and moan, alerting the others to the characters' presence.

Deal Action Cards!

The characters have to deal with the Living Dead. The ghouls start with the action 4" away from them. Divide the Living Dead into groups of three each, with each

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group attacking a single player character. Remember to use Wild Attacks and the Ganging-Up maneuver.

Once the living dead are dealt with, they discover the soldier is in his last moments. If any of the characters are within reach, he grabs onto them weakly.

*“They . . . they took it,” he gasps.
“Bastards . . . shot us down . . . and
took it. Left . . . rest for . . . dead.”*

No doubt the characters will ask what he’s talking about. They receive the following answer.

*“Cylinder for . . . Beacon. For Ollie Resnick.
Code . . . liberation day of Helltown. Unified
Towns in . . . danger. They’ll . . . conquer them.
Headed south. If Beacon falls . . . Unified Towns
fall . . . then the other settle . . .” and with that
his eyes stare forward and his breathing stops.*

Whether or not the characters are an official member of the Unified Towns, they should be aware of the importance of the political body, especially due to their strong trade agreement with New Dodge and friendship with its governor, James McClain.

Catching the Attackers

Once the characters decide to head after the Rotters to retrieve the cylinder, have them make Tracking rolls. The success or failure will determine any bonuses to the chase scene.

On a failure, the characters receive no bonus. On a success, the Agility or Riding rolls receive a +1 bonus for the first round. On a raise, the characters receive a +2 to the maneuvering Trait checks for the first round.

The group finds the Rotters after approximately 25 minutes of searching. By the time they come into view, their direction has changed enough that a Common Knowledge roll will alert the characters to the fact that the Rotters are heading toward Necropolis, the seat of the power for the Church of the Eternal Prophet.

Run this as a chase. It is standard length with Agility as the maneuvering Trait for the Rotters. If the characters are on horseback, use Riding as their maneuvering Trait. If on horseback, the characters receive a +2 bonus to the Riding check since the top speed of the horse is faster than the top speed of the Rotters. If they achieved a success on the Tracking roll, the bonus for the first round is instead a +3, or a +4 if they scored a raise.

If the characters win the chase, they can then confront the Rotters in combat. There is one (1) Rotter per player character. If the Rotters win the race, they reach a camp of allies and the group must then face two (2) Rotters per player character. The Rotters are armed with crossbows, with the bolts tipped in their own fluids. Any character who receives a wound (after Soaking) is infected with the Living Dead virus.

Once the Rotters are dispatched, the characters discover a small cylinder, roughly six inches long. It is made of metal, and doesn’t seem to make a lid—just a small seam that runs the length of it that looks as though it was welded close. On one end of the surface, a small keypad and screen rests. Three red lights blink.

Allow the characters a few moments to inspect the device. Then they hear the roar of engines in the distance. Four heavily armed and armored vehicles, each containing four Rotters, are coming toward the camp.

On a successful Stealth roll, the characters can slip away without having to confront them.

Aftermath

Members of the Federal Commonwealth

If the characters’ town is a member of the Federal Commonwealth, then they are the first town allied with the fledgling nation to extend into the Rotter Lands. In such a case, their relationship with James McClain of New Dodge might also have a second layer to it. Perhaps they are cautiously acting as liaisons to feel out how likely it would be to bring the Unified Towns into the Commonwealth. Perhaps they’ve already made overtures to McClain about it. If so, McClain is not adverse to the concept, but hasn’t made a firm decision whether or not to join yet.

The soldier’s dire warning should not go ignored. Whatever the characters now hold in their possession, it must be delivered to Ollie Resnick in Beacon— all the way in the Colorado territory. Fortunately, their relationship with New Dodge should also give them access to the Unified Towns railroads, which head west and near the Unified Towns capital.

The characters should now make arrangements for their town to continue functioning in their absence (if

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they run the place), and make preparations for a long journey that will end with the beginning steps toward restoring the old world.

Needed Stats

- Living Dead Shambler
- Rotter

Plot Point #2: Welcome to Dodge, the New Frontier

Run this adventure when the characters make it to New Dodge. Begin by reading the following:

Dodge City, Kansas. Before the outbreak, it boasted a population of nearly 28,000 residents. Now, calling itself New Dodge, it's home to just over 200 people. Governed by James McClain, who claims to be a descendent of Virgil Earp and Nellie Jane, he is a stern, no nonsense man who built a reputation as one of the most lethal Reapers in the Rotter Lands before he took to managing an entire town.

Known for its agriculture and the cattle farms several miles from the town walls, New Dodge is also one of the eastern railroad stations for the Unified Towns. McClain has been a good friend to you, working out a trade agreement that keeps your town supplied with food.

Although a core member of the Unified Towns, there's still a bit of friction between McClain and the Council. He takes his role as governor seriously, and considers it a personal responsibility to protect not only the people within the settlement's borders, but also the cattle farms that risk life and limb against the Living Dead and raiders to provide meat. If the towns are in danger as the soldier claimed, McClain is not going to disregard such a warning out of hand.

You approach the town from the east, the baseball field already in view. The sun is high overhead, and if McClain is operating as normal, he should be in his office at the Ford County Sheriff's Department, getting ready for his trip to check on the farms.

Overdue

One of McClain's Lieutenant Governors, also the town Sheriff, Matthew Bullock, is in the office, sitting behind the front desk and looking nervous as the group enters. He greets them with a forced smile, and an inquiry into what's wrong gets a heavy sigh from him. He then explains that James went out to the ranches early this morning — a couple of the farmers had been complaining of Rotter attacks against the livestock. He was supposed to be back an hour ago, but he didn't return and there's been no word. He wanted to take a few people and head out to check on things, but the two other governors feared it might start raising suspicions with the townsfolk and make a lot of people nervous. They voted to give James a couple more hours before anyone was sent from the town.

Matt asks the characters if they can head out to the Harper farm, which was where he was primarily heading, and see if anything went wrong. He'd be very appreciative. If the characters ask about the railroad, he tells them that a train should be arriving with supplies around dusk, and heading back out in the morning.

The Harper Farm

It takes about 30 minutes on horseback to reach the farm. A two-story house with a wide front board comes into view, and next to it, maybe 60 feet (10") away are the two barns that mark the beginning of the open field where at least three dozen heads of cattle reside. The farm is strangely quiet, not even the occasional sound of the cattle.

As the characters draw closer, they notice blood smeared against the front wall of the house, next to the screen door. An examination of the place reveals that all 36 cattle have been butchered; most of them with the stomachs cut open by some sort of bladed weapon. Two men are in the barn, their bodies ravaged by teeth and hands. In the house, another four bodies are present, including Jim Harper. All of them are torn apart, and blood and organs are smeared everywhere. Several Living Dead are laying at odd intervals around the property, all of them with what appears to be a bladed strike through the head.

A Notice check reveals tire tracks near the barn, deep and heavy as though of a heavily armored vehicle. They head south, which could mean they are heading toward Valhalla, Helltown, or Necropolis. Common sense indicates if the attack was, indeed, the Living Dead, then they are heading toward Necropolis.

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If the characters spend time checking out the other farms in the area, they'll discover that two of the remaining five suffered the same fate as the Harper farm. James' body was not at any of the decimated ranches. Of the other three, no one has seen James McClain all day.

Finding McClain

If the characters don't immediately follow the tire tracks and instead prefer to look for clues as to what happened to James, a Streetwise roll at -2 leads the characters to a farm hand at one of the other two decimated farms. James was there when a horde of Living Dead (he guesses around 40 of them) descended upon the place. Soon afterward, four Rotters in an armored car arrived and started killing everyone. James fought back, and even the Living Dead would not attack him. Then one of the Rotters got in behind him and hit him over the head. They stuffed James into the trunk of the car and sped out of there, taking the Living Dead with them.

It should strike the characters as odd that James was taken alive and that the Living Dead did not attack him— indicating the Rotters who controlled them wanted McClain alive. The Rotters aren't known to take prisoners, and those of Necropolis are dedicated to destroying mankind. Why would they keep James unharmed and take him back alive?

Once the characters are on the trail of the Rotters that seem to have taken James, read the following:

You head down the road, trees to either hand when you hear the unmistakable sound of a prop aircraft in the distance, growing closer. The sound grows incredibly louder until, finally, you see a V-22 Osprey VTOL plane fly low over the heavy tree line to your left. Even as you take cover, it continues on for perhaps another half mile before slowly touching down in a field.

Once the characters make it to the scene, they see the four Rotters and their armored vehicle parked in a field near the treeline. The Osprey is sitting further out, props still running. From inside, a man in a military dress uniform, with dark hair and a full goatee, is walking toward the Rotters with four soldiers in formation around him. The Living Dead horde is nowhere to be seen. If the characters scout around for them, it doesn't appear they are within the vicinity at all. The Rotters likely cut them loose along the way.

The Rotters open the trunk and pull James out and to his feet. His hands are bound behind him. The man

in the dress uniform says something to one of his soldiers, and James' hands are freed.

The characters can't hear what is being said, but what begins as a conversation soon turns into an obvious, rather animated yelling match. One of the Rotter then kicks James behind the knees, dropping him. The man in the military uniform says something to one of the soldiers, who then steps forward and points his M-16 at James' head. Meanwhile, the commander heads back toward the Osprey, the three soldiers in formation behind him, blocking him from the Rotters (and the characters).

The characters are going to have to do something to save James.

Deal Action Cards.

Once the battle starts, the Rotters will fight to the end and not retreat. As far as the military, eight more soldiers will jump down from the Osprey and join with the three who were escorting the commander. Another two come out of the Osprey, rush the commander inside, and lift off into a holding pattern. Once it is obvious the soldiers on the ground are dead, the Osprey will take off. If the characters grab James and attempt to flee into the heavy woods, the soldiers will give chase as the Osprey remains overhead. Because the characters are attempting to lose the soldiers, you can either run it as a chase scene (give the characters a +2 to the Riding or Agility roll) or as a Dramatic Task. In the case of the latter, the characters have 5 rounds in which to get a total of 5 successes on Stealth checks. Each character must generate their own 5 successes. Anyone who fails to do so does not lose the guards, even though the rest of the group has managed to escape unseen.

Saving James

James McClain is designed to be a friend of the player-characters and a free connection with the Unified Towns. If the characters don't make the first move to save him, then one or more of the Rotters notices them nearby. The moment the characters are discovered, the soldiers will focus on dealing with them first, then James.

A War is Brewing

Once the characters have lost the military, or defeated them in combat, James will explain that the man in the dress uniform was Marcus Krause— one of the three men who lead and command the entire United Protectorate. He's been sending agents to New Dodge

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for several weeks now, trying to get them to ally with the Protectorate so they can get a foothold in the Rotter Lands near Federal Commonwealth territory. He keeps telling them that he isn't interested in their politics, and to leave him and his people alone, but apparently they're getting more serious about the whole thing.

What's worse, it looks like the Protectorate's somehow managed to get an alliance with Necropolis and the Church.

Once the characters tell him about the cylinder and the soldier's warning, James' expression turns dark. They are going to have to get whatever is inside that thing to Ollie at all costs. He needs to rally his people and fortify New Dodge— he has no doubt the Rotters are going to be gunning for them all now.

Aftermath

Once the characters get James back to town, they are allowed to recoup for the rest of the day. At dusk, the train doesn't arrive. By nightfall, a runner makes it into the town and alerts James that the train was attacked five miles out by Rotters. It, and the track, is wrecked. It'll take days to remove the wreckage and probably a week or more to repair the track— if they even have the needed supplies. The Rotters used military grade weapons in the attack.

The characters still must get to Beacon, only now they won't be using the railroad.

Needed Stats

- Marcus Krause
- James McClain
- Soldier
- Rotter

Plot Point #3: City of the Dead

The characters must infiltrate Necropolis to retrieve the stolen Federal Commonwealth cylinder.

Hell's Fury

It is night time, and the characters should be camped somewhere. There are no Way Stations in the immediate area, so they can either bed down for the night in a nearby forest, or perhaps at one of the

abandoned farms. If they choose a farm, they will have to clear out the Living Dead. There are five of them, all adults, and all of them are previous occupants.

Once the characters are settled in, wait until a couple of them have drifted off to sleep. At that point, a group from Hell's Fury attacks them. Whether they were in the forest or a farm house, the raiders have been watching them from a distance using binoculars, and have chosen now to strike. They plan to kill the men in the group, take any supplies and weapons they might have, and kidnap the woman to take back to their settlement in Oklahoma. Since the raiders are striking fast and using the old *shock and awe* technique, they come in with armored vehicle engines revving. There are four cars and two motorcycles. Each motorcycle has the driver and a passenger armed with a 9mm pistol. The armored cars have the driver and two passengers each: one in the passenger seat and one in the backseat, each armed with crossbows.

Any sleeping characters must make a Notice check with a +2 bonus to be awake during the first round of combat.

During the combat it is important that two things happen

- The cylinder is somehow stolen, along with other supplies
- At least one or two of the raiders are shot, but manage to escape.

The raiders will retreat once they are down to three vehicles. Once the group has defeated the raiders, it's time to search for cylinder.

Search for The Cylinder

A blood trail leads through the wooded area. Following it under the moonlight requires a Tracking roll at -2. On a success, the group finds two raiders that went after him, now laying on the ground severely injured and barely conscious. Their wounds look like huge chunks of flesh were torn out by teeth. They are in too much shock for Intimidation to get information out of them, but a Streetwise roll reveals that they were left for dead and the cylinder, whatever it was, was taken north by several Rotters. Since the group will now be tracking more than 5 individuals in the poor lighting, further Tracking rolls do not receive a modifier.

Eventually, the group comes upon the outskirts of a vast city. Reconnaissance reveals the place is crawling with the Living Dead. Not only that, but there are a great number of Rotters in there.

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With a successful Common Knowledge roll, the characters realize they are gazing upon the legendary *Necropolis*, home of the Church of the Eternal Prophet.

A Rotted City

The group is going to have to sneak into the city and find out where the cylinder was taken. The question also remains as to why the Rotters took James instead of just killing him. Since the Rotters are not expecting the group to actually come into the city (what human with common sense would, after all), the characters can make Stealth checks against inactive guards. On a failure, they are discovered by either two Rotters or four Living Dead. Either way, the Rotters give a call of alarm to others, or the Living Dead moan, and the characters are going to have a lot of trouble on their hands.

Along the way, the characters should pick-up a few seemingly random piece of information.

- Edward Russo maintains control over the human's former Relocation Zone. He wants to move on the Unified Towns, but the Prophet wants to combine forces and march on Groom Lake. Once Nevada is taken, the human resistance will all but crumble.
- The cylinder has been taken to the Church.

Threads and Connections

The Church is a skyscraper in the city's downtown area. If the characters think to grab a Rotter for interrogation, the Rotter isn't fearless. Intimidation checks against him suffer no modifiers. Being Rotter and not being able to be killed except through the head has its drawbacks. For example, the characters could threaten to remove limbs, the jaw, or any body parts that would make its dead existence torture to continue.

Based on the Intimidation roll, the characters learn the following information.

Success: The humans will never win their petty war. They entice the cooperation of *Necropolis*, but the Prophet is no one's pawn.

Raise: The cylinder was taken to the Hand of the Prophet—the Prophet's second-in-command. The United Protectorate is very interested in it, but the Church will discover its secrets and see that those secrets are destroyed before humans will be allowed to see find them.

Two Raises: The Hand of the Prophet is on the top floor. There is a penthouse up there, likely used by the humans that once ran whatever company existed here.

The elevators are useless, so the group will have to take the stairwells to the penthouse. On the top floor, they will have to head to the far end of the corridor and get a key from one of the Rotter guards to finish their ascent. All in all, the group will encounter six (6) Rotters on their way up. Security isn't too tight, as humans never venture into *Necropolis*. If the characters were discovered sneaking into the city, triple the number of guards.

Once they reach the penthouse, they discover a Rotter tied to a huge cross in the main sitting room. The ceiling is vaulted, and the Rotter is suspended some 12 feet above the ground. Part of his right cheek is torn away from where he was originally bitten. The flesh and muscle has been stripped from his arms and legs, leaving behind only useless bones unable to move. White hair covers his head, and what looks like might have been a beard and mustache cover his face in patches.

The Rotter looks at them with glazed eyes and tells them that they should not be here. If questioned, he reveals that he is not the Prophet. He originally formed the church with a dream to find a way to integrate humans and what he had become into a co-existence. The two species could benefit so much from each other. Others, though, did not share his optimism, and it wasn't long before someone he knew even as a human, who had also transcended, betrayed him. He's been locked here for a long time by his reckoning, and his dream has been twisted by the Prophet into one of bloodshed and genocide.

The Rotter doesn't reveal who the real Prophet is, and before the characters can push too far, another voice rings out through the room. Coming from a hidden door behind a bookcase (leading to a panic room), the Hand of the Prophet appears. Named Johnnie, he was young, a former high school student before he turned. Large chunks of flesh are missing from the back of his neck and shoulders. He calls the Rotter on the cross "Killian" and tells him that he's said quite enough. The Prophet won't be happy with him running his mouth, and his punishment will be severe. After all, it is only a sentimental weakness that keeps him around in the first place.

Behind the Rotter, three more Rotters step from the room.

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The characters are going to have to battle their way through the Rotters and into the room. Johnnie is a Wild Card, and will flee once the battle turns against his forces. After the combat, Killian will give them the code to get into the panic room and retrieve the cylinder. He tells them to deliver it wherever they must, and see to it that Ollie and his Unified Towns are ready. If the characters fail, Killian has no doubt that the Prophet's dreams will become a reality and before long every human will be a Living Dead or Rotter.

Escape from Rotter City

The group is going to have to battle their way out of the skyscraper and the city. Once they near the edge of Necropolis, make sure the players know to use terrain and cover to their advantage. The Rotters will be firing arrows at them. Unknown to the players unless one of their characters receives a wound from an arrow, the tips are infected with Rotter fluid. If any human character receives a wound from an arrow and doesn't Soak it, they are infected and will become a Rotter.

Needed Stats

- Raider
- Rotter
- Living Dead (all types)
- Johnnie

Plot Point #4: Snakes in the Garden

Run this adventure when the characters are in desperate need of supplies, any vehicle is in serious need of repairs, or the horses are near death with exhaustion.

The Gates of Eden

Eden is very large for a survivor kingdom. Boasting over 500 residents, a well-armed militia, electrical power through specific sections of the settlement via solar generation, and a vehicle manufacturing plant, it is also protected by steel walls in the manufacturing section, chain link fences in other areas, and makeshift barriers created from overturned freight trailers at other locations. Ruled by a Council, Eden is a permanent member of the Unified Towns ruling body and holds a lot of power throughout the Rotter Lands.

The group arrives at one of the chain link fences and is greeted by three armed guards. Two of them have swords across their backs and crossbows in their hands, and the third wears a machete at his hip and a pistol in a shoulder holster.

The characters have to explain why they want admittance to Eden. The guards explain that the city is on lockdown today due to reasons they are not at liberty to explain, but given the group's problems, they will be admitted into quarantine and then allowed access to the Trader's District. Guards are posted at all avenues into and out of the district, and no visitors are permitted to leave until the lockdown is lifted. The district has sleeping accommodations for visitors, as well as food and supplies that can be purchased. If they have currency from outside the Unified Towns, Eden will also convert it to Ration Notes at the current exchange rate. If asked, the guards do not know the current exchange rate.

The characters must surrender all weapons, but they will be returned after the lockdown is lifted.

Into the City

The characters are taken into the city and to the area off to their immediate right. There, a clinic stands along with several former homes within another fenced area. Not only is the entire area cordoned off from the rest of the town, but the homes are behind yet another fence and gate, keeping them segregated from the clinic. The guards explain that this is the quarantine area. Currently, it is empty, but those who arrive with the infection are kept in there. Instead of killing them outright, the town council allows them to live out their remaining days or hours in quarantine. Once they turn, they are dealt with.

The clinic is run by an elderly doctor named Greg Trautmann and his wife, Amy. The characters are taken individually to an examination room where they are given a check-up, and asked to strip so the doctor can check for bites.

As the characters have their belongings (sans weapons) returned to them afterward, a tall man, somewhere in his forties, with long, straight brown hair, enters. His attire is clean and rather expensive, and the three burly men at his back further enhance the air of importance that already surrounds him. He glances at the cylinder as it is handed back to the characters, and his eyes linger on it for a moment before he looks at them and introduces himself.

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His name is William Yar, and he is a member of the Eden Council. He explains that he saw them enter through the gate, and wished to take the time to welcome them to Eden. He hopes their stay will be a pleasant one once the lockdown is lifted this evening, and tells them that if there is anything they need, do not hesitate to send word.

With that he nods to them, and he and his men leave.

Meeting with David Yar

If the characters attempt to exchange their currency, the current exchange rate decreases their overall funds by 50%. About 20 minutes after being escorted to the Trade District, David Yar and his men “bump into” the group. David greets them again, and offers to buy them lunch at a local cafe. By the nature of his offer, it is clear that he won’t take “no” for an answer, and the offer is simply a polite formality.

David is given a private room in the back of the cafe, which is more a mixture of an old west saloon and tavern than anything approaching modern old world standards. The main room is heavy with shadows, and the heavily scarred wooden tables are occupied by all manner of rough looking individuals from the Rotter Lands. Many cast glances toward the characters and David, but a stare from his bodyguards quickly avert such eyes.

Once in the private room, one guard remains inside with them, while the other two guard the door from outside. There is a wide table, enough chairs for everyone, and a lighting fixture overhead that actually works. David bids them to sit, and tells one of his men at the door to place an order for water, and anything off the menu the characters wish to eat.

Once pleasantries are out of the way, David gets down to business.

He tells the characters that he couldn’t help but notice the cylinder they carried with them. It’s a rather unique design, and only used by the Federal Commonwealth for priority messages and files being sent by courier. Unfortunately, there are several plots afoot within Eden, all of which have something to do with today’s lockdown. The guards no doubt also noticed the cylinder and, no doubt as well, a report is already being made. That means that likely within the hour, the characters will be paid a visit by some heavily armed men under orders from the council, and will be taken to the government building for questioning. They may

be allowed to leave afterward, or they may be killed or imprisoned. Current situations being what they are, it’s hard to predetermine.

Obviously, the characters are going to have questions. David informs them that before he can proceed, he must ask them a few questions of his own. He also warns them that his man standing at the door has a rather unique gift— he is very good at determining when an individual is telling the truth. Therefore, if the group wishes to have any chance of making it out of Eden alive, David suggests they be as forthcoming as humanly possible.

Q1: Are you members of the Federal Commonwealth? If the characters answer in the affirmative, proceed to Q1a

Q1a: What is your objective in the Rotter Lands? Is the Federal Commonwealth seeking to conquer the Unified Towns? Propose an alliance? Or are the Unified Towns not part of your objective?

Q2: What is the purpose of the cylinder?

Q3: Where are you taking it?

Q4: What do you know of the United Protectorate?

Q5: What are your feelings on a United Protectorate military expansion and rule across the Rotter Lands?

Q6: What would you say if I told you that the leaders of the United Protectorate were behind the outbreak?

After each answer, make a Notice check for the man at the door. He has Notice d8 and the Lie Detector Weird Edge which provides him with a +2 bonus when attempting to detect falsehood. After each roll, he will give a brief nod or shake of his head to David, indicating whether or not he has determined if the characters are telling the truth or not. If the roll fails, he simply shrugs. In such a case, David will rephrase the question and try a second time before moving on.

After the final question, David goes on to explain why he asked it. He informs the characters that his network has unearthed several rumors concerning the United Protectorate’s leadership.

David goes on to give the group an overview of Division-M, the Triumvirate, the outbreak, and the rise of the United Protectorate as found in the *United States* section of **The World at Large** chapter in this book. Exactly how much of that information is revealed

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is up to you, but it should be enough to show what an absolute threat the United Protectorate and its leaders are to the rest of the Rotter Lands.

David explains that he is telling them all of this because the council in Eden wishes to ally with the United Protectorate and bring about the fall of the Unified Towns. They no longer believe in Ollie Resnick's vision, or that the towns can expand their influence and bring about a better civilization to those who struggle across the Rotter Lands. He believes the rumors, however, and has also seen proof that the United Protectorate has forged an alliance with Necropolis to bring down the Unified Towns. Necropolis knows they can't win a war against humanity on their own, and the United Protectorate has promised them territory as well as a guarantee that they will not be hunted as long as they never attack Protectorate settlements.

He would rather the Unified Towns remain standing and grow stronger, that they fulfill Ollie's dream. Should that prove impossible against the United Protectorate, he is willing to forge an alliance with the Federal Commonwealth.

David urges the characters to get their supplies and get the hell out of town as quickly as possible. If the guards have reported the cylinder, they will never make it out through the main gate. Charles Cunningham—a member of the United Protectorate's ruling Triumvirate—is in Eden meeting with the council. That is why the settlement is on lockdown. David will have two of his men get the group smuggled out through one of the lesser used gates. It might get messy, but he strongly suggests they get to Beacon and never return to Eden, so the consequences of shooting their way out are moot. His men will bring them their weapons. David also provides with them enough Ration Notes to get supplies.

Once everything is settled, give the group some time to get supplies. Have them make Notice checks at a -4 penalty. There's really nothing to see, just use it to build tension. If someone succeeds, tell them that they see a man staring at them, or an individual seems to be following them— anything to make them suspicious. If they move to take action, the person turns out to be innocent and didn't mean any harm. Of course, paranoid players might wonder if those they're noticing might not be decoys to hide the true threat.

Escape from Eden

Before David's men arrive with the group's weapons, the characters are attacked by four rough looking men, each armed with a knife and machete.

The group is going to have to use their smarts to get out of the fight in one piece. However, if they can last 3 rounds, then three of David's men arrive with their weapons on round 4 of combat. It's a good thing, too, as the group is attacked by reinforcements on round 6. There are two (2) attackers per player character, each armed with an AK-47.

Whether the group defeats the attackers or attempts to escape (in which case run the escape as a standard length foot chase), David's men explain that the attackers are mercenaries— tough guys from the Rotter Lands that the Eden Council uses for its dirty work. The allies also press the characters to move quickly, before the town guard descends on all their heads. Charles Cunningham has already had David arrested for treason, it won't be long before he has the characters cornered and captured as well.

Charles Cunningham

Once the characters make it out of the side gate at the steel wall section of the settlement, they are told to get as far away as possible. Luckily, David's men were able to liberate some horses. There aren't many, and the characters will have to double-up. If there are an odd number of characters, there are enough horses for one to ride alone.

Suddenly, a high-pitched scream echoes. Someone is launched from the battlement at the top of the steel wall. Arms and legs flail in the air as the figure plummets and smashes into the ground with a sickening *thud*.

It is David Yar.

Before the group can get far, eight men race from the nearest gates on horseback even as a Blackhawk helicopter rises into the air from deeper within Eden.

Charles Cunningham is personally coming after them. Run the scene as a standard length chase scene with Riding as the maneuvering Trait. If the characters win, they make it into the nearby woods. If they lose, the United Protectorate leader and combat veteran catches them, and they are in a lot of trouble.

The characters can a +2 bonus to the Riding roll for the first two rounds of the chase due to David Yar's men firing on Charles Cunningham and his men to slow them down.

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Needed Stats

- Town Leader
- Town Militia
- Charles Cunningham
- Soldier

Plot Point #5: A Beacon is Extinguished

Run this adventure when the group finally arrives in Beacon.

Located in what used to be Old Town in Fort Collins, Colorado, Ollie chose the location for Beacon, despite being near a major city and a high population of Living Dead, due to the need for quick access to the railways. Securing the area and creating the settlement wasn't easy in the year following the outbreak. Not only did Ollie worry about the military presence at the CRZ and the army of Living Dead that Edward Russo moved onto the grounds, but Fort Collins had possessed its own survivors who were none too keen on outsiders moving into their territory. Those that didn't eventually join Ollie in his crusade were killed.

Supposedly the first settlement of the Unified Towns, now serving as its capital and the seat of the ruling Council, Beacon was constructed from the husk of Old Town in Fort Collins, Colorado.

Huge steel walls face the rail yard, eventually blending into carefully constructed brick walls. Wooden guard towers stand vigilance over the walls, occupied by men with automatic rifles and body armor. A half dozen likewise armed and armored men greet you warily as you step from the train. Leading them is a man with half of his face scarred, as though burned in an intense fire. He carries a spear in his right hand, measuring at least six feet in length.

"State your business," he orders.

Once the characters show the man the cylinder, the man's eyes widen slightly, and then quickly narrow as they seem to consider the characters. Finally he tells one of the others to call Ollie. A guard pulls a walkie-talkie off the back of his belt and walks away so the group cannot hear what is being said back and forth.

The scarred man then tells the group to follow him.

Entering Beacon

The group is allowed to enter Beacon, a large town comprised of former corner stores and single-family built homes. Front and backyards, aluminum siding on the homes, all the features what would have once been considered a quiet little town.

They are taken to the clinic and checked for infection and wounds, and as usual are ordered to relinquish their weapons. Once the group has been cleared and the weapons secured, two men meet them outside the clinic.

The man on the left is at least 6'5" in height and well over 250 lbs. He's a hulk of a man, his biceps so large they might rip through his shirt if he moves too suddenly. Next to him is a shorter man somewhere in his 30's. He has an athletic physique, though is nowhere near as heavily built as the larger man.

The bigger of the two introduces himself as Bobby, and his partner as Caleb. Caleb looks the group over carefully, and then orders them to follow.

The characters are led several blocks east, and to a house at the corner of E. Olive Street and Whedbee Street. The lower story of the house is comprised of brick, with tan aluminum siding adorning the second story.

Caleb leads them to the front door, knocks, and is told by a voice inside to: "Bring them in."

Opening the Cylinder

The group meets with Ollie in his private home. Caleb and Bobby are also attending, both as an interested party to what is happening as well as acting guards to make sure the group doesn't try to harm Ollie.

Once Ollie is handed the cylinder, he enters the code and the thing splits open. Inside is a sheaf of paper with a message printed as though from a computer. It bears the United States flag: the seal of the Federal Commonwealth. Ollie reads it, then hands it to Caleb, who in turn reads it and hands it off to Bobby. Both men look less than pleased. Finally, Bobby asks if it's some sort of joke. Ollie admits that it is not.

Ollie looks to the characters and informs them that he has been secretly working with the Federal Commonwealth for several months. Its representatives approached him with an offer to help take down the United Protectorate and the Rotters.

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Ollie rubs his eyes and explains to the characters what happened years ago in the original Helltown, how he helped a group of outsiders liberate the place from the outlaws that had taken it over. He also tells them of Doctor Conroy, a scientist with the government who had discovered a vaccination to make people immune to the Living Dead infection. Unfortunately the process, which also involved utilizing the Living Dead, changed the ghouls. It brought back their intelligence and memories. It created the first Rotters. He doesn't know exactly what happened after that. Doctor Conroy and the folks that helped liberate the town were to head to the CDC in Atlanta with the discovery. With a year, Rotters had popped up in some serious numbers. His best guess is that they didn't make it, and somewhere along the way the two Rotters they had with them escaped and infected others.

But the fact remains that each and every Rotter possesses the vaccination within them. It's in the cranial fluid, and only needs to be harvested.

At this point, Ollie moves to his bar and offers everyone a drink. As he pours himself a Scotch, Ollie continues that Division-M, now the United Protectorate, had been working on the ultimate weapon since shortly after the outbreak— hell, maybe even before it, since Conroy claimed the Division knew of the Living Dead before everything went to hell. The Rotters turned out to be the end result they were looking for. The Rotters were to be their new shock troops, Living Dead capable of thinking and reacting in real time. Creatures that could bring down any community Division-M deemed to be a threat simply by sending in just a few of them. Communities like Ollie's attempts at the Unified Towns. Right now, the only thing likely stopping it from happening is that the Church is a force that even Division-M is unsure how to handle.

The Rocky Mountain facility, part of the old government's Continuity of Operations, was also to be a Citizen Relocation Zone. One disaster struck after another, and eventually the United Protectorate got control of it. At the same time, the outside of the facility was crawling with thousands of Living Dead.

Anyway, the former guy in charge, General Drazinsky, was betrayed by sleeper agents loyal to the Division. He was used in the experiments by being transformed into a Living Dead and eventually into a Rotter. Whoever was in charge at that point didn't know what he was getting into, because he was either stupid or underestimated what a Rotter could do. The General got loose, let the Living Dead all over the CRZ into the facility, and escaped during the chaos. From what

he heard, the entire facility was butchered. The leader of the ghouls, something named Edward Russo, took command and sealed it back up with his army of corpses inside. From what he can tell, it sounds like Edward Russo is a Rotter, but according to folks that knew him before he came to Colorado, he was like that before Conroy and the CRZ ever created their concoction. So, he isn't sure what to call him. One thing interesting, however, is that he can command all of those normal ghouls. He leads them like a cohesive military unit.

Making the Deal

Ollie explains that the Federal Commonwealth needs a facility in the Rotter Lands as a staging ground. Far as everyone can tell, Edward Russo is not allied with any political organization or group. Ollie has been asked to lead his men into the facility and take it back. Once he's taken possession, he's to contact the Commonwealth and they will begin moving supplies in to get ready for a strike against the United Protectorate.

Caleb asks him how the hell they are supposed to do that, and why doesn't the Commonwealth just send in a strike team? Ollie explains that it's a test of their loyalty, for one. For two, he reminds Caleb that he was part of the group that came from there and liberated the original Helltown— he knows the ventilation ducts that lead into the facility.

Ollie asks the characters for help. He'll need all the men he can muster, and he needs to do it behind the back of the United Towns Council. Not everyone is ready to throw in with the Federal Commonwealth, but he's realized that none of them are capable of leading the twelve towns, never mind expanding them. Becoming part of the Commonwealth, bringing down the United Protectorate and ending their threat and their plans to use the Rotters as shock troops, is the only way. The United States might not have been perfect, but it stood strong for over 200 years. It's time to reestablish it.

If the characters have not yet mentioned the events in New Dodge or Eden, now would be a good time to do so. Ollie is less than pleased about the whole thing, but before he can discuss the matter, the unmistakable sounds of dozens of helicopters fill the air. Seconds later, intense explosions rock Beacon.

The Protectorate Strikes

The Protectorate forces consist of eight Blackhawks firing missile and automatic gunfire into the town, as

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well as four dozen troops in combat armor. Buildings are on fire, and people are running and screaming even as others are cut down in a hail of bullets. Town militia is taking up positions to battle the intruders, but they are vastly outnumbered.

Ollie yells for Caleb, Bobby, and the characters to follow him as he heads to a nearby depot where two tanks are parked.

As the group comes to an intersection, one of the Gifted, a Poltergeist, cuts loose with the havoc power even as another strikes with the *stun* power.

The group is confronted by the core of the invasion force. There are four armed soldiers, four gifted (all Poltergeist) and Damon Wimmer— the mastermind behind the outbreak and the United Protectorate (two of the Poltergeist will be On Hold to use *deflection* to defend him).

A man of average height with glasses stands within the group confronting you, even as you are assailed by forces you can feel but not see. His eyes are narrowed, and his face set in grim determination.

“It ends now, Ollie,” the man yells over the chaos unfolding around you. “Eden has already committed to us, and after we take Beacon, New Phoenix is next. We offered you a chance to join us, but instead you insist on holding onto a memory— a failed experiment that did nothing but segregate people and oppress the innocent. You wanted to set yourself up as a prophet to those scattered across the Rotter Lands? Well, may you now die for your sins!”

Ollie fires off several shots from his pistol. A faint shimmering ripples the air before the man with the glasses, and the shots deflect around him.

“Go to hell,” Ollie yells as he pulls a grenade from his pocket, pulls the pin, and throws it— all in a smooth motion.

Ollie tells the characters and his allies to follow him even as Damon and his men scatter. The Grenade explodes, and several screams indicate Ollie hit a couple of them.

Ollie tells them that if Damon is here, there’s a good chance Charles Cunningham is here somewhere as well. Beacon is done, they can’t save it. Caleb screams that they can’t leave everyone to die. Ollie retorts that if they stay and fight, everyone is damned sure to die. But if they escape, there’s a chance Damon will simply

occupy the town and stop the fighting. It’s Ollie they want. Ollie and anyone else that leads the town—including Caleb and Bobby.

Damon’s forces give chase. Run this as a standard length foot chase, with Agility as the Trait. If the group loses the chase, they will have to battle their way through two (2) United Protectorate soldiers and three (3) Typical Poltergeist to escape. If the group wins, they manage to get out of the town and into the nearby forests, where they can hide in a camouflaged cave until the troops give up the search.

Aftermath

Beacon has been taken by the United Protectorate. Ollie knows the railroads are no longer safe, and they have to get to New Phoenix in Arizona. They are going to have to find some wheels.

As the closing scene for the adventure, night has fallen when the characters come upon a small camp of raiders. There are five (5) Typical Raiders around a small campfire and no Living Dead in the area. Parked next to the camp are two medium armored cars.

Both cars have nearly full tanks of gas, and there is a walkie-talkie in each vehicle for communication.

Needed Stats

Ollie Resnick

Caleb Stone

Bobby Levison

Damon Wimmer

Soldier

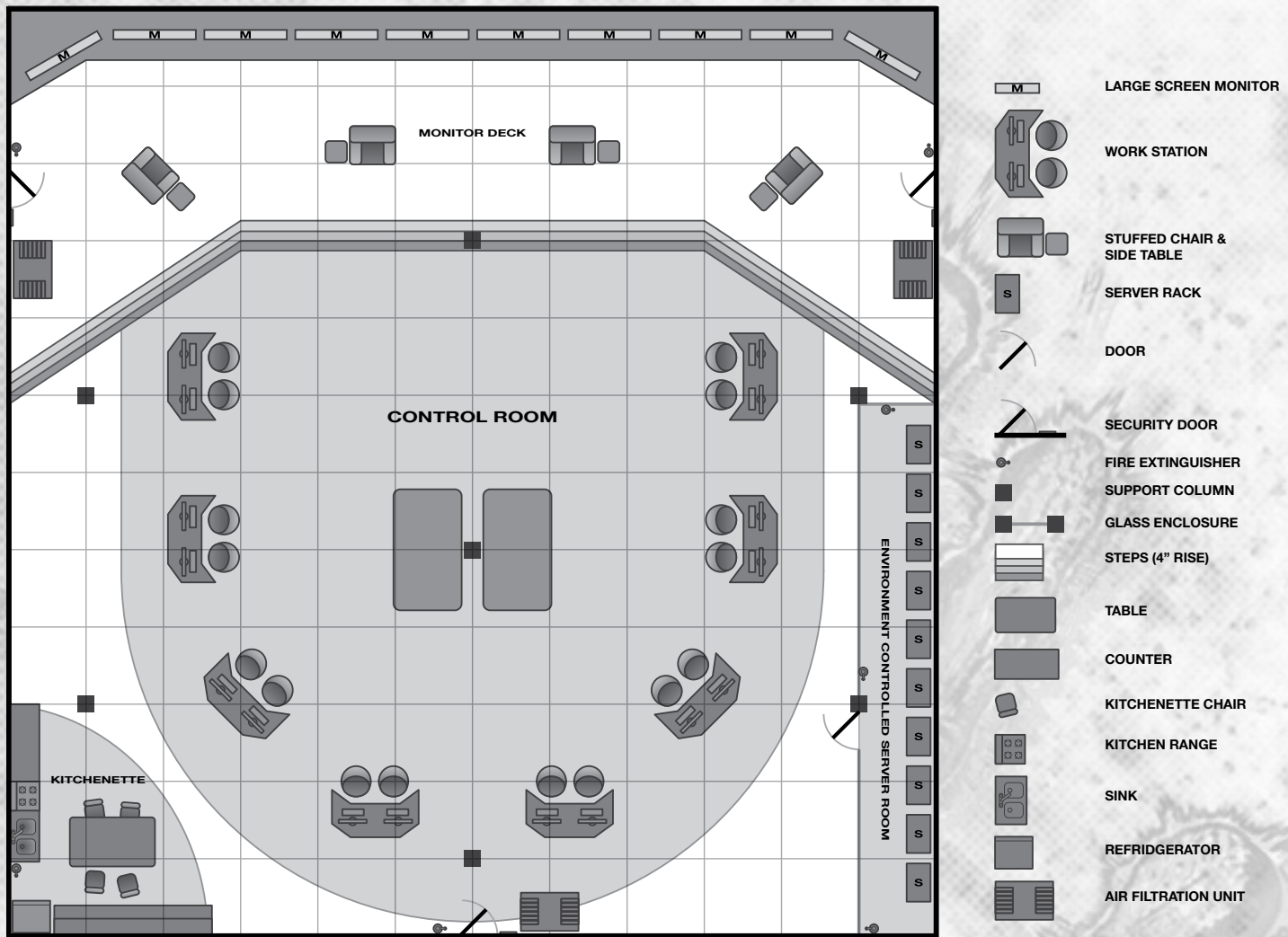
Town Militia

Town Resident

Raider

Experienced Poltergeist

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Plot Point #6: Army of the Dead

Run this adventure when the characters and Ollie head into the CRZ to take the Rocky Mountain facility back from Edward Russo and his Living Dead army. This adventure is straight forward infiltration and combat, and could result in some of the characters becoming infected by the Living Dead if they do not play it smart.

Getting Into the Facility

The Citizen Relocation Zone in Colorado, from a distance, looks much like it did four years ago. The area is surrounded by a 20-foot high wall of concrete slabs slid into steel brackets. The temporary housing that once dotted the landscape beyond the walls is long since gone, the grasses and weeds now severely overgrown from years of neglect. Hundreds of Living Dead roam the landscape, their movements slow and their bodies decayed from years in the elements. At odd intervals, some of the Living Dead lie on the ground—

the heads, eyes, and mouths still able to move but the rest of the body too decayed to do anything.

Caleb tells the group that the vents into the facility, at least those that he remembers, are several miles inside the CRZ. They are going to have to get across the Living Dead landscape if they plan to get inside.

How the characters do this is based entirely on the resources at their disposal. If they have to do it on foot, treat it as a Dramatic Task with Stealth as the operative Trait. On a failure, they alert the Living Dead to their presence and are attacked or pursued by 24 Shamblers and 20 Sprinters. Should that situation occur, treat it as a standard length Chase using Agility. In addition to the normal complications that can occur, if a character is dealt a card from the Club suit, a dozen more Sprinters join the chase.

Once the characters make it to the ventilation system, a Strength check at -4 is required to open the grate. This can be made as a cooperative check, as usual.

When the characters enter the ducts, whoever is in the lead must make a Smarts check at -2 to not get them

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lost and continuously backtrack through the maze. On a success, they discover multiple rooms full of mulling Living Dead. Exactly how many, and whether or not the characters are noticed, depends on your specific needs. If the group is already too exhausted or battered from the journey across the CRZ, you might want to take it easy on them. On a raise, however, they discover the main corridor that leads to the central control room.

Cutting off the Head

Once the characters have fought through enough Living Dead, allow them to make it into the main control room. The facility was designed as a Continuity of Operations center in the event the United States suffered a catastrophic event such as a nuclear attack (or, in this case, a Living Dead outbreak). Power still functions.

The main door is open since Edward Russo has nothing to fear inside his own home, and there is nothing to hide from the normal Living Dead. The corridor leading to the room is also devoid of Living Dead activity.

Inside the massive control room, nearly two-dozen Living Dead stand at various consoles, occasionally pressing a button with a jerky movement as a single Living Dead stands in the center, barking orders in a series of grunts.

The flesh on his badly damaged face and chest are heavily decayed, and he is missing his left arm from just below the elbow. The filthy and tattered remains of barely recognizable United States combat fatigues cover his body. His name is Edward Russo and, even despite the Rotters, he is likely the most dangerous ghoul to ever walk the planet.

On the viewscreen before him is a man appearing somewhere in 30's, with close-cropped hair and glasses. He's dressed in military desert BDU's.

Cunningham's Claim

Charles Cunningham makes a claim to Edward Russo that he knows where other survivors from Commander Morrison's group of years ago are located. He is referring to the original player-characters from War of the Dead. If your players also participated in that campaign, you might consider generating an adventure to allow them to somehow meet their original characters.

Ollie silently mouths to the characters the name: Charles Cunningham.

"We've taken Beacon," Charles Cunningham says.. "Damon should be on way back to Nevada shortly, but we're leaving a sizable contingent force in place. I just want to make sure our previous arrangement is still in place."

Edward Russo grunts at the viewscreen, and his right hand points to where a crude UniMed logo is spray painted on the wall behind him.

"I know our deal," Charles replies. "You help me, and I'll give you what remains of UniMed so you can get your revenge for what they did to you. But I'll tell you what— you lead your forces against Necropolis and get them to fall in line with me. Convince them what a danger the entire Living Weapon operation is and why they have to help me take it out. Do that, and I'll give you a bonus to UniMed. I've discovered the locations of two of the individuals that fled Sanctuary along with the military. The group you originally followed to Colorado four years ago."

Edward Russo grunts again, and his body language tenses.

"That's right," Charles continues, "The same people that are responsible for unleashing the first Rotters. The same group that helped those who betrayed you and made you what you are. So, does our deal stay in place?"

Edward Russo nods.

"Good. I'll be in touch. Cunningham, out."

And the viewscreen goes black.

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Plots and Machinations

Edward Russo and Charles Cunningham are playing a dangerous game with each other. Cunningham wants the forces from the CRZ and Necropolis to attack and destroy the United Protectorate's Living Weapon Program at Groom Lake. Afterward, he secretly plans to bombardment the area to eliminate (possibly) millions of Living Dead.

Edward Russo, meanwhile, is negotiating with Necropolis to attack Groom Lake, fully expecting Charles Cunningham to betray them afterward and already planning with Necropolis to have agents in place within the facility before that happens.

The characters must now figure out how to take down Edward Russo and his Living Dead minions inside the control room.

Once the combat starts, a Knowledge (Computers) roll will find the button to close the main door. Unless the main door is sealed, eight (8) more Living Dead will arrive on the scene every other round. All in all, there are 80 Living Dead that can make it to the control room.



Edward Russo is a Living Dead (General) with the psychic ability to control the other ghouls. Until he is taken down, the ghouls fight as a trained unit. They attempt to back the characters into corners, use the Ganging-Up maneuver, and will also do what is necessary to try to protect their master.

Federal Commonwealth Forces

Once Edward Russo is eliminated and the control room is sealed, Ollie pulls the paper sent to him by the Federal Commonwealth out of his pocket and begins following the typed instructions. Moments later, a heavily scarred soldier appears on the viewscreen. Ollie introduces himself and asks for Major Spencer. Moments later, a man in fatigues and wearing a patch over his right eye appears.

Ollie explains that they've taken the Rocky Mountain Facility, but the main structure is still crawling with Living Dead. He can find the external access controls, but they'll need assistance clearing out the horde. Major Spencer congratulates Ollie on a job well done, and assures him that a force will be on-sight within the next couple of hours.

Aftermath

Once the Federal Commonwealth forces arrive, the characters can either immediately head toward New Phoenix, or assist in clearing out the Living Dead from the facility.

Either way, Major Spencer will send a force with Ollie to Arizona as support in case there actually is a United Protectorate attack.

If this adventure was run after **Rise of the Phoenix**, then the Major will instead begin preparations for the eventual attack on Area-51.

Needed Stats

- Edward Russo
- Living Dead Shambler
- Living Dead Sprinter
- Military Commander
- Soldier

Plot Point #7: Rise of the Phoenix

Previous Attack on CRZ

If the characters already attacked the CRZ and called in Federal Commonwealth forces, Ollie has them remain hidden but contactable by radio. The last thing he wants to do is approach Darq with an entire army in tow. Once the United Protectorate launches its attack on New Phoenix, Federal Commonwealth forces will arrive on the side of the characters.

Run this adventure when the group arrives in New Phoenix.

The remains of skyscrapers rise in the distance as you approach New Phoenix— one of the largest settlements of the Unified Towns, risen from the ashes of what was once simply called— Phoenix.

“All right,” Ollie says, “This place is run by a guy named Darq. That isn’t his real name, but it’s what he prefers to go by nowadays. He governs over 600 people and fought tooth and nail to create New Phoenix in the middle of the old.” He pauses. “Darq doesn’t trust me, or the Council. So, he sure as hell isn’t going to trust you guys. But he’s a stand-up guy, and will at least give us a chance to talk. Just do what he says and don’t provoke him. Unified Towns member or not, as a governor he sits on the Council same as I do, and runs his town to make sure his people are safe. At the end of the day, we aren’t his people.

“Truth be told, though, his town is damned powerful. We need him and his people. So, keep that in mind and behave.”

Ollie sits in silence as you approach a large gate set into a brick wall. To your left, the railroad tracks stretch as far as you can see. Ollie orders you to slow down as several men with M-16 rifles point them in your direction. As the vehicles come to a stop, Ollie steps out.

“Easy there, fellas,” he says, hands raised to ear level. “Name’s Ollie Resnick. In case you don’t know, I’m head of the Unified Towns Council. These people are with me. Just let Darq know I need to meet with him.”

The men exchange glances, and then one of them pulls out a radio and calls back into town.

The walls surrounding the town near the characters are composed of brick. Guards on rooftops near the barrier keep a watchful eye on the surrounding territory. A single shot rings out, causing Ollie to flinch. One of the guards on the platform tells him to take it easy; they were likely shooting at a ghoul.

After several, tense moments, four horses come around the corner, having obviously exited the city through a gate not currently in view. There are also over a dozen armed men on foot walking next to the horses. Three of mounted men look to be militia commanders. The fourth is a man with close-cropped salt and pepper hair, and appears to be somewhere in his fifties. He wears an Army combat uniform, with several ammo magazines in pouches on his waist. A 9mm pistol rests in a holster.

He reins the horse roughly 20 feet away from you, folds his arms across his chest, and stares with hard, narrowed eyes.

Play this meeting as tense. Darq wants to know exactly what game Ollie and the council from Eden are playing. Ollie is confused— he asks if the Eden council is here. Darq says that they are, and they’re talking about the Unified Towns throwing in with the United Protectorate. Ollie replies that isn’t the case, and the Protectorate sacked Beacon. They’re moving to absorb the Unified Towns— by force where necessary.

Darq’s eyes narrow. He turns to his men and orders a dozen of them to arrest the Eden council members at once. Then he orders three of the remaining men to take Ollie into custody as well. Turning back to the leader of the Unified Towns, Darq tells him that he can sit in a cell as well, until this mess is sorted out.

It’s time for the characters to get back into the spotlight. They are somehow going to have to convince Darq that what Ollie says is true, and that an attack on New Phoenix is likely right around the corner.

Play this as a Social Conflict, with the characters making unopposed Persuasion checks. Depending upon the overall success of the characters, Darq will take the following actions.

Failure: Darq doesn’t know the characters from Adam, and their argument hardly invoked his trust. He orders them in the cell along with Ollie and his allies.

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1-2: Ollie and his two friends are sent to the cell, but the characters are allowed to remain free and are confined to quarantine until Darq gets to the bottom of it all.

3-4: Ollie is sent to the cell, but the characters can accompany Darq to confront the Eden council.

5+: Ollie is allowed to remain free. He and the characters will accompany Darq to confront the Eden council.

If the characters are in quarantine or in a cell with Ollie, jump forward to the attack on New Phoenix. The characters are let free and their weapons are returned.

Otherwise, the characters accompany Darq to confront the Eden council.

As Darq leads the characters through the town, one of the men he sent to arrest the Eden council members appears from around a corner and runs to them. He is pale and out of breath. He manages to blurt out that the council members have escaped, and then falls face down into the street. There is a bullet hole in his back. People on the street stop and stare at the body, then at Darq.

Darq tells one of his men to sound the alarm, then orders everyone on the street to arm themselves, New Phoenix is under attack. He then breaks into a run, heading toward the capital building where he was holding the meeting.

Allow the characters a Notice check at -4. On a success, they see a shimmering humanoid form shimmering at ground level about a block away, just before it fires a LAW rocket at them (range 24/48/96, damage 4d8+2, MBT, HW, snapfire). The characters and Darq are able to make an Agility check at -2 to avoid the blast. If the Notice check fails, the characters are caught by surprise and must make an Agility check at -4 to avoid the blast.

New Phoenix is invaded by a medium sized force consisting of:

- **100 Typical United Protectorate Troops**
- **20 Typical Poltergeist**
- **10 Typical Controllers**
- **6 Blackhawk Helicopters**
- **12 Military Humvees**

The main assault force, however, is a feint for an assassination attempt against Darq by a Poltergeist with the *invisibility* power. The characters are going to have to discover the assassin and stop him before he can snipe the New Phoenix governor.

Meanwhile, Darq takes the characters and over a dozen men (all pilots) on horseback. He needs them to get to the National Guard depot roughly 6 miles away to the northeast. Run this as a standard length chase, with the characters using the Riding skill and the United Protectorate forces using Driving as they pursue the New Phoenix forces in the Humvees.

Once Darq and the characters reach the depot, they will have to battle through a unit of 24 United Protectorate Soldiers to get at the vehicles. Amongst a variety of hardware, inside the depot are:

- **7 Black hawk helicopters**

- **64 HUMMV**

If the characters already assaulted the CRZ, then on the 3rd combat round after the characters reach the National Guard depot, Ollie's Federal Commonwealth reinforcements arrive. At that point, the assault can be run as a Mass Battle. Consider the forces of New Phoenix to have the advantage. New Phoenix receives 10 tokens, and the United Protectorate receives 8 tokens.

The United Protectorate uses Knowledge (Battle) d8 for Battle rolls, and is considered to have Spirit d8 for morale checks.

New Phoenix operates off Darq's Knowledge (Battle) d10. The town uses a Spirit d10, a +2 to morale checks.

Aftermath

Once New Phoenix is saved or lost, the characters and their armies must decide what to do next. If the CRZ has not been assaulted and the Federal Commonwealth called in, then it's time to get that job done. Darq will head to Camp Battlement and secure the railroad from there, and then will ready his forces for the assault against Nevada. The bastards just tried to sack New Phoenix. That isn't about to go unanswered.

Ollie agrees and tells Darq it's time they end this war. The Federal Commonwealth is already mobilizing at the old CRZ. Groom Lake is going down.

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Commonwealth. He's learned the hard way that the Unified Towns are unlikely to expand and become the dream he originally envisioned. And he always knew, deep in the back of his mind, that the United States would likely rebuild itself.

Major Spencer points out to Darq that the United States never completely fell. There has always been a Continuity of Operations, and therefore the Constitution has always remained. But he also admits that worrying about what might, or might not, happen in the future isn't the consideration they all have to make right now.

Now it's time to hit Groom Lake and end the Protectorate before they do anymore harm to the human race.

The characters, naturally, are offered a place within the Federal Commonwealth if they aren't already members. Like with Darq, however, Major Spencer will not force the issue. That's for the politicians in the Commonwealth to decide, and he isn't under orders to force membership on anyone at the present time.

With a staging area in Colorado finally theirs, the Federal Commonwealth has moved a sizable force deep into the Rotter Lands. All in all, they are bringing the following forces to bear against Nevada:

Needed Stats

- Darq
- Ollie Resnick
- Town Militia
- Town Resident
- Soldier
- Experienced Poltergeist

- **Blackhawk helicopters (18)**
- **B-2 Spirit Stealth Bobbers (4)**
- **M1 Abrams tanks (24)**
- **Combat Troops (300)**
- **Various troop carriers**

Plot Point #8: Endgame

This is it, the big move against the United Protectorate for all the marbles. When the characters have everything in place and are prepared to take the offensive against Area-51, it's time to run the final the Plot Point adventure!

Final Preparations

The characters have been a real help to the Federal Commonwealth. Although Darq is not yet sold on the idea of New Phoenix joining, once Beacon is liberated Ollie fully intends on bringing his town, and any other settlement that will follow him, into the

Allow the characters to assist with the battle plan. Roll Major Spencer's Knowledge (Battle) d10 skill with a +2 modifier if the players roleplayed well during the planning stages. On a success, the Federal Commonwealth forces receive a +1 bonus to the Battle roll during the Mass Battle. On a raise, the Battle roll receives a +2 bonus.

Attack on Area-51

The main attack on Area-51 is a Mass Battle between the Federal Commonwealth and the United Protectorate.

Both sides begin with 10 tokens, as both have a sizable force of roughly equal value. Both sides also receive a +2 to the Battle rolls for having medium air support, and the Federal Commonwealth forces

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receive an additional +1 or +2 bonus for the battleplan, as previously described.

The United Protectorate forces are being commanded by Charles Cunningham from within the facility and use his Knowledge (Battle) d12 for Battle rolls, and the Protectorate army is considered to have Spirit d8 for morale checks.

The Federal Commonwealth uses Major Spencer's Knowledge (Battle) d10 skill for Battle rolls, and the Commonwealth army has a Spirit d8 for morale checks. If one of the characters has a greater Knowledge (Battle) skill, feel free to use their skill instead.

Be sure to focus the action on the characters on the personal combat scale as well, as they battle Protectorate soldiers and even a few Gifted, up close and personal.

Once the United Protectorate is reduced to 5 tokens, Federal Commonwealth forces have managed to penetrate the main facility and the characters can head inside to confront the leaders.

Allies and the Final Fight

If you feel the players might need help against Damon, Charles, and Marcus; or just want to make the fight even more epic, you can also assign Ollie, Darq, and Major Spencer to head down with them. While you will continue to role-play the three allies, you might want to allow the players to control them in combat like typical allies.

Into the Snake Pit

Damon, Charles, and Marcus are six levels below the surface, and the characters are going to have to battle their way through the levels. The characters have enough troops with them to equal four (4) soldiers per player character.

Each floor contains 24 armed troops and 3 Gifted. Be sure to keep the combat between the floors different. On one level, the Protectorate troops might use grenades, while on another they might use Flashbangs and Tear Gas. Force the characters to use cover, tactics, and maneuvers to make it through.

If running the combat on the personal scale is too much, considering the sheer amount of NPCs, run it as a smaller Mass Battle. The Protectorate soldiers

have Knowledge (Battle) at an unskilled d4–2, and a Spirit d6. Beginning tokens depend on exactly how many allies the players have in their group.

Once they get to the final level, double the number of enemies confronting them. After the battle, the group must still access the main war room. Doing so requires a Knowledge (Electronics) skill roll to hack through the electronic locks on the main door. Blasting through will be a little tougher. The door has Toughness 12 and uses the normal **Breaking Things** rule from *Savage Worlds*.

Final Confrontation

Once door is opened to the war room, the characters are immediately confronted by 12 Elite Protectorate Soldiers.

Once the soldiers are defeated, read the following:

The war room is vast. An entire wall is filled by multiple monitors, showing the battle outside, satellite images of various locations throughout the Rotter Lands, and a high-tech medical lab where several Living Dead and Ragers are being experimented on.

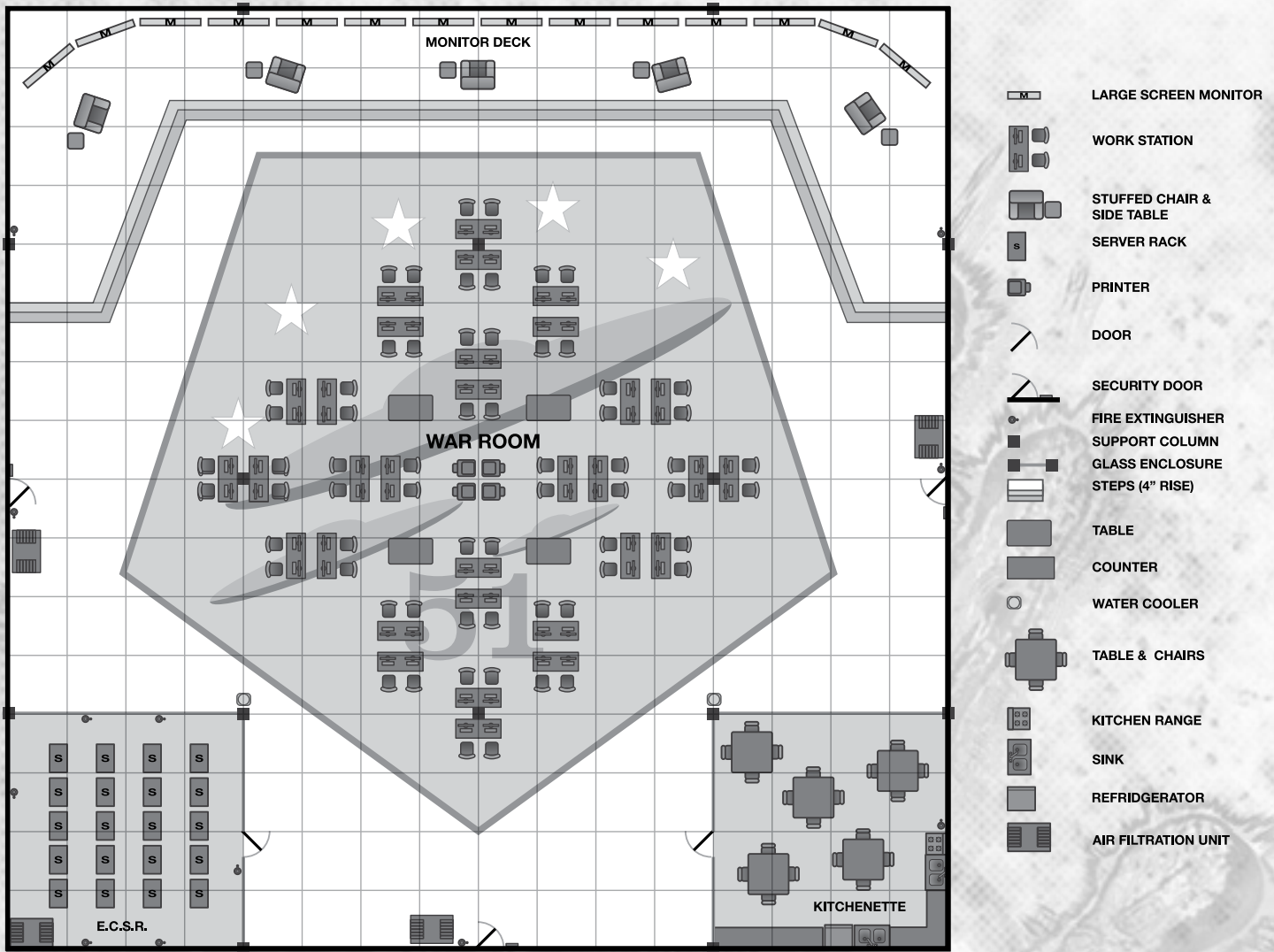
Standing in the room, using over turned tables as cover, three men remain: Charles Cunningham and Marcus Krause, with Damon between them. Both Marcus and Charles have SAW machineguns pointed in your direction. Damon is unarmed except for a Desert Eagle pistol still in the holster at his waist.

On either side of Damon, between him and his two comrades, stand two individuals in expensive pre-outbreak suits. Their hair is closely cropped and dark sunglasses cover their eyes. Each of the rests a hand on Damon's shoulder.

"You know, this will accomplish nothing," Damon says. "What I've built over the past decade and more," he pauses and glances sidelong at Charles and Marcus, "what we've built over the past decade is now far larger than the three of us. The entire west coast and Hawaii belongs to the Protectorate. The eastern portions of the Rotter Lands are already coming in line as member states.

Allow the characters to roleplay with Damon a little, especially since he has the deflection power active around him from two Experienced Poltergeist next to

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him. The moment they indicate that he is insane, or say anything that would insult what he has built, he becomes angry and says the following:

"You have no idea what I've been through— what my kind has been through. For decades our own government tortured us, kidnapping us from our families, our lives, our loved ones, all for nothing more than its need to twist and control anything it did not understand. It wanted us for the abilities that made us unique— abilities they wanted to exploit for war!"

"What I did, I did to teach humanity to live together. But look at what's out there! Even with the Living Dead consuming everything, even when vastly outnumbered and overpowered, where banding together as one race is the only way to survive— you still can't stop yourselves from waging wars, betraying those around you, and cutting each other's throats."

"But you know what? I also did it for revenge. For everything the government did to us, to my family."

"And I would do it all again!"

The expressions on Charles' and Marcus' faces as Damon reveals the last part clearly show their shock and disgust at what he just said.

"You did all of this . . . destroyed the world and everything we build as a species . . . for revenge?" Charles asks, contempt and anger creeping into his voice.

"Grow-up, Charles. Why we did what we did is no longer relevant. Protecting what we've accomplished is."

"Wrong," Charles says as his jaw clenches. "Why we did it will always matter—"

"We would never have backed you on a revenge plot," Marcus interjects, as though finishing the thought of his long time brother-in-arms."

The die is cast, and it's time for the final battle. Damon's allies unleash at the characters with the bolt power, initiating the final battle. Charles and Marcus, forced to

forget about what Damon revealed for the time being, defend themselves as befitting combat veterans. They use cover, grenades, and flanking maneuvers to try to take down the characters. Charles will attempt to close in on the characters and engage them in hand-to-hand combat.

Once the battle is over, Damon's last words are that the characters just don't understand why it all had to happen. Charles' final breath is a wish for them to stop the Living Weapon program and to take care of his wife and daughter, who've lived in the facility with him since the outbreak. Marcus, blood pouring out of his mouth, apologizes for everything they have done. He tells them to resurrect that United States.

Aftermath

The characters have proved pivotal in taking control over Groom Lake and finally bringing an end to the power behind the fall of the United States— and much worse. The medical labs are rife with strange experiments into the Living Dead and the Ragers, but resistance within Area-51 has been quelled. Charles' wife is less than thrilled with the characters and the death of her husband, and his daughter, now 11 years old, is distraught over her father's death and most definitely considers the characters and the Commonwealth forces as evil.

Although Area-51 possesses the main laboratory for research in the Living Weapon program, UniMed headquarters in California contains a vast amount of experimentation as well. The program is far from dead.

Needed Stats

- **Ollie Resnick**
- **Darq**
- **Damon Wimmer**
- **Charles Cunningham**
- **Marcus Krause**
- **Soldier**
- **Military Commander**
- **Experienced Poltergeist**
- **Experienced Controller**

Continuing World of the Dead

Although Area-51 has been secured and the leaders of the United Protectorate defeated, it is hardly the end of the campaign. Where it goes from here is entirely up to you.

The United Protectorate

The United Protectorate controls areas of California and Hawaii, and although the triumvirate is dead, that doesn't necessarily mean the fledgling nation is gone. Other military commanders might rise to take control and hold the Protectorate together, all the while plotting revenge against the Unified Towns and other settlements throughout the Rotter Lands.

Meanwhile The Pantheon— the secret organization of Gifted— could very well continue in Damon's memory and make it a personal vendetta to destroy the characters and their allies.

The United Protectorate still has a lot of territory and resources at its disposal. With the right leader stepping into the void left by the triumvirate, it could yet remain a major threat.

UniMed

The once powerful conglomerate still controls vast resources. Now headquartered deep in California, they have the capabilities of breaking away from what remains of the United Protectorate and staking out territory of their own. Worse, they have all of the data and research concerning the Living Weapon program, and the ability to finally see it come to fruition.

The Unified Towns

The Unified Towns are already suffering a schism, and how that plays out could make a campaign in itself.

Eden openly betrayed the Unified Towns, and also sits as one of the political body's permanent Council members, granting it a lot of influence over the day to day operations of the Unified Towns as a whole. With Ollie prepared to take Beacon into Federal Commonwealth membership, what does that mean for the rest of the towns? Darq isn't too thrilled with the prospect, and he has a close friendship with Camp Battlement that originally stemmed from a distrust of the Council. And with several of the towns directly controlling the railways that run through their

Plot Point Campaign

territories, might there be a war brewing for control over the tracks?

If the Unified Towns splinter, it could also weaken them against marauder invasions and attacks from Necropolis. The Federal Commonwealth is still very young, and its military force nowhere near strong enough to protect the entire Rotter Lands like the United States military of the old world could have done.

Necropolis

The center of power for the Church of the Eternal Prophet's campaign to eradicate humanity from the face of the Earth is a major threat throughout the Rotter Lands. With several hundred Rotters at its disposal, combined with thousands of Living Dead minions, the Church could easily take advantage of the war between the United Protectorate and Federal Commonwealth, as well as the schism within the Unified Towns, to launch a series of attacks against various settlements.

With the Rotters discovered to contain a vaccination against Living Dead infection within them— a discovery that could salvage what remains of the human race—the Church could also see its numbers swell if humanity begins hunting down Rotters. Places such as Rotter Town might no longer be a neutral haven for all races, and an all-out war between humans and Rotters could be just over the next hill.

Raiders and Marauders

From Hell Town to Valhalla, and all the minor raider gangs in between, a weakened Unified Towns, as well as numerous independent settlements completely left to their own devices, could see themselves the target of more daring raids from outlaw gangs and organizations. With the United Protectorate in chaos, and the Federal Commonwealth military forces extremely limited, instability brought about by the war might prove the perfect opportunity for the more powerful marauder organizations to expand their power and territory. Most of them are heavily armed, with access to armored vehicles and fuel, and a war across the Rotter Lands would very likely mimic the post-apocalypse action films of the 20th century.

Independent Towns

For those independent towns that relied on assistance from the Unified Towns, the recent schism within the Council could leave them very vulnerable to raider or Rotter attacks. For the truly independent settlements

across the Rotter Lands, the instability caused by the war might very well mean more attacks, and a stronger need to become better fortified and armed. Those towns that don't fall to raids in the early weeks would likely become very reluctant to allow outsiders to roam freely within their borders, and the open trade the Rotter Lands have come to depend on could dry up very quickly.

Fuel depots and access to the railroads might become tantamount to survival, escalating an already war-torn land into outright anarchy.

The United Kingdom

The Federal Commonwealth is very interested in establishing stronger relations with what remains of the United Kingdom. Using the Azores archipelago as a midway point, the Federal Commonwealth sends troops and diplomats to settlements outside London. Although the Commonwealth is very interested in investigating Avalon and the level of technology that is said to still exist within its walls, it has thus far been unable to establish relations solid enough to be allowed inside the gates.

Other Stories

The World of the Dead is a large place, and doesn't need to be confined to the politics and wars of the Rotter Lands after Nevada is taken. The characters could be sent to the Great Lakes area to investigate what might have happened up there since the outbreak, be sent to gather information on Mexico and the amount of Living Dead still active, or could even be sent (with the necessary radiation gear) into Washington D.C. in search of vital artifacts that serve as a symbol for the rebirth of the United States.

A campaign could focus on an old west or road warrior tone to adventuring in the Rotter Lands, or could go in the direction of diplomacy and discovery as the group is sent to open new relations with other countries.

The possibilities are wide open, and the Plot Point Campaign only covered one type of story that can be told. Where the characters go next is up to you. It's time for you to shape the World of the Dead into exactly the type of post-apocalyptic zombie campaign *you* want to run.

SAVAGE TALES

Presented here are 26 Savage Tales that can be interwoven into the campaign. While some of the Savage Tales are designed around specific locations, a majority of them can be run anywhere in the Rotter Lands.

All Savage Tales are listed in alphabetical order.

A Fate Worse Than Death

The characters have been captured by a group of raiders. If set in the Rotter Lands, the raiders are from Valhalla. A Common Knowledge roll means the characters know that a fate worse than death awaits them once they get back to the marauder settlement.

The characters are bound with wire and have been tossed into the back of a pick-up truck. Any weapons they possessed are in the front cab with the driver and his partner. Accompanying the truck are motorcycles and armored vehicles.

You can either start this adventure *en media res* or as a continuation of **Road Kill** or another adventure. If continued from **Road Kill**, add five (5) raiders to the total number that survived the adventure. If being run on its own, there are three (3) raiders per player character.

To escape, the characters are first going to have to get out of the bonds. The wire has Toughness 6. Once free, the characters will have to somehow leap from the truck (current speed: 30") or take out the driver and get their weapons. The sliding glass partition leading from the bed of the truck to the cab is opened, so the characters do not have to worry about breaking the glass. If the characters attack the cab, roll d6-2 for the Driving roll and its penalty. On a failure, the truck goes Out of Control.

Regardless of how the group handles it, they will have to fight their way through some raiders to escape. Luckily, however, there is a wooded area only 48" away from them.

If they are taken to the raiders' main settlement, they are tossed into makeshift cages that are only 4" across, with a wired roof 2" overhead. There are three such cages, and any characters are tossed into a cage alone, no allies are placed inside with them. The characters are unarmed and have to battle for survival against four (4) Shamblers.

Otherwise, the town contains nearly 200 armed outlaws. Escaping won't be easy, and could form the basis for a rather lengthy adventure.

Arming the Enemy

The characters are thrust into an investigation as to how a small, local band of raiders are getting access to the town's manufactured weapons and using them to attack the settlement.

Welcome to Brennille

Run this adventure when the characters are in Brennille.

As the characters arrive at Brennille, the first things that strike them are the wooden walls, extending some 18 feet into the air and secured by thick double gates that swing inward. Guard towers, nearly twice the size of the walls, are spaced around the perimeter of the town, with two men in each armed with bows. The guards train their arrows on the group as they approach. Meanwhile, several men armed with bows and bladed weapons step through the open gates and surround the group. The characters are informed that they will be taken to quarantine where a doctor will examine them for bite marks or signs of possible infection.

Once the group is cleared, they are allowed to keep their weapons and have free access to the town. Brennille is large, encompassing several blocks of a former rural town. Armed guards walk the streets, people mull about on corners and in a small area park, and the manufacturing sounds of several blacksmiths echoes off the buildings. The homes are mostly former single family affairs, now turned into dwellings that house a different family or group per floor in small, makeshift apartments. The blare of a train horn is heard in the distance as a new delivery approaches the settlement. Goods the town needs will be off loaded, while weapons and armor will be loaded for shipment to other settlements within the Unified Towns.

A shot rings out through the street. Citizens all freeze, their heads turning to a scene at the far end of the block. Jack Gavins, the legendary bounty hunter, has his six-shooter raised in the air, having just fired the shot. Approximately 30 feet in front of him, a young man in dirty jeans and a t-shirt stops running and

stands motionless. Jack's booming voice asks the man if he wants to try things the easy way, or if the next shot shouldn't be a warning. The man drops to his knees and puts his hands behind his head. Jack approaches and secures him with metal handcuffs.

Once the street returns to its previous level of activity, Jack walks the prisoner past the characters. If the group played through **Hunter and Prey** before coming to Brennville, Jack will nod to them and tip his hat as he passes. He and his prisoner head for the rail station and from there will take the train to Beacon.

Raider Attack

Allow time for Jack Gavins to leave Brennville. Once the characters are settled, whether in an inn, at a local watering hole, or just grabbing a bite to eat, several bells ring throughout the town— the alarm signaling an attack!

If the characters don't move to help defend the town, they are informed by several members of the military of a law in Brennville: those who are able to fight are expected to answer the call to arms. Failure to do so is considered treason against the town, particularly when partaking of its hospitality, and will result in imprisonment. The soldiers aren't making an idle threat, and the characters will be tossed in the jail until Governor Brenn decides to release them, and then likely face exile from ever returning to the town, if they don't help defend it. Since the characters travel the Rotter Lands and are obviously armed, claiming an inability to fight isn't going to work. As a matter of fact, the entire reason they were able to keep their weapons— besides the fact that Brennville has a very effective military/law enforcement unit— was in case the town suffered yet another attack from the raiders. Governor Brenn is a pragmatic man, and with the raiders making regular attacks, and the town being a regular stopping point for travelers, he fully intends to always field as many able men as he can.

The raiders consist of four armored cars which are designed to cause a distraction. Their hood mounted machine guns are actually out of ammunition. While the cars plague the front gates, a team of 12 raiders armed with swords and bows will attempt to scale the back wall.

Once the battle is over, the commander of the town's military, Jason Martin, curses as he examines the raider's blades. Engraved on the blade is the miniature Circled-B symbol from the Brennville flag. On a successful Streetwise roll, the group learns that this is

the third time the raiders have attacked the town using weapons it manufactured.

The Governor

After the battle, once the characters have started going back about their business, four armed soldiers from the town's military approach them. Governor Brenn wants to see the characters, and the guards have been ordered to fetch the group.

The soldiers escort them to a rather spacious house surrounded by a large yard. A porch runs along the front and left side. Two soldiers stand post on the porch, and they nod to the escort as the characters are led inside.

Governor Brenn is in a first floor study, decorated with only a couple of mix-matched chairs and an old desk. He rises to his feet and thanks them for coming. A thin man standing just under six-feet in height, his tanned skin is heavily wrinkled from years in the sun. His hair has turned gray, and for all appearances he seems to be approaching at least sixty years old.

Brenn thanks the guards, and tells them to leave him and the characters to their privacy.

After offering them some whiskey that was sent to him by a friend in Beacon, he gets down to business. He'll admit he doesn't know much about the characters except that they're new to town, and look like they can handle themselves. That's what he asked his men to find, impartial outsiders who can take care of themselves in a fight.

The Killer Frost raider gang has been attacking the town for the past half-year, trying to get at their weapons and armor manufacturing and, he supposes, stop Brennville from shipping the armaments to the other towns. They've even tried to hit the railroad a couple of times. They're a decent sized crew, but not very tactical. Problem is, lately they've been using weapons made in Brennville. None of the trains have been robbed of what ships from Brennville, and no thefts of that nature have been reported in town. Governor Brenn wants to know how the raiders are getting the weapons, and he wants the characters to find out. He's willing to offer 150rn a piece for them to investigate, and might be willing to negotiate with the characters a little further.

Savage Tales

The Investigation

The characters are new in town and generally not trusted, so Streetwise rolls suffer a -2 penalty. Eventually, the investigation leads them to learn that Leonard Smythe, the adult son of a local blacksmith named Peter Smythe, has been secretly selling the weapons through an associate of his on the blackmarket to the raiders. The man is tired of living in Brennille, and plans to take the ration notes and get passage to the Gulf Coast, where he plans to then sail the hell away from this continent and somewhere—anywhere—else. Whether the characters learn it from investigating throughout the town, or manage to capture and interrogate a couple of raiders from their fortified camp a few miles north, is up to the players.

Once Leonard is proven guilty, either by following him and gathering evidence, getting the raiders to point him out in exchange for their lives, or whatever method the players decide to use, he is arrested and will stand trial. The characters are asked to testify at the proceedings.

The Wrap-Up

Peter Smythe is distraught over his son's guilt and arrest, but doesn't blame the characters. He is loyal to Governor Brenn and Brennille, knowing that without the town, and unity between everyone within its walls, he would have been dead long before now.

Governor Brenn is thankful to the characters, and gladly pays them whatever the final arrangement came out to. He also tells them they are welcome within Brennille at any time in the future.

Needed Stats

- Town Leader
- Town Resident
- Town Militia
- Raider

Attack of the Living Dead

The characters have to help defend a town against a massive Living Dead invasion

The Battle

This Savage Tale can be run while the group is visiting a town, or as part of a campaign where they're running their own survivor settlement. If using the adventure

with the group's own town, adjust the Mass Battle tokens and modifiers accordingly.

The town is small sized, with a chain link fence surrounding it. It has an average military force.

The Living Dead are led by a Rotter, a dedicated follower of the Church of the Eternal Prophet, and the small town is his latest target in the war to erase humanity from the face of the planet. The invading force consists of 30 ghouls. Being the larger army, the Rotter receives 10 tokens. Since each token represents 3 troops, the town receives 5 tokens.

Use either the Town die for the Battle rolls (d4), or a character's Knowledge (Battle) skill, whichever is higher.

Since the invading forces are completely living dead, they receive a +2 to Morale checks.

The Living Dead army has a Knowledge (Battle) d4, and Spirit d6.

The Wrap-Up

If the town fails a Morale check and retreats, the town is lost. If the town loses all of its tokens, the town is lost and the characters will have to battle their way to freedom using the normal combat rules.

If the town wins the Mass Battle, roll a d20. The result is the number of infected townsfolk the characters will have to hunt down and put to rest, which could lead into an entirely new adventure.

Battling the Past

While resting in a town, the group is drawn into the middle of a crisis when a genetically modified human suddenly goes on a killing spree. Although the people he's killing are UniMed Undercover operatives trying to retrieve him, can the characters figure it out in time?

The Set-up

The characters are enjoying some down time in one of the trader towns when a gunshot suddenly rings out. A man walking no more than 2" (12 feet) from the group has his head blown apart by a well-placed sniper shot.

As people run, several more shots ring out, targeted at various men as they dive for the nearest cover. The men all appear as travelers, their clothes dirty and dusty from life in the Rotter Lands.

Conflict in the Streets

The men are all behind cover near the characters. A Notice check at reveals that each of them is packing a very well maintained Glock 9mm pistol in shoulder holsters under their coats. A Notice check at -2 also alerts the character that something is not right about the way their chests look, and then it dawns on the character that the men are all wearing Kevlar vests under their clothing.

If questioned, they'll claim that they are bounty hunters, and were in town to rest and resupply, not on a job. A Notice check at -2 gives the character the impression the men are lying.

The man doing the firing is in a third story room across the street, in what was once a first floor storefront, and upper level storage or living quarters. He has heavy cover (-4 to Shooting rolls to hit him) and the walls are made of brick.

Uncovering the Truth

If the characters somehow make it across the street and up to the man's room, they learn on the way that the building has been modified into a series of makeshift bedrooms— a low rent inn in the Rotter Lands. If confronted, the man will yell that he isn't going back and opens fire on the characters. If they don't want to kill him, getting a raise on a Persuasion check will convince him that they aren't here to take him anywhere, and get him to stop firing.

Questioning the man will reveal that his name is David Turner, and he was a soldier in the U.S. Army before the outbreak. He was part of a group of volunteers that participated in a top secret government project at UniMed. They were experimented upon and turned into enhanced soldiers— stronger, tougher, and faster than a normal man. After the outbreak, a bunch of them escaped and disappeared. The country they swore to serve, that they volunteered to be turned into freaks to protect, is no more. All they want is to be left alone, but UniMed is always hunting them down and sending out retrieval teams to bring them back.

If any of the characters are a Genetically Modified Human, the man's story should strike a very personal cord. Luckily for the character, however, the particular team after David isn't aware of who they are.

The Wrap-Up

If the characters assist David in escaping, or killing, the UniMed retrieval team, he is very grateful toward them.

If the group gets an Advance after this adventure, they can add David to the group by taking the Competent Ally Edge. If any of the characters are a Genetically Modified Human, they can take the Competent Ally Edge and add David to the group for free.

Needed Stats

Genetically Modified Human

Soldier

Born Free

This adventures takes place whenever the group visits Freeborn, a settlement that rose from the corpse of the northwest section of Cheyenne, Wyoming.

A chain link fence runs as far as you can see around a small settlement constructed from the northwest ruins of Cheyenne. Like most major population areas, even this far out in the midwest, the outbreak took its toll. Beyond the partitioned, makeshift town, the burned husks of the once great capital of Wyoming.

Guard towers rise next to a large, double swinging gate— like the type of found securing work yards and some parking lots— their compound bows already trained on you as you approach.

The guards call down, asking the group what their business is in Freeborn. Allow the characters a Persuasion roll to convince the men that they are looking for rest, and access to the trains to get to Beacon. On a success, the guard calls down to someone in the town, and two men armed with blades slung over their backs unlock the gates and swing them open.

The group is ordered to turn over their weapons, which is not uncommon when visiting many settlements. Once their weapons are confiscated, they are taken to a small house that has been converted into a clinic/hospital. There, they are examined for bite marks and signs of infection.

After they are all cleared, the door opens and a beautiful woman steps in. She is wearing tight jeans, a white blouse, and her raven locks are pulled back into a pony tail. At her waist is a 9mm pistol, and a short sword is hanging diagonal across her back. She introduces herself as Elisa Conroy, the governor of Freeborn, and welcomes the group. She also thanks them for their cooperation, and assumes they understand that such



precautions are necessary. After all, it wouldn't do any good to create a safe settlement if they allowed armed, or infected, strangers through the gates. After a few pleasantries, she tells them that they all look hungry. At the very least, she is starved, and invites them to join her. While they eat, they can discuss why they want access to the Unified Towns railways.

As the group follows her from the clinic and to a small diner located at the far end of the block, the one thing they should notice is the number of toddlers and infants. Elisa will gladly explain that Freeborn has more than its share of pregnancies and births. It's one reason Ollie and his Council brought them into the Unified Towns. Those kids are the future of this world. There are roughly 40 men and 60 women in the town, and the more children a woman has, the larger her monthly stipend is. Likewise for the men: the more they father the more help they get from the town. Everyone is close in the town— a huge family. There aren't too many traditional marriages or relationships going on.

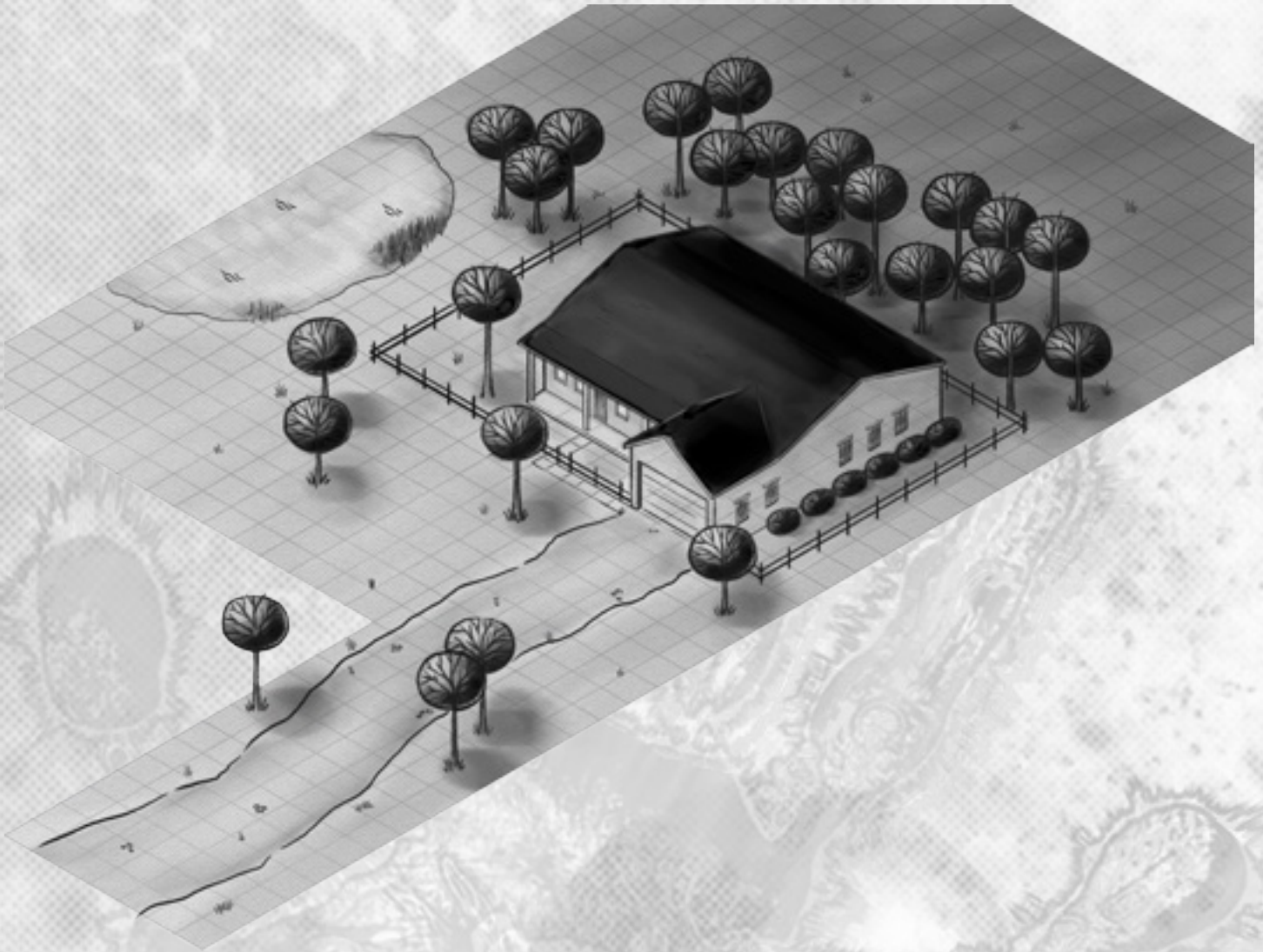
If the characters have any allies with them, one of them chuckles and asks what it takes to gain citizenships. Sounds like a hell of a way to live out your days. Elisa smiles and winks at him, casually brushing his forearm.

Meanwhile, another ally might comment in a condescending tone that what she's effectively done is created a breeding farm. Elisa shrugs, stating that they can call it whatever they want.

Either way, she welcomes them and offers to eat lunch with the group.

Lunch at the Diner

Elisa has venison stew served to everyone. As they eat, she looks at them and informs them that the town has a major problem, and she needs outside help to solve it— mercenaries, if need be. Raiders hit them two days ago as they were getting a delivery through the Unified Towns Parcel Service of desperately needed vitamins and medical supplies. The entire shipment was taken. They tracked the looters to Ranchettes a few miles north. They've taken over one of the estates on Powderhouse Road. She needs those supplies retrieved. She doesn't know how many raiders there are, but the place has a small army of about two dozen Living Dead, mostly Sprinters. It's like they are using them as pets or guard dogs or something. She sent four men to break into the place yesterday to get their supplies. They haven't returned.



If the characters refuse, Elisa tries play on their humanity. She stresses that the town needs the supplies for the kids. Otherwise, there's no point to anything if the future of the human race is just going to be left to die. That's the problem with people, and why the Living Dead won four years ago and have been winning ever since: everyone is always out for themselves, always me-me-me. Why bother even trying to save the world if it's just going to go back to the way it was. She would go out alone if that's what it would take, but she's well aware that she'll fail and nothing will be gained.

If the characters are still not convinced, continue the roleplaying until she can change their minds.

Once the characters agree, Elisa suggests waiting until nightfall. She's sure no one wants to try to sneak onto a ranch in broad daylight.

The Ranch

The Living Dead mull about the area in groups of 3-5, and in total there are more than Elisa realized: there are nearly 40 of the ghouls spread throughout the driveway and around the houses. Eight of them occupy the driveway leading to the estate.

Once the group gets past the Living Dead, there are ten human raiders in the main house, along with two Rotters. During the confrontation, the group learns that the humans willingly serve the Rotters in exchange for protection from the Living Dead. Being alive, they can blend in where the Rotters cannot. The supplies were taken to be sold on the black market.

It is important that during the battle that at least one, if not both, of the Rotters escape. If the group destroys all the Living Dead, that's fine. The Rotters are bringing a lot more to the subsequent assault on Freeborn, anyway.

Attack on Freeborn

Roughly three hours after the characters return to Freeborn, about an hour before sunrise and the train is scheduled to pull into the yard, an army of nearly 40 Living Dead is led upon the town in retaliation for the assault on the ranch. If the battle goes against the group and looks as though the town might fall, the train arrives early, bringing with it a dozen Council troops armed with automatic weapons. Ollie had received intel of increased raider activity in the area, and the Council sent in additional troops to better secure the town and the children, and protect the railway.

The Wrap-Up

After the battle, Elisa is extremely thankful to the characters. She tells them they are welcome in Freeborn anytime, and wishes them a safe travel wherever they may go next.

Needed Stats

- Town Leader
- Town Militia
- Living Dead Shambler
- Living Dead Sprinter
- Raider
- Rotter

Children of the Wilds

For best effect, it is recommended this adventure take place at night.

The group comes upon an abandoned, rural town. There are no barriers and no signs of activity or citizens. A majority of the buildings are still standing, though others are the surviving husks of past fires. Cars are tossed haphazardly along the streets, and nearly every intersection has the remains of multiple car accidents from the first days of the outbreak. Just about every ground floor window is shattered.

This town would be a good place for the characters to find some canned goods, a few rounds of ammunition, a pistol or two, and a few other common supplies they might need. As the characters are searching the buildings, they see darting shadows just outside their field of vision— behind counters, down darkened store aisles, between cars on darkened streets, and so forth. On a successful Notice check with a -2 modifier, they

are able to track the shadow for a few seconds longer, long enough to realize it is smaller than an adult and moving away from them.

The shadowy forms belong to a group of seven feral children, all of them between the ages of 9 and 12. They are all that remains of the town, having miraculously survived the outbreak four years ago when they were even younger. Many of them watched their parents devoured by the Living Dead, or suffered through their families becoming ghouls and then attempting to kill them. They've lived in hiding, surviving against all odds. Worse, they've lived with a town still determined to devour them.

Another secret the characters will unfortunately discover is that the former residents are still within the town. The children long ago managed to draw the Living Dead into various houses, stores, and other structures and locked them inside. On the odd occasion that any of the creatures manage to get free, the children have become adept at striking from ambush and delivering the necessary blows to the head.

The children will remain in the darkness, watching the group until one of two things happen.

First, if the characters attempt to pursue any of them, they are led on a wild chase through the town. The children will even go as far as to lead them directly into structures where the Living Dead are contain, causing the characters to face a combination of Shamblers and Sprinters. Each structure contains either three (3) Living Dead per player, or five (5) Living Dead per player. The children are quick and nimble, and manage to dart out the back door or a side window before the ghouls can attack them, leaving the characters to deal with the problem.

Second, if the characters are responsible for the Living Dead getting onto the street, the children will attack the characters from ambush using slings and bows. At that point, the group is considered a serious threat and the children react accordingly.

How the characters deal with the children and the Living Dead is entirely up to them. Getting the children to join the group requires a Persuasion roll at -2, and the check must get at least two raises for each child they make the roll toward. If the character wants to make a single Persuasion roll against more than one child, the roll suffers a -4 penalty and affects a number of children equal to the character's Spirit.

Needed Stats

- Feral Children
- Living Dead Sprinters
- Living Dead Shamblers

City of the Damned

The characters are hired by a desperate father to get his daughter back from the dangerous men who kidnapped her.

The Job

The characters arrive at a small, independent town. Whether they check the local Bounty Board or are approached directly once becomes obvious they know how to handle themselves, the group is offered a job. The day before, an old man and his daughter, Tina (an adult), were out hunting for food for the town. They were attacked by marauders. He and his daughter were separated, and she was kidnapped and taken to the city of Sanctuary. No one in the town will dare enter that place to rescue her, and he is too old to do it alone. It is a deadly city, filled with cannibals and madmen.

Allow the characters a Common Knowledge roll at a -2 penalty. On a success, they know that Sanctuary is the legendary city that UniMed tried to control shortly after the outbreak. On a raise, they've also heard the tales of the heavy Living Dead population, the Ragers that hunt at night and Ferals that stalk during the day, and of the insane survivors that live within the urban hell, long since reduced to cannibalism. Even the toughest raider gangs won't go into the place.

The characters can barter with the man over price (he offers them 200 ration notes at first), but he is poor and the base payment offer is two months salary for him.

Rescuing Tina

Sanctuary is a ruined city with burned out buildings and wrecked cars everywhere. Meanwhile, toppled buildings give them a view of a high rise perhaps a mile (roughly 12 blocks) in the distance. High on its walls, nearly at the top of the structure, is the UniMed logo.

The city is eerily quiet.

How the group finds the cannibal camp deep within Sanctuary is up to you. By the time they discover it,

Tina has been removed from the cage they put her in and tied spread-eagled and gagged atop a large kitchen table. Two large, filthy men with rotted teeth move to either side of her. One has a cleaver, and one holds a butcher knife. There are six other men in the room, all of them watching and smiling as Tina is about to be carved for dinner.

Once the characters are ready, deal Action Cards! The six additional men are all armed with machetes (Str+d6 damage).

Escape from Sanctuary

Once Tina is freed, it is time to escape. After the characters have left the encampment and traveled a couple of blocks, have each of them make a Notice check. On a success, they see the four snipers with M-16s taking aim from upper story windows on either side of the street. The snipers get The Drop on any character who failed the Notice check. Fortunately for the group, each rifle only contains six bullets, so the hail of gunfire won't last long.

The characters have to escape from Sanctuary alive, and unlike in the first weeks of the outbreak, there aren't any groups left in the city willing to help them. The characters must travel 24 blocks to reach the outskirts of the city. Along the way, draw a card from the action deck for each player in the group. If the same result is drawn more than once, discard the duplicate card and draw again. Check the card against the results on the Encounter Chart below.

Encounter Chart

Ace: A group of six (6) Ferals run at the group from 10" away, hissing and snarling. The characters have cover within nearby darkened buildings, but any character that ducks into one is attacked by three (3) Shamblers on the second round of combat.

Two: As the characters duck into, or cut through, darkened, ruining buildings to get put distance and obstacles between them and any attacker, they are ambushed by two (2) Ragers. Have each character make a Notice check at a -1 penalty for lighting conditions. On a failure, the Ragers get a surprise round against that character.

Three: Have each character make a Notice check at a -2 penalty. On a success, the character notices a grenade come sailing toward them from a nearby rooftop. Allow the character an Agility check at a -2 penalty to dive for cover

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and avoid the blast template. Those who failed the Notice check do not get an Agility check.

Four: The characters are attacked by eight rough and filthy men, each armed with a machete (Str+d6 damage). The men are missing teeth, an eye, and whatever body parts that clearly indicate the hard and insane life they've been forced to lead. As they charge, they let loose with a guttural screech. The men begin from 8" away and run toward the group as fast as they can.

Five: The characters are confronted by a group of eight (8) Sprinters as they near an intersection. The Sprinters start 10" away and run toward the characters. Their screech alerts other Living Dead in the area, and four (4) more Sprinters will arrive on the 3rd round of combat, then again on the 5th and 7th rounds.

Six: The characters stumble into a group of ten (10) mutated Living Dead (roll their mutations normally), which notice the group from 6" away.

Seven: A Living Dead General, leading a horde of 10 Shamblers and 22 Sprinters discovers the characters and begins a massive hunt for his army to devour them. Run this as a Chase scene unless the characters attempt to hold their ground and fight the horde. It is a standard length foot chase, and uses the Pace and Agility for the Sprinters, since any group of normally moving humans should be able to easily outrun the Shamblers.

Eight: The group discovers four children ranging from ages 10-14. The children are near feral (not the creature type) and absolutely filthy. Unfortunately, the children are Gifted and view the characters as a threat. All four of them have the Arcane Background (Poltergeist) Edge, and the following powers: *Blast*, *Bolt*, and *Havoc*.

Nine: The characters discover a car with fuel in it, which looks to be operational. Unknown to them, it is a trap set by survivors of one Sanctuary clan against another. If the characters think to make a Notice check to check out the vehicle for traps, they discover a homemade bomb linked to the ignition. If they fail to check for traps and attempt to start the car, everyone under a Medium Burst Template centered on the car suffers 3d6 damage.

Ten: The characters are attacked by a group of six (6) men with M-16 rifles and 40 rounds in

each magazine. On the third round of combat, a second group of eight (8) men arrive armed with machetes and 12 grenades. The two groups immediately begin battling each other, with the characters caught in the crossfire. Meanwhile, on the 4th round of combat, a group of twelve (12) Ferals descends on the scene.

Jack: The group stumbles upon a grisly scene of several bodies, stripped of flesh and badly burned, hanging from streetlights. Have each character make a Notice check. On a failure, they suffer a surprise round as nine (9) men armed with lengths of pipe (Str+d4 damage) and crude bladed weapons (Str+d4 damage) attack from where they were hiding within buildings and behind derelict vehicles. The attackers start 7" away.

Queen: The characters are attacked by a group of ten (10) Ferals which begin 8" away from the group. On the second round, a large Brute helps them escape through a nearby building that has makeshift bridges running from rooftop to rooftop for nearly two blocks. The Brute's name is Joe, and he is friendly toward humans. He'll admit he came into the city yesterday looking for food— and the place is a major hell-hole.

If any player wants to use their next Advance early, Joe can become a member of the group, and a personal ally, through the Competent Ally Edge.

King: The characters are confronted by a horde of three dozen Shamblers. During the ensuing chaos, a Rotter who was Gifted in life steps from the shadows and attempts to use the *Puppet* power on one of them. If successful, the character is ordered to open fire on the player-characters, causing more confusion as the Living Dead horde surges forward

Joker: Choose any 2 events, or draw 2 new cards and apply both results.

Aftermath

Once the group has suffered through the encounters, they finally make it to the outskirts of the city. The broken highways, still full of abandoned vehicles, lie before them and the dangerous expanse of the Rotter Lands. If the Brute, Joe, was gained as an ally, he is willing to stay with the group. He's lonely, and his strength and physical toughness could be a real asset to the humans.

Dead Asleep

Run this adventure when the group has made camp for the night. The exact location doesn't matter except for any terrain advantages it might provide to the characters. It could be run in an abandoned town, on the side of a road, on a farm, or in the woods.

It is the middle of the night with dawn still a couple of hours away. Whoever is on guard duty must make a Notice check. On a success, they hear something moving in the darkness just outside the range of their vision. If they have a flashlight or some other source of illumination, shining the light will reveal a deer (or other appropriate animal for the area) foraging for food. Its ears prick, and it takes off away from the character as quickly as possible.

As the animal flees, have the character make another Notice check at a -2 penalty. On a success, he hears another noise nearby. If he turns around, he discovers over a dozen Shamblers moving toward the camp. They are currently 12" away.

Behind them, however, are another 50 ghouls.

Waking the sleeping characters requires each sleeper to make a Notice check at -2. On a failure, it takes too long to wake them and the first wave of Shamblers is surrounding the house.

However waking the sleepers plays out, the group has 3 rounds to gather their supplies before the house is surrounded. During their attempt to escape, two dozen Sprinters rush into the area for an all-out attack. Hiding nearby is a Living Dead General, the closest thing to a Rotter that the original virus can create, and he is coordinating the lower ghouls.

If you really want to increase the tension, 12 of the ghouls are mutated Living Dead and possess enhanced or additional abilities (see: **The New Living Dead**).

Dead Wrong

This is a simple adventure that harkens back to the style that would be found in early days of the outbreak.

The characters stop over at a small settlement in the location of your choosing. There are approximately 50 citizens, and the leader is a medical doctor, Jonas McIntyre, who once worked for one of the top hospitals in the country. The main streets into the town are

secured by makeshift barriers created from old cars, put in place by the massive forklift salvaged from a nearby auto junk yard.

The residents of the town are a cautious, but hospitable, lot. Although any ration notes or currency the group might still possess is no good there, the people will freely bargain their goods in exchange for the group assisting the town with some menial labor. There are buildings to fix, barriers to reinforce, and game to hunt in the surrounding forestland. The characters will not be allowed near the western edge of the town, where a couple of old warehouses stand. Armed guards block the streets leading to it. If the group inquires about the area, one of the men claims it is storage, and no one gets in without Doc McIntyre's permission.

The trouble comes after the characters have been there a couple of hours when, unknown to them, two captured Living Dead are being taken to one of the warehouses. The three men in charge of rounding them up failed to secure the doorway properly and a surge of over 60 Living Dead push forward into the town. The residents are in a panic. Although they agree with Doctor McIntyre, they will defend themselves with lethal force when attacked.

No doubt the characters will move to eliminate some of the ghouls as the creatures attack man, woman, and child alike. Doctor McIntyre screams at them to stop. He calls them murderers. The people are sick. He is working on a cure. It just needs more time. If the characters continue to take down the Living Dead, Doctor McIntyre finally snaps and grabs a pistol from one of his fallen guards. He opens fire on the characters.

The Wrap-Up

Doctor McIntyre truly believes the Living Dead are sick and can be cured. If the characters are forced to kill him, several of the armed guards will open fire on them despite the Living Dead spreading throughout the small town.

Either way, the characters will have to move on quickly. Even if they manage to stop such a massive number of Living Dead, the town is ready to kill them for it. If the characters flee from the Living Dead, the town is soon lost as the ghouls devour everyone they can reach.

Needed Stats

- Town Leader
- Town Militia
- Town Resident
- Living Dead Shambler
- Living Dead Sprinter

Defending the Battlement

This adventure takes place whenever the group visits Camp Battlement.

Camp Battlement comes into view sometime after the sun has already crossed midday. Like many established settlements in the Unified Towns, it is surrounded in large part by a tall chain link fence.

Beyond the gate, the small, single story buildings that once populated Ash Fork, Arizona stand amongst the post-outbreak constructed small cabins. Abandoned cars have been moved from the street, and a gigantic fork lift— the kind typically found in automobile junk yards— sits off to one side, ready to move the vehicles whenever needed.

Just outside the northern gate, the train yard sits. Several men in Kevlar vests and helmets, also armed with the assault rifles, stand post near the tracks.

Three men with M-16 assault rifles stand guard near the main gates, and they eye you warily as you approach.

“Either you have something for us, or you’re in for a world of hurt,” one of them states coldly, his voice gravely. A nasty scar runs horizontal across the center of his neck.

Camp Battlement is attached to the train station, and is surrounded by its own large wooden fence. Makeshift towers peak above the barrier, each one containing another armed guard.

The characters must make a Persuasion roll to be admitted to the town and, like in some other towns they might have already visited, are taken to quarantine at the clinic to be checked for bites or infection. Once they are cleared, they are given a rope necklace upon which hangs a small, wooden circle painted green—

an indication that they have been medically cleared and granted access to the settlement.

Attack at Dusk

Allow the characters to wander the town, roleplay with some locals, and generally get a little bit of rest.

As dusk starts to settle, the warning bells ring. Camp Battlement is under attack! An opposing force of 70 raiders is descending on the town with a combination of a dozen armored cars each carrying 4 men, and the remaining 22 spread between 11 horses. They are armed with shotguns, M-16’s, bladed weapons, and bows.

Treat this combat as a Mass Battle, which is a good time to introduce the players to the mechanics if they are new to Savage Worlds. Although we give you the basics, for the complete rules see **Mass Battles** in *Savage Worlds*.

The raiders have 10 tokens and receive a +1 to the Battle roll for the armored cars. They receive no bonus or penalty to the morale check. The raiders have Knowledge (Battle) d8 and Spirit d6.

Camp Battlement receives 7 tokens for having 50 troops, and receives a +1 to the Battle roll for having a dedicated fighting force. They also receive a +2 to morale checks due to having the town, its walls, and the buildings to fight from. The town uses the governor’s— Jason Tuffney— Knowledge (Battle) d8 and a d6 for morale checks.

Each round of the battle takes 5 minutes of time. Make sure to run the battle as a combination of the Mass Battle rules, and then zoom the camera in to spotlight the characters. At one point, the raiders drive their cars through the wooden walls. If you want to roll to see if the cars make it through, the vehicles do 6d6 damage since they are moving 30” of speed when they strike the wall. The wall has Toughness 9, and the vehicle’s damage must exceed that Toughness to break through. The damage roll cannot Ace.

If the town loses, then 50% of its citizens have been killed and the place looted. The raiders then depart, to return to their own base and enjoy the spoils. If Camp Battlement wins the battle and the raiders did not retreat, they have been killed down to the last man. It is up to you if any of them survived to be taken prisoner and interrogated by Jason’s men.

During the battle, several of the raiders make it a point of declaring that if Camp Battlement won’t fall in line, then it can burn to the ground.

The Aftermath

If Camp Battlement won the Mass Battle, Jason is thankful for any help the characters provided, and invites them to dinner at his private residence. There, the characters can get to know Jason a little more. Given what the raiders said during the battle, Jason suspects that the Council might have actually been behind the attack. He wouldn't put it past them to hire the raiders to take the town from him, or destroy it. It's no secret to the residence that Jason's father was allowed into the Unified Towns only because he built a town that controlled a rail road that they felt was vital to their own expansion. When his father died recently, Jason took over the town. The Council never appointed him, and he knows they aren't thrilled about it. But, they need the railroad that he controls.

Other than getting any injuries treated, the characters can go to bed with full stomachs and some food for thought.

Needed Stats

- Raider
- Town Militia
- Town Leader

Deliverance

This adventure takes in the Unified Town of San Christobal.

As a bit of a twist, begin the adventure with the characters being attacked by a large raider force. The idea is that they are badly beaten and rendered unconscious. If need be, award each player an extra Bennie for the scripted defeat.

Welcome to San Christobal

By rights, the characters should be dead, or at least prisoners of the raiders.

They aren't.

Instead, they awaken hours later in San Christobal, sore but alive. The town is located on the western edge of what was once Clayton, New Mexico. The residents saw the ambush, watched the raiders defeat the characters and leave them for dead, and once the outlaws departed they went out to help the group.

Spawn of Satan

Once the characters have recovered enough to depart, Living Dead make it into the town. San Christobal isn't completely secured as of yet. Once the Living Dead are dealt with, Father Desmond Traejo leads a lynch mob against the characters, proclaiming that they are the spawn of Satan and that they brought the demons to the town. The raiders weren't attacking the characters to rob them; they were obviously trying to cleanse their foul evil from the Earth! He orders his flock to apprehend the strangers to be put to the stakes.

The group must now escape the town and the 30 residents coming after them (use the stats for **Typical Survivor**).

Desperate Measures

This Savage Tale takes place between **Plot Point #4: Snakes in the Garden** and **Plot Point #5: A Beacon is Extinguished**. The characters are attacked by agents from the United Protectorate in a last ditch effort to prevent them from reaching Beacon.

Movement in the Shadows

The characters have made camp in buildings on the outskirts of a small rural town that's completely devoid of the Living Dead. It is night time, roughly an hour past midnight by the position of the moon. The buildings are surprisingly intact, with a majority of them still possessing glass windows and doors firmly on the hinges. The vast majority of the destruction and chaos in the first days of the outbreak took place within the main body of the town, where the characters saw the expected broken windows, shattered doors, and ruined vehicles.

It is assumed the group is running a watch shift.

Make a roll for a Typical Controller using *invisibility*. Apply an additional -1 to the character's Notice check to detect the Controller due to the poor lighting conditions. At this stage, the Controller is not attacking the group, but is scouting the group's placement and surrounding territory for the attack about to happen. If the character notices the scout, he can either attempt to attack her or alert the rest of the group.

If the scout remains unnoticed, she will use *slumber* to attempt to cause those on watch to fall asleep.

Attack in the Night

Whether the characters on guard duty are asleep or not, the United Protectorate's Gifted attack the characters after the scout reports back.

There are eight (8) Gifted attacking. The attackers consist of three Controllers and five Poltergeists, with the following powers being used:

Invisibility: Two of the Gifted will use *invisibility* to attack the group from hidden locations.

Stun: One Gifted will use *stun* on the group

Bolt, Burst, and Telekinesis: The Poltergeist will use all three of these powers as needed against the characters.

If the characters are defeated, the Gifted will not hesitate to maim them in order to retrieve the cylinder. If the Gifted are defeated, a Streetwise attempt will not yield any information, but getting a raise on an Intimidation check will yield a successful interrogation. The Gifted admits they were sent by the United Protectorate to retrieve the cylinder before it reaches Beacon. They've been watched. There are Gifted who can see across vast distances.

If the characters score two raises on the Intimidation check, the Gifted also admits that the United Protectorate is ruled by a powerful member of the Gifted, and that he leads the true power behind the new nation: The Pantheon. Not only will they take their rightful place as the new rulers of society after what the former governments did to their kind, but they will never be defeated for they have agents everywhere.

Aftermath

The characters are now aware that the United Protectorate is even more of a threat than originally believed. Getting the cylinder to Ollie Resnick in Beacon is more vital than ever.

Needed Stats

- **Poltergeist**
- **Controller**
- **Experienced Poltergeist (single, Wild Card)**

Dreams of Steam and Gears

The characters are dropped in the middle of a violent dispute between a group of men and an engineer with dreams of a strange, new world that is operating a Way Station.

The Way Station

The Way Station is nothing more than a six room cabin set along the side of a regularly traveled trade route intersection. A small corral sits off to the left, with enough room to hold four horses. A metal hand pump attached to the top of a thick pipe that extends deep into the ground provides water.

The Way Station is currently operated by Gary Weiberman. He's a short, portly man with receding hair and thick glasses. He welcomes the group to the Crossed-T Way Station, and tells them to make themselves comfortable. He has two rooms with two bunk beds in each of them, can provide stew and water, and a place to rest any horses they might have with them.

Gary is a very friendly individual, not uncommon for those who operate a Way Station. Once the characters get settled down a bit, he begins talking about his former life as an engineer. He never had a wife or kids, his true passion was his work, but he did love to read. He goes on to talk about the Steampunk genre, the old Victorian settings and how the wonders of steam and gears always piqued his imagination. He goes on to show the group something he's invented. It is a large, two-handed, gas powered gun. It has changeable barrels, and the weapon is capable of firing a handful of small projectiles— from nails, to glass shards, to even pebbles— at a high velocity spray. He plans to take the prototype to Beacon and talk to the Council. If he can get it mass produced, it would provide a real benefit to taking on raiders and Living Dead, and can make him a very rich, respected man.

While it might seem foolish that Gary is displaying the weapon to strangers and talking about getting rich, he doesn't have the common sense to match his smarts. Although he believes he is safe in the Way Station since it is an understood law that no one would dare attack one, it hasn't occurred to him that people he's showing the weapon to might wait for him to leave, then kill him and take it.

The Posse

After the group has heard Gary's story and had a little time to rest, have them make a Notice check. On a success, they notice several men across the road from the Way Station, watching the place under the cover of trees and from behind rocks. If asked, Gary admits that they've been coming and going for the past four days, often watching the Way Station for hours at a time. Thus far, none of the men has approached him or the building.

If any of the characters go to question the men, he discovers there are ten men, and all of them armed. All of them have some sort of bladed weapon equivalent to a short sword, four of them have crossbows, and four of them have compound bows. If the character succeeds at a Persuasion check, one of the men— a burly, heavily bearded fellow by the name of Duke— explains that the man inside is a murdering snake. Old Man Seville ran the Way Station, and that man killed him and took it over. They don't know what his game is, but they ain't about to defile Seville's memory by shedding blood on the floor. They're waiting for him to leave, and when he does, he's a dead man. If the characters ask how they know Gary killed Seville, they'll explain that they found his walking corpse in the corral, and his throat had been cut. They put him down, quietly and respectfully, and buried him on the far side of the corral. Anyone that would do that to a man— kill him and curse him to walk the Earth— deserves much worse.

Confronting Gary

How the characters handle the information can go a variety of ways. At first, Gary will feign ignorance about the whole thing. If pushed, either through Intimidation or actual bodily harm, he'll cry in fear as he admits that the old man who ran that place is, indeed, dead. Gary claims he didn't kill him, however. When he arrived here about a week ago, the old man was already a Living Dead, wandering aimlessly behind the cabin. He doesn't know who did it to him, but he's no killer. He can't even bring himself to putting the ghouls down. His mind keeps seeing them as the people they once were, or might have been, instead of what they've become. So, he locked him in the corral. It seemed the best choice available. A Notice check at a -2 penalty will indicate to the characters that Gary is telling the truth.

Showdown at the Crossed-T

Unless the characters decide to leave Gary to his own devices, they'll have to diffuse the situation.

Getting a raise on Persuasion check at a -4 penalty will convince the posse that Gary didn't kill Old Man Seville, though he is guilty of locking him in the corral. If the Persuasion check fails, the posse will attack the group. If they retreat into the cabin, the posse will keep nine men in position around the place, and send a runner back to their camp for more men. Within two hours, ten (10) more men armed with compound bows arrive.

If the characters are forced to fight the posse, the men will retreat when they are reduced to only five men left.

The Wrap-Up

If the posse was negotiated with, Gary can remain at the Way Station in relative safety. If the group had to battle the posse, it would be best advised that Gary move on. He won't join the characters, unless they are heading toward Beacon.

The group could, of course, kill Gary and take his prototype as well. If the group steals the weapon, it works great until the character using it rolls a "1" on his Shooting die. At that point, the weapon jams and requires a Repair roll at -4 to fix. Failure on the Repair roll means the gun is forever broken. The character did something he shouldn't have done to the complicated parts. Rolling a Critical Failure on a Shooting roll with the weapon means it is broken and completely useless.

Gas Powered Gun

Range: 4/8/16, Damage: 2d4+1, ROF: 1, Weight: 6, Shots: 1, Notes: 1 action to reload, Requires 2 hands, Cone Template,

If the characters try to sell the weapon, it'll fetch 100 ration notes in a town, a base of 300 ration notes on the black market, and 600 ration notes from the Unified Towns governors (the closest they will get to the Council). The group can attempt to barter a better price, but also runs the risk of being offered half the amount.

Needed Stats

- Town Resident
- Nomad



Escort Service

The group is hired to escort a new UTPS coach across a 160 mile expanse of the Rotter Lands. Along the way, they must defend it against the forces of Hell's Fury and the Revenants, in the end forming an alliance with the outlaws to defeat the Rotters.

The Set-Up

The group is hired by Kevin Dunbar to escort a new stagecoach some 160 miles south to a well-sized town called Clarksville. Scouts discovered the town of approximately 200 citizens around a month ago, and he has made a deal to extend the UTPS route to their gates. Although they aren't a member of the Unified Towns, Dunbar doesn't care. The Council might be backing his endeavor, but they don't control it. His dream of providing delivery services and communication between the settlements of the Rotter Lands is not going to be hindered or dictated to by petty politics.

Kevin offers each character a payment of 600 ration notes, and supplies for the trip. He'll pay 200 ration notes in advance, with the remaining 400 ration notes payable by his associate in Clarksville upon their arrival. The stagecoach contains medicinal supplies and mechanical parts, and the driver is a young man by the name of Leroy Sentton. This is his first trip across the Rotter Lands since he settled in the current town over a year ago.

Dunbar isn't expecting anything special as far as trouble, just the normal stuff: raiders, Rotters, and Living Dead. Once the coach makes it to Clarksville, there are guards waiting to start riding the route. He just needs to get the coach there, first.

Day One

The journey will take place in 8 hour increments, allowing the stagecoach to travel 40 miles per day over the rough terrain of the Rotter Lands.

For the first day of travel, draw a card from the Action Deck as per the **Travel** rules in *Savage Worlds*. Consult the result below for the encounter the group will face.

Clubs: The group comes upon an old, two lane bridge that they must cross unless they want to add an extra 25 miles to their journey by seeking a different route. The bridge is blocked by several derelict cars that must be moved out of the way. If the group has a car with them, a chain in the trunk of one of the vehicles can be used to pull them out of the way. Otherwise, they will have to use their horses, and it will take three horses to move each car, and take 10 minutes per vehicle.

The bridge is also defended by three (3) Brutes, who require a payment of weapons or food to allow passage.

Hearts: The group arrives at a Way Station operated by a former priest who still goes by the name Father Bernard. He is in his 60's, with thick gray hair, and is extremely friendly. He'll offer the group food and shelter for the night, but accepting his offer also means they have to listen to his sermon on helping their fellow man and the life of Jesus Christ after dinner.

Diamonds: The group comes upon two armored vehicles whose engines have been riddled with holes. The drivers and passengers are nowhere to be found. Inside the vehicles are three machetes, two sawed-off shotguns with four shells each, and four MRE's. The cars have no raider markings on them.

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Spades: A team of six raiders on horseback, armed with short swords and bows, assault the stagecoach. If three or more raiders are killed, the others will retreat.

Day Two

On the second day of the journey, the stagecoach is attacked by a Revenant team. The attackers are eight Rotters strong, and have four armored cars between them. They aren't merely interested in robbing the coach, but in killing every last human with it.

If the group can destroy two of the cars, the lead Rotter from one of the remaining will swear vengeance before he speeds away into the distance.

Day Three

Providing the group has survived this far, they face another day of obstacles determined through the **Travel** rules in *Savage Worlds*.

Clubs: The group was forced to divert slightly to avoid another Revenant attack, and after losing their pursuers now find themselves staring at a minefield laid against the Living Dead. The group must make five Notice checks to get through the minefield. A failure on any check results in the character having stepped on a mine. Unless a Knowledge (Demolitions) roll is made with a -2 penalty, the mine explodes in a Small Burst Template, causing 2d6+2 damage.

Hearts: The group is attacked by six Ragers, but four armed men suddenly arrive on the scene to help dispatch the creatures before anyone in the caravan can be harmed. They warn the characters that the next valley is choked with Living Dead, and they might want to divert to about 3 miles south to avoid it.

Diamonds: The group comes upon a lone farm with two healthy horses grazing in a nearby field. The residents of the farm, two men, have been turned into Living Dead, an incident that appears to have happened very recently. In addition to the horses, the characters find two bows with 30 arrows between them, several dozen cans of beans, and several changes of clothing.

Spades: The caravan is assaulted by five Ferals and must destroy all of the creatures.

Day Four

The final day of the journey brings with it a lot of trouble.

The caravan is assaulted by raiders from Hell's Fury. They have six men on horseback and three armored cars with two men each (for a total of 12 raiders). All of

them are armed with double-barrel shotguns (8 rounds each), machetes, and crossbows (10 arrows each). They plan to take the stagecoach to sell the contents, and capture as many of the characters as possible. The leader is a man named Bishop— a huge, heavily muscled individual with scars crisscrossing his face.

On the third round of combat, a dust storm can be seen approaching from the distance. A Notice check at -2 reveals that it is a group of six armed and armored cars. As they draw closer, the white skull icon of the Revenants is painted on each hood.

It's too late for the raiders to escape, but they are willing to battle alongside the characters to fight for their respective lives. A Persuasion check at -2 will convince the leader to let the caravan go after the battle— that, or they all die here and now and no one gets the cargo. If none of the characters makes the Persuasion attempt, then Leroy will do it.

There are 18 Rotters in all, three in each car. They will not retreat, and will fight down to the last Living Dead.

After the battle, Bishop keeps his word if the deal was struck. The caravan can go on its way, but the next time they meet, there is no bargain in place. If the deal was not made, then the characters will have to once again defend themselves against the raiders, unless the outlaws are too injured to pose a threat.

The Wrap-Up

Clarksville is a huge town, and the characters are welcomed with open arms. They will receive the promised payment, and be given medical attention, food, and a place to sleep— basically whatever they require to get back to full health.

Feeding an Army

The characters arrive in a very hospitable small town for some rest and supplies, only to find the people to be much more than meets the eye when the characters are put on the menu as the main course in the middle of the night.

Rest Stop

Run this adventure when the group is in need of supplies and a safe place to rest for the night.

The characters arrive in the small town of Gold Lion. Surrounded by a chain link fence, the town boasts only 50 citizens, all crammed together in multi-family dwellings.

As the characters arrive, the townsfolk are very careful to portray the appropriate mixture of hospitality and the expected suspicion of strangers. They know better than to do or say anything to make the group become suspicious enough to leave, and desperately need them to spend the night. The group is offered a hot vegetable stew, a laundry service, and beds for the night in a dwelling recently vacated by a family that left town seeking greener pastures. The town is poor, and cannot offer the characters fuel or ammunition, though they will feed any horses the group might have with them.

The Truth About Gold Lion

Allen Saberhagen was the leader of a small band of people who managed to survive the outbreak against all odds. None of them were combat trained, or even believed in violence, and yet they somehow not only held their own against the rising Living Dead apocalypse, but also against outlaws and others who tried to prey on them. Slowly transforming into a hardened group, they finally settled down and formed a small camp where they would try to rebuild a home in the Hell that the world had become.

Over the next three years, as more and more people joined the group and the camp expanded, Allen founded the town of Golden Lion. Unfortunately, the stress of leading so many individuals became too great a weight on his shoulders, and what started as a democracy turned into a dictatorship. When Allen was infected during a Rotter attack a year ago, things truly went from bad to worse.

Allen's iron grip over his people became a thing of horror. Now one of the Living Dead, he brought nearly two-dozen ghouls into the town. Although under his control, it was a precarious situation and he made his intents clear from the start: those who disobeyed him would become food for the Living Dead. With the ghouls locked into one of the unused houses, Allen challenged any to harm them, vowing to bring a literal army into the town to feast on the soft flesh of any who betrayed him.

For the past year, the people of Golden Lion have lived a life of stark terror. Fearful of leaving and Allen hunting them down, they serve his every whim. When strangers come into the town, the citizens know better than to do anything to cause them to leave without staying the night. Using pharmaceuticals culled over the past two years, the citizens drug the food when strangers are offered a meal, causing drowsiness and a deep sleep. Once the visitors are in a deep sleep, they are taken and fed to the Living Dead.

Attack in the Night

Any character who eats the stew must make a Vigor roll at -2 or become extremely drowsy an hour after eating. The townsfolk claim it's likely a result of their travels, as the Rotter Lands take a heavy toll and can turn a young man old long before his time. The characters are eventually shown to a single-family dwelling and allowed to bed down for the night.

Whether all the characters are asleep or not, just after midnight a group of eight (8) men enter the house wearing black hoods and carrying machetes. If any of the characters are awake, the men will not say a word and will immediately attack them. If the characters defeat the invaders and manage to wake their companions (those sleeping must make a Vigor roll to awaken), they are met by almost two-dozen townsfolk armed with makeshift weapons (Damage d6+d4).

If all the characters were asleep, allow them a Vigor roll to awaken. When they do, they discover they are being carried toward the front door of a single-family home. A Notice check reveals the moan of the Living Dead from coming inside. As the characters struggle to get free, once they are in combat with the men, two-dozen armed citizens arrive as per above.

Regardless of how they get to this point, once the characters are surrounded by the citizens, Allen appears on the scene. He's a tall Rotter, with half the skin from his face missing and one eye a milky white. He introduces himself as the governor of Golden Lion, and declares the characters will soon be freed of their struggles to live. They are part of the food chain, and tonight they feed his friends.

The Wrap-Up

The characters are going to have to defeat Allen to escape Golden Lion. At first, the citizens will join him in the fight, but once Allen takes 2 wounds and they recognize the possibility they he might be defeated and the town freed, they stop fighting.

Once the group defeats Allen, the townspeople thank them, some even dropping to their knees in tears as they grab a character's hand and weep their thankfulness.

As the characters eventually leave the town, if they haven't taken care of the Living Dead locked in the house, they see the structure set aflame as they ride away into the night.

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Needed Stats

- Town Resident
- Town Militia
- Rotter

Hunter and Prey

A legendary Bounty Hunter is on their trail. In a cat-and-mouse battle for their lives, the characters discover it is a case of mistaken identity. Can they convince the bounty hunter of that before it is too late?

In the Crosshairs

The characters gets word from a town that one of their own is wanted by the legendary bounty hunter, Jack Gavins. No one the characters talk to are sure about where the bounty came from, but wanted posters have been sent out through the UTPS.

Taking a look at the poster, the similarities between the character and the target are uncanny. Unless the artist got a seriously wrong description, the two could almost be twins. The poster says the character is wanted for the murder of two Way Station operators along the Kan-Rado Trade Route. The bounty is a whopping 3,000 ration notes. The character is, fortunately, wanted alive to stand trial before the Council, itself, in Eden.

Obviously, the character isn't actually the wanted man. How to convince Jack Gavins and his team of that is not the group's only problem, however, as within the hour the characters are attacked by a team of five bounty hunters. They aren't members of Jack's team, but a different squad looking for the high bounty reward. Use the stats for Experienced Bounty Hunter in the **Friends and Foes** section.

People in the town refuse to walk on the same side of the street as the characters, and local merchants refuse to do business with them. Unfortunately, before the characters can leave, they are confronted by a team of four bounty hunters: two men, a woman, and a canine. They are members of Jack Gavins' team.

How the characters handle the situation is up to them, but attacking the bounty hunters, who at first simply request the character take the easy path and surrender, is sure to draw the ire of Jack Gavins. The bounty hunters won't open fire first.

Whether they attack the team, try to negotiate (which requires a Persuasion roll at a -4 penalty), or attempt to flee (use the rules for **Chases** from *Savage Worlds*),

on the third round they are directly confronted by Jack Gavins, himself.

Jack has a second team at his back, also consisting of two men, a woman, and a canine. He orders the characters to surrender, and his stance— hands resting near the two six-shooters he wears at his hip— makes it clear he's ready to draw and fire if need be.

The group is going to have to convince Jack that their friend is not the man he is looking for. Doing so requires an unopposed Social Conflict. Depending upon the number of successes and raises the group achieves, the following happens:

0-2	Jack is determined to take the character into custody and let Eden
3-4	Jack Gavins will keep the character under guard here in town, until the witness the Eden Council has in custody can be sent from Eden to identify him. The entire process will take two days
5+	Jack realizes the character is not the target.

The Wrap-Up

If the character is taken to Eden, especially if **Plot Point #4: Snake** in the Garden has already been run, it quickly becomes obvious to Jack that the entire thing was a set-up and the job was a fake. Jack and his team will immediately side with the character and help him battle to freedom.

Whether the character is taken to Eden or the mistaken identity discovered in the original town, after the character is free, Jack Gavins give his apologies and wishes the group the best of luck in their travels.

Needed Stats

- Jack Gavins
- Experienced Bounty Hunter
- Interview with the Living Dead

The characters stumble upon a young woman surrounded by the Living Dead. After rescuing her, they learn that she was communicating with them and has been conducting research— which they have now destroyed.



Horde of the Dead

The characters come upon a lone woman standing in a clearing, completely still and surrounded by two-dozen Living Dead. The woman is in her late twenties, with long, blonde hair in a braid down her back. She's donned in a pair of brown khakis tucked into black boots, with a green t-shirt. The Living Dead nearest to her are standing as still as she is, while the ones further back press forward in an attempt to get close enough to devour her. The moan fills the clearing, and all wildlife in the area has long since vacated.

A Notice check at -4 is required to realize the Living Dead nearest the woman are not attacking, or even moving. Regardless, the entire tableau appears as though she is in grave danger.

Unless the characters are willing to leave a seemingly helpless woman to her fate, they will no doubt try to rescue her. Exactly how they do it will depend on the group, but will inevitably lead to the destruction of several, if not all, of the creatures. As soon as combat starts, the woman's eyes snap open. The Living Dead near her suddenly break into motion. Fortunately, they do not attack her, but instead move with the others to attack the group.

Once the woman realizes what is happening, she screams for the characters to stop. A Notice check, again at -4, is required to hear her above the moan of the dead and the heat of battle.

Thanks for Nothing

After the Living Dead have been dealt with and the woman is *safe*, the group receives a series of expletives from her for their efforts. Her name is Anna, and she is absolutely furious. She'd spent the last two months communicating with that particular group of Living Dead, penetrating what was left of their minds to understand what drives them, how much - if any - of their humanity remains, and how best to turn them in favor of humanity. Thanks to their barbaric attack, it's all been thrown to hell. Now she has to start all over again or, now that she is back to scratch and running low on supplies, cancel her research entirely.

If no one in the group has an Arcane Background, the characters might wonder how she was communicating with them. Anna is not very forthcoming with the truth, and will simply say she has a gift. No matter how hard they press, she'll leave it at that. If they push too hard, she'll attempt to use the *puppet* power to get them to back off long enough to escape.

The Wrap-Up

The group might wonder why Anna is so interested in finding a way to get the Living Dead to work alongside the living. If the group is unfamiliar with the existence of The Gifted, they might be wondering about Anna as well. Investigating such questions can provide the seeds for future Savage Tales of your own devising.

Needed Stats

- **Controller**
- **Living Dead Shambler**

Judging by the Cover

The group is attacked by a large horde of Living Dead. There are nearly 100 Living Dead, mostly Shamblers but also some Sprinters and mutated Living Dead. Run this adventure when the group is camped, searching through a small town, or in any environment where the horde can get the drop on them quickly and place them in an extreme life or death situation.

No matter how hard the group fights, more and more of the ghouls close in on them, making the entire situation feel hopeless.

Suddenly, they hear the roar of an engine, followed immediately by a second vehicle. Living Dead bounce haphazardly off to the sides as two large pick-up trucks race toward the group. Behind the wheel and in the passenger seats are Rotters. The two in the passenger seats are leaning out of the trucks' windows and using crowbars to cave in the heads of the Living Dead as they pass.

The trucks screech to a halt next to the characters, and one of the Rotters orders them to get in the beds. Likely, the characters will refuse. If the Living Dead get too close, the passengers both leap out and continue attacking them. The basic ghouls, recognizing their own, do not move to attack the Rotters.

One of the passengers yells at them to either get in the back, or to hell with them and they can be ghoul food. He yells that they're here to help; otherwise they'd just have let them get eaten. Allow the characters a Notice check at -2 due to the stress of the situation. On a success, they find no indication that the Rotter is lying.

Rotter Town

Once the characters are in the truck (because staying where they are is a death sentence) the Rotters drive a

couple of miles out of the town before stopping. They tell the characters that they have a settlement nearby, and they are welcome to stop there for supplies and to get any injuries treated. They explain that they aren't associated with the Church, and think those people are absolute maniacs. These Rotters aren't interested in eradicating humanity, going to war with them, or doing anything except surviving the crap-hole world they're stuck in, with bodies that want to rot and fall apart on a daily basis. The town is, for lack of imagination, called Rotter Town. Though they don't get too many humans through there for obvious reasons, it's open to everyone.

Since Rotter Town shows the players another element of the setting, do whatever is necessary to eventually get them there. Obviously, the place being what it is, there's no process to check for infection and the group's weapons aren't confiscated.

Inside the town, which contains over 100 Rotters, they also see a few human and several Brutes. Amongst the humans are Jack Gavins and his bounty hunting team. If the characters have met him in a previous adventure, he'll nod to them and even walk over to strike up a conversation. He'll ask the normal pleasantries: how are they doing, things they've encountered, and so forth.

Rotter Town is a melting pot of races and walks of Rotter Lands' life. There are human and Brute brothels, specific areas where humans, Brutes, and Rotters eat with only their own species (due to the often times grotesque cuisine of Brutes and Rotters), and even a central dance hall with live music playing.

As the characters walk around, they witness a heated argument between a human and a Rotter. The human quick draws a pistol and shoots the Rotter in the head. As the human tries to flee, Jack Gavins steps out and clotheslines him in the street. Immediately, several uniformed and armed Rotters secure the man's hands with rope and lead him off. If questioned, Jack will explain that there's a legal system in place. Human or Rotter, he'll stand trial. If he's convicted of murder, he'll be given a choice: either a permanent death or infection by a Shambler.

If the characters wonder about what kind of fair trial a human will get in a town of Rotters, Jack explains that there are actually almost three dozen humans living here. The trial is by jury, and the jury is composed of four Rotters, four Brutes, and four humans. Like before the outbreak, the jury's decision must be unanimous and does help prevent a racial conviction.

Attack by the Church

After the characters have experienced the settlement, Rotter Town is attacked by The Revenants in armored cars and on motorcycles. There are 10 armored cars, 14 motorcycles, and nearly 50 Rotters in all. They've plagued the town often in the past, seeing it as an abomination and against the teachings of the Eternal Prophet.

The characters will have to decide whether to risk their lives defending a settlement that's a majority composed of Rotters, or cutting their losses and disappearing during the chaos. If they stay to defend the town, they have the undying gratitude and friendship of the residents. They are also introduced to the town leader, a Rotter child named Damaris Cortez.

The Lost Boys

The characters encounter a band of kidnappers with two-dozen children in cages as they cross the Rotter Lands. Unless the characters rescue the children, a terrible fate awaits them once they reach the destination settlement.

The Set-Up

Run this adventure when the characters have stopped to make camp or take a short rest.

As the group is settling down for a break in their travels, they hear the creaking of wood and leather, accompanied by the whinny from a horse, coming from somewhere nearby. Upon investigating, they discover a caravan of six horse-drawn wagons, each with a driver and an armed secondary. Eight men on horseback ride as escort. In the rear of each wagon sits four cages, each of which contains a single child between the ages of 7 and 15. On the side of each wagon is painted a crude image of a red chain dripping blood. A successful Common Knowledge roll indicates the character recognizes the caravan as part of the Blood Slavers, a large band of raiders and slavers known for pillaging settlements and taking prisoners to sell as slaves on the growing black market.

The Caravan

The Blood Slavers recently raided a very small settlement 13 miles northwest of its present location. Although a larger caravan is taking adult prisoners to a separate settlement to be sold as slaves, the children are being taken to a nearby town where representatives from the Lords of Dionysus are known to seek new

fighters for The Pits. The Blood Slavers plan to sell the children to the vile cult, and then return to their main base of operations.

The secondaries on the wagons are armed with Bowie knives and double-barrel shotguns with 4 rounds each. The men on horseback are each armed with short swords and crossbows (8 bolts per man). All of the men are wearing leather armor (Toughness +1) over their chests.

The surrounding area is a combination of wooded area and rocky outcroppings, providing the perfect places for an attack. The escort is alert and ready, and any attempts to get The Drop on the caravan results in a +2 bonus to Notice checks made by the men to detect an ambush.

The Rescue

Knowing what the Blood Slavers are about, the characters should understand the importance of rescuing the children. Attacking the men, unless the group has ranged weapons or an armored vehicle, will require planning and plenty of cover. The slavers aren't interested in a prolonged battle, and if the characters are forced to retreat, the outlaws will let them go. Their interest is in delivering their cargo and getting paid.

If the characters can defeat the slavers, however, they will be able to take their weapons and armor. If the characters need transportation, the horses also provide a great boon, or the animals could be sold to a nearby settlement.

The Wrap-Up

If the group takes the kids back to their hometown in hope of finding someone alive, luck is on their side. Several dozen men and women escaped the raiders and went into hiding. Although the town is in ruins and the people have very little left with which to reward the characters, they will attempt to give them what meager food they can to assist them in their travels through the Rotter Lands.

Needed Stats

- Raider

Mountain Man

While stopping in a settlement, the group is hired to hunt down a murderer hiding in the nearby mountains.

The Crime

Victor Preis is a broken man. Four years ago, he travelled half-way across the United States to take his family to the Federal government's Citizen Relocation Zone; a place he believed would keep them safe from the untold number of Living Dead that were repopulating the country. Before the Living Dead, he was a man who played by the rules. He abided by the law, worked a steady job, paid his debts, and volunteered within his community. He was a peaceful man who taught his children that violence didn't settle problems, it only exasperated them.

Although he was forced to do things to protect his family on the journey to Colorado that he never dreamed he would be capable of doing, he was still unprepared when insurgent agents against the Federal government unleashed an outbreak within the CRZ. In the ensuing chaos, he saw his wife and two children consumed by both Living Dead and Ragers. Victor barely escaped. Though he technically lived through that horrible day, much of him actually died with his family.

Victor became a loner, withdrawing from other survivors and no longer trusting anyone. Through sheer desperation, he learned to hunt and live off the land. Eventually, he managed to construct a cabin in the mountains, and only journeyed down into the fledgling town that had blossomed nearby for minor supplies he could not otherwise find on his own. In exchange, he would trade the town fresh meat from his hunts.

All that came crashing down three days ago. While in town with fresh deer to trade, he attempted to barter with a local blacksmith who instead took Victor's offer and refused to honor the deal. Enraged, the mountain man violently murdered the merchant, stabbing him over 21 times with a dagger.

Despite the best efforts of the town guards, Victor escaped and retreated into the nearby mountain ranges. Thus far, two separate teams have gone to apprehend him— nine men in total. None have returned.

The Job

As the characters arrive in the town, they are soon offered a job to apprehend Victor Preis. The head of the town guards is authorized to offer them 200 ration notes (or the equivalent) each in exchange for bringing him in dead or alive.

A Streetwise roll at -2 will reveal the truth of why Victor killed the blacksmith.

Tracking the Survivalist

Victor is an expert at living in the mountains (use the stats for Nomad and elevate Victor to Wild Card status). Finding him requires a Dramatic Task with Tracking as the operative trait. Each attempt covers 20 minutes of time. If the Dramatic Task fails, Victor ambushes the group using a Sniper rifle he's had since the CRZ. If the Dramatic Task is a success, they've managed to find his cabin before he knew they were coming. Make a Notice check for Victor. On a failure, the characters surprise him and Victor cannot act the first round.

The mountain man will not allow himself to be captured. Unless the group can somehow subdue him, he will fight until either they are dead, or he is.

Needed Stats

Nomad (elevate to Wild Card)

No Good Deed

A small group of young raiders were joyriding across the Rotter Lands near their settlement, looking for a good time and hoping to maybe score some loot to take back in the process. The armored vehicle, however, suffered from a series of mechanical issues, especially with a fuel gauge that never moved above *empty*. As the group approached an abandoned farmhouse the vehicle finally ran out of gas. Deciding to search the property to see what they could score, the group— two women and three men— decided to use the abandoned house and the privacy away from the rest of their settlement for some good, old-fashioned, adult fun while Kujo, their intelligent canine, napped in the nearby barn. Unfortunately for them, the roar of the engine has attracted the Living Dead. With their attentions devoted elsewhere, the five raiders are trapped in the house, surrounded by nearly three-dozen Living Dead, and with very limited ammunition.

The Set-Up

As the group is traveling, they are found by one of the intelligent, genetically enhanced canines— a beautiful black and brown German Shepherd. The dog will use whatever means at its disposal to get the characters to stop, and through whines, grunts, and other emotes will indicate that it requires their help. Once the canine convinces the characters to assist it, it leads them three miles distant to an abandoned farm.

The Farm

A long, curving driveway leads to a farmhouse set approximately 200 feet from the road. A barn is 18" (108 feet) from the house, with several smaller sheds and farm equipment garages spaced around the general area. A wooded area surrounded three sides of the property. As the group approaches, they immediately see close to three-dozen Living Dead surrounding the house. From inside the house, they hear a female scream. A moment later, an attractive woman in her twenties leans out of a second story window, waving at the group and begging for help.

The characters can deal with the Living Dead in several ways. The most dangerous is a frontal assault. If the Living Dead get within melee range of a character, they will use the Ganging-Up maneuver combined with Wild Attacks to attempt to take him down or, worse, infect him. Another method is to attempt a Test of Wills (Taunt) against the Living Dead to lead them into one of the nearby structures. The safest bet in this case is the barn, as none of the equipment sheds or garages have a back door. If the characters use the barn, they discover a heavily armored car parked within. The car belongs to the raiders and is out of gas. Unlike most raider vehicles, this one is used as a scouting ride and doesn't contain the clan's symbol painted on the armor.

The Betrayal

Once the Living Dead are handled and the five raiders can get out of the house and to a relative safe area with the characters, the men will draw pistols and attempt to rob them of whatever belongings or weapons the group is carrying. If the characters have a vehicle, the raiders will most definitely want a replacement ride.

The raiders have two pistols between them, each with 12 rounds. While they could have likely taken down enough Living Dead to escape, they aren't very good shots and didn't want to miss the headshots and then be left with no ammunition.

The characters are going to have to fight their way out of the situation, as reasoning with the raiders isn't going to work. Once the battle starts, the German Sheppard will attack the group. At the first signs that the raiders are going to be defeated or killed, the canine takes off into the nearby wooded area. He isn't about to go down with the humans.

The Wrap-Up

Searching the raiders doesn't yield anything useful. If the characters can somehow manage to search the car, they find the following:

- 5 MRE's
- Sawed-Off Shotgun Shotgun with 6 shells
- A Machete (Damage Str+d6)

There are no signs or indications as to what raider group they belonged to.

Needed Stats

- Living Dead Shamblers
- Living Dead Sprinters
- Raider

Road Kill

While the characters are on the road— whether on foot, horseback, or in vehicles of their own— a team of raiders discovers them and immediately gives pursuit.

There are four (4) raiders per player character, armed with a combination of M-16 rifles and crossbows. Between them, they have armored motorcycles and cars. Use the rules for Chases in Savage Worlds to run the adventure. The surrounding area is a mixture of open road, farmland and fields, and wooded areas, allowing for plenty of uses of the terrain.

If the group can escape the raiders, the marauders will spend 20-30 minutes searching the area for them before giving up and moving on. If the group is captured, run the Savage Tale: A Fate Worse Than Death to give the group an opportunity to escape before they are taken back to the main camp.

If the characters are still in the Rotter Lands, set the adventure as they travel through either Oklahoma or Kansas. In such a case, the raiders are actually a team from Valhalla.

Road Warriors

This adventure is designed with the El Dorado, Kansas oil refinery in mind, though it can just as easily be set at any other refinery.

A vast settlement of over 400 people has emerged within the refinery. Heavily armed from a military

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presence that failed in the early weeks of the outbreak, they have become staunch defenders of one of the largest remaining fuel reserves in the Rotter Lands. Their unique position, however, has also made them constant targets of Hell's Fury and Valhalla, as well as placed them on the radar of the Unified Towns. The marauders want the fuel for obvious reasons. Ollie Resnick and his Council want to add the refinery to the Unified Towns, thereby gaining access to enough fuel to keep the rails, parcel service, and armored vehicles running for quite some time.

The settlers within the refinery have other ideas. They intend to maintain possession and control over the facility, deciding how the fuel will be dispersed or sold, and under what terms.

A large section of the refinery sits behind a makeshift barrier of old cars and trucks.

Arrival

When the group first arrives at the refinery, they are met by armed guards and heavy suspicion. A Persuasion roll at -2 will be required to gain entrance for supplies or food. If successful, they will be allowed inside, but will absolutely have to surrender any weapons. After the settlement's doctor determines they are not infected, the characters are allowed to enter a specific area that has been walled off with chain link fence and serves as the visitors' quarter. There they can find supplies, a place to sleep, and some food. The guards are a constant presence, and intense eyes watch their every move.

There are currently over a dozen other travelers present, all of them unarmed.

An armored vehicle yard sits deeper into the refinery, a small section of it visible as the characters are led to the visitors' quarter. Their weapons are stored in a small building that serves as the main guard barracks near the front gates.

The Attack

At some point while the characters are at the refinery and unarmed, the alarms sound. A massive force is approaching the refinery. The men and women expect another raider attack, and they are unprepared for the assault that is descending upon them. Two dozen armored cars, each one containing two Rotters, races toward the settlement. Behind them, a massive army of nearly 100 Sprinters follow.

Although the settlement is experienced at combating raiders, they are relatively untrained in fighting the Living Dead, particularly a horde. As a result, a majority of their shots miss the head, and the characters see dozens fall beneath ghoulish teeth.

The characters are going to have to make their way out of the visitors' quarter and to the main guard building near the front gate where they saw their weapons being stored. Doing so requires them to battle through two (2) Sprinters per player character. Another option is heading to the vehicle yard. The keys are always left in the vehicles for fast access in times of attack. Unfortunately, many of the vehicles are still sitting there, the defenders rapidly being torn apart by the Living Dead.

Retaliation

If the characters decide to battle hand-to-hand, run the combat using the normal combat rules. If the group heads to the armored cars, however, the battle uses the **Vehicle** rules from *Savage Worlds*. Some characters might even have the idea to take a few vehicles and head for greener pastures, leaving the refinery to fend for itself. That's fine. Getting away from the refinery, however, means a chase scene. The Rotters send a number of armored cars after the characters as they possess, making it a one-on-one road warrior battle. Simply trying to escape is a tactic the Rotters weren't expecting from the refinery, so at first the vehicle combat begins as a chase. Use the rules for **Chases** in *Savage Worlds*.

Wrap-Up

If the characters stay and fight and the refinery is successfully defended, the settlers are grateful (no, they won't allow the characters to keep any of the vehicles).

If the refinery falls, the Unified Towns Council eventually sends a force in to attempt reclamation. If the fate of the refinery is left unknown because the characters fled the battle, then what happens to it, and whether or not it reappears in the campaign, is left to you.

Strike Team

The team is attacked by a UniMed strike team looking for revenge.

The Attack

Run this adventure after the group has encountered David Turner in **Battling the Past**.

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Whether or not David Turner remained as an ally of the group, the characters are attacked by a team of seven UniMed Retrieval Agents in full military armor. The attack can happen in a town or out in the Rotter Lands, but should be staged so that the agents have adequate cover and provide a serious threat of death to the characters.

The team has been sent by UniMed to track the characters and extract revenge for getting involved in the David Turner mission.

The Rescue

As the characters are pinned down, perhaps even injured, the question should arise as to how they are going to get out of the mess. From the direction of one of the agents, they hear a canine growl followed almost immediately by a human scream. Gunfire no longer comes from the direction of that agent.

A moment later, another agent screams, and gunfire from that direction also stops. If the characters do not move to take out the remaining agents, allow them a Notice check. With a success, they discover a white German Shepherd stalking through the cover as it makes its way toward another agent.

The Wrap-Up

Once the battle is down and the characters realize, especially from the stylized logo on their vests, that the attackers were from UniMed, the canine also walks over to them and stares. If David is with the group, he'll recognize the dog as Blizzard— and was a friend of his after the outbreak. Blizzard, like David, is the result of genetic augmentation and has human level intelligence.

If any of the characters are due an Advance at the end of this Savage Tale, Blizzard can be taken as a Competent Ally.

Needed Stats

- Genetically Modified Human
- Genetically Modified Dog
- Soldier

Tender Mercies

The group stumbles upon a man on the side of the road who has been infected by a Living Dead. Begging for death and unable to bring himself to suicide, the

characters will have to decide whether or not to kill him.

The Old Man

Read the following narrative while the group is traveling along a road in the Rotter Lands:

The day is cloudless and bright. You travel along one of the easier routes through the Rotter Lands, the once sturdy asphalt not cracked and shot through with weeds. Although such a route can bring with it the danger of a raider or Rotter attack, the surrounding territory is relatively flat, giving you a clear view of any approaching group and providing very little in the way of ambush points.

Approximately 40 feet ahead of you, an old man sits on the side of the road with his back against a rock and his chin resting on his chest. At the sound of your approach, he raises his head, stares in your direction, and then raises his hand in a signal to stop.

The man is alone and there is no possible way there could be an ambush waiting in the wings. There's simply no place to hide more than one or two men, and unless they were miraculously armed with fully automatic weapons, they wouldn't pose much of a threat.

The old man has suffered a bite wound to his left forearm. It isn't deep, but from the discoloration around his eyes and the dreary expression on his face, it's obvious he's already suffering the first stages of the infection. The man says his name is Bart Wilson. He was a farmer before the outbreak, and after his wife was taken from them by sickness, he and his son moved to their cabin in the woods some seven miles to the east. Two days ago, he was out hunting while his son was repairing the roof, and he stumbled into a pack of four Living Dead. Even though he took them down, they got their licks in and pretty much punched his ticket. He didn't want to turn at the cabin and risk killing his son, so he took off. Bart is a deeply religious man, and doesn't believe in suicide. He doesn't want to become one of the damned, either, and asks the characters if they can visit the tender mercies upon him and save an old man an eternal existence as the devil's spawn. He tells them that he has several shotguns and ammo back at his cabin, and as long as they leave two for his son, they can have the other four as payment.

Whether the characters agree to kill the old man or not will depend on the group dynamics. If they do,

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then right before they pull the trigger, he'll tell them where to find the cabin. He just asks that they not hurt his son.

The Cabin

As the characters approach the cabin, which is set back in a clearing within a heavily wooded area, a shotgun blast booms from one of the windows, striking the ground near one of the characters. A deep voice from within tells them to turn around and leave, because the next shot won't be a friendly warning. The characters can't see who is firing as curtains are in the way, but from the voice it's obviously an adult male.

If the characters attempt to open fire on the man, the walls of the cabin provide a +4 bonus to Toughness. Striking him through the window, due to the angle at

which he is standing, requires a -6 to the Shooting roll. If a character can make it around to the rear of the cabin, they discover a locked door. Kicking it in requires a Strength check at a -2 penalty. Both the door and the lock have Toughness 8.

If the group goes for the verbal approach, getting a Raise on a Persuasion check will cause the man to stop firing and actually come outside to meet him. If they describe what they did for his father, stressing the idea that they were being merciful and sparing him an eternity as a Living Dead, they receive a +2 bonus to the check.

However they deal with the shooter, they soon discover he is a Brute who was once a 28 year old man named Jesse Wilson. He was infected by a Rager two years ago, and became the monster he is today. Tears fill his

eyes as he explains he loved his father very much, but could not bring himself to kill him. His father said he understood, and left the cabin in the middle of the night. He looked for him, but couldn't find him anywhere. He's been afraid a Living Dead would come to the cabin, and it would be his dad.

The Wrap-Up

The characters receive four (4) double-barrel shotguns with eight (8) shells for each of them. If the group is due an Advance at the end of the adventure, taking the Competent Ally Edge will make Jesse Wilson a member of the group.

Value of a Good Book

The group is hired by a Black Marketeer to head into the ruins of an old city to get a copy of the Holy Bible from the main library branch. The trip quickly goes from bad to worse when the characters are attacked by both the Living Dead and a street gang who controls the territory.

The Set-Up

Run this adventure when the characters are in a town of any size.

The group is approached by a tall, brawny man with sunglasses and a bald head as they are relaxing in what passes for the town's saloon. He introduces himself as



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Maberry and tells them that his employer is looking for some tough individuals for a job. It doesn't involve killing anyone, and pays extremely well. If the characters ask what the job will entail, Maberry keeps his expression impassive as he tells them that he's just the hired muscle, if they want to talk about the offer, he can take them over to Mr. Pennyworth and he'll explain. Maberry also tells them that they're under no obligation to take the job, just talk to the man. If it isn't for them, they're free to go about their business.

Once the characters agree to talk to Mr. Pennyworth, they're taken to a small back room partitioned from the rest of the bar with a thin, stained curtain. The room contains a small table and four chairs. Pipes and cobwebs hang from the walls and ceiling.

Seated at the table in a rickety chair is an overweight, well-dressed man. His hanging jowls bring forth images of a bulldog, and his heavy brow and wide mouth only enhance the similarities. Maberry tells his boss that he has some people that might be interested in the job. Mr. Pennyworth stands and offers them his ham-sized hand. Once introductions are out of the way, he thanks Maberry. The enforcer steps through the curtain and takes position to the right of the doorway, to prevent any unwanted eyes from looking in on the meeting.

Mr. Pennyworth explains that he is a procurer of the types of items that people cannot readily get from the settlements. In particular, he deals in items from before the outbreak that, while they may not have a functional use in today's society, nonetheless are desired by certain individuals. In other words, he is a Black Marketeer. Recently, he has received an order for a particularly rare item— a book. Specifically, a copy of the Holy Bible. His scouts have informed him that the main branch of the public library in a nearby city appears to have survived the outbreak and the intervening years relatively intact. It isn't burned down, all the walls and the roof are still standing, and, well, who the hell would loot a library? The problem is, it is about a half-mile into the city, and the place, as can be expected, is crawling with the Living Dead. He needs a few people adept at surviving contact with the creatures to go into the library, find a copy of the Bible, and retrieve it.

He can't absolutely guarantee the book is there, but he will pay them for their troubles regardless. If a Bible cannot be found within those hallowed halls, all they need to is bring back any book with the library's stickers in it, and they will be paid all the same. He offers each member of the group the sum of 800 ration notes for their efforts— the equivalent of a governor's

monthly salary in the Unified Towns.

The characters can attempt to Barter a better price. Use the Bartering rules with the characters acting as the seller. If the attempt fails, the payment remains at 800 ration notes. The group is not at risk of receiving less payment.

Mr. Pennyworth draws them a crude map of where the library is located within the city.

Into the City

Once in the city, the characters will have to succeed at three Stealth checks at a -2 penalty to make it to the library. Each time a character fails the Stealth roll, draw a card from the action deck. If the same result is drawn more than once, discard the duplicate card and draw again.

Encounter Chart

Ace: As the characters sneak past a series of abandoned storefronts, several Sprinters (4 per character) suddenly charge directly toward the group through the doorways and shattered windows.

Two: The characters are attacked by a pack of feral dogs (use the stats for Dog/Wolf in the SWEX). There are 2 dogs per character, and one of them is an intelligent dog that, by this point, is starving along with the rest of the pack for any type of meat.

Three: The character draws the attention of 8 Living Dead Sprinters which quickly move to surround him. As he runs or fights for his life, someone from an upper floor only 8" away begins firing on him with a crossbow (Range 15/30/60, damage 2d6).

Four: The characters approach an intersection and a group of Sprinters (1 per character) comes running toward them from a nearby building.

Five: Numerous men in their early 20's, rugged and ragged (2 per character) attack the group with swords (damage Str+d6) and bows (Range 12/24/48, Damage 2d6).

Six: The characters are attacked by a group of young men in torn clothing (1 person per character) who are attempting to kill and rob them with military grade automatic weapons (Range 24/48/96, Damage 2d8+1).

Seven: Ragers (1 per character) come charging out of a side alley.

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Eight: As the character tries to sneak past a Living Dead, he draws the creature's attention. The ghoul moans, and 6 Living Dead Sprinters will arrive in 2 rounds.

Nine: Allow the character to make a Notice check. On a failure, a Living Dead that is well hidden near the character gets The Drop (+4 Fighting and Damage) as it attempts to grab and bite him.

Ten: The character draws the attention of 3 Mutated Living Dead.

Jack: The character is attempting to sneak past a group of 8 Living Dead when he steps on an empty can, a twig, or something that makes a sudden noise. The Living Dead turn in his direction and moan as they approach. Two of the ghouls are Sprinters with an increased Strength d10 and Fighting d8.

Queen: A character is attacked by a group of 5 Living Dead Shamblers. Have him make a Notice check at -2. On a failure, he fails to see the Rager quietly charging at him from behind.

King: As the characters approach an intersection, a group of Ragers (3 per character) notices them and charges.

Joker: Choose any 2 events, or draw 2 new cards and apply both results.

Providing the characters survive long enough, they make it to the library. The locks on the doors are broken, and they will have to find a way to barricade them closed. The windows are high enough off the ground that the Living Dead cannot get through them.

The Library is in shambles, with shelves toppled over and books scattered everywhere. Cobwebs, dust, and dirt cover everything. The long decomposed remains of people and animals are strewn about.

Finding a copy of the Bible in such a mess requires a modified Dramatic Task. Use Notice as the operative Trait. Each time a character is dealt a Clubs for initiative, the Notice check suffers a -2 as the incessant pounding and pushing against the front doors by the Living Dead causes the wood to splinter slightly, furthering the risk that the ghouls will likely enter the building.

If no one succeeds at the Dramatic Task, the group will have to grab whatever book they can and escape as over three-dozen Living Dead— ranging from Shamblers to Sprinters to Infected Newborns— rush into the library.

Unwelcomed Guests

Once the group is out of the library and attempting

to make their way out of the city, they hear the roar of motorcycle engines. Seconds later, three dirt bikes come racing down the street, far enough away from the characters that melee attacks against them are impossible, and ranged attacks suffer -1 to Shooting rolls.

The bikes are meant to draw the Living Dead. As soon as the bikes are two blocks away from the group, 12 men, all somewhere in their 20's, appear from upper story windows and on rooftops. All of them are armed with M-16 assault rifles though, unknown to the characters at this point, only three of them actually have ammunition. Each of those weapons has 12 rounds.

The men are all part of a gang that controls the urban territory the characters are trespassing through (use the stats for Raiders). The leader, a tall man with long hair and a goatee, tells the characters to strip naked. He orders them to put their clothing, gear, and weapons on the ground, and then they can leave. No doubt the characters are resistant to the idea and the man doesn't hesitate to tell them that the bikes no doubt attracted some corpses, and they should be here in less than a minute.

As though to punctuate his threat, the group hears the tell-tale screech of a Sprinter in the distance.

If the characters have ranged weapons, shooting at the men in the windows suffers a -2 penalty. The men on the rooftops cause a -1 penalty to Shooting rolls against them the first round, but beginning on Round 2 they drop to prone positions on the edge of the roofs, causing a -4 penalty to Shooting rolls against them. The three men with the loaded M-16's are on one or more of the rooftops.

The characters have 5 rounds to get out of the area before a mixed variety of over 30 Living Dead arrive.

The Wrap-Up

Once the characters return to Mr. Pennyworth, he gladly pays them the agreed upon fee. If they actually managed to acquire a copy of the Bible, he'll pay them an extra 200 ration notes to be split between the characters.

Needed Stats

- **Black Marketeer**
- **Raider**
- **Living Dead (all types)**

FRIENDS AND FOES



POPULATING THE CAMPAIGN

World of the Dead is a dangerous place, and despite the numerous Living Dead, Ragers, Rotters, and Brutes, there are still many humans left who have banded together for survival in a post-pandemic world, or have joined together to pillage and plunder those who are weaker.

The Living Dead and other Creatures

Shambler

The most common of Living Dead encountered in the first weeks of the outbreak, 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 causes Str+d4 damage

Cold Susceptibility: Without a circulatory system, Living Dead suffer -4 to resist cold.

Dead Body: Wild Card Living Dead never heal from damage, and all injuries received are permanent

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

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.

Living Dead: The Living Dead never suffer wound modifiers; suffer no additional damage from Called Shots, except to their weakness; and do not suffer from disease, poison, or fatigue.

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

Survivability: Living Dead cannot become Incapacitated or "killed" except through damage caused to their weakness.

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



Populating the Campaign

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.

Infected Newborns

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.

Attributes: Agility d6, Smarts d4 (A), 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 Fear 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), 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.

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

Cold Susceptibility: Without a circulatory system, Living Dead suffer -4 to resist cold.

Populating the Campaign

Dead Body: Wild Card Living Dead never heal from damage, and all injuries received are permanent

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

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).

Living Dead: The Living Dead never suffer wound modifiers; suffer no additional damage from Called Shots, except to their weakness; and do not suffer from disease, poison, or fatigue.

Survivability: Living Dead cannot become Incapacitated or “killed” except through damage caused to their weakness.

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

Rotter

Rotters are intelligent Living Dead, those individuals who have somehow managed to retain memory, personality, and abilities from their former lives. Capable of the same feats and tactics as humans, and with all of the physical strengths of the Living Dead, Rotters are extremely dangerous creatures that have vowed to eradicate humanity.

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

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

Pace: 6 **Parry:** 5 **Toughness:** 7

Special Abilities—

Bite: The bite of the Rotter causes Str+d6 damage

Cold Susceptibility: Without a circulatory system, Living Dead suffer -4 to resist cold.

Dead Body: Rotters never heal from damage, and all injuries received are permanent.

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

Fearless: Rotters are immune to Fear and cannot be intimidated

Flashbacks: Being trapped between the Living and Living Dead sometimes plays havoc on a Rotter's brain functions. They automatically receive the Haunted Memories (Major) Hindrance.

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

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

Living Dead: Rotters never suffer wound modifiers; suffer no additional damage from Called Shots, except to their weakness; and do not suffer from disease, poison, or fatigue.

Racial Enemy: Rotters suffer -4 Charisma when dealing with humans.

Survivability: Rotters cannot become Incapacitated or “killed” except through damage caused to their weakness.

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

Rager

Inadvertently created by UniMed when a flawed immunization to the Living Dead infection mutated hosts carrying an undetected strain, Ragers are incredibly well-muscled, agile, and strong. Due to their increased attributes and metabolism, the lifespan of the Ragers is different than humans. The current generation has a remaining lifespan of 10-20 years, whereas the next generation will have 20-30 years and will hit the equivalent of its teenage years after 5 years.

Ragers are not Living Dead and can be killed normally. They do not reanimate as one of the Living Dead.

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

Populating the Campaign

Skills: Climbing d6, Fighting d8+2, Intimidation d10, Notice d4

Pace: 8 (d10 Running) **Parry:** 4
Toughness: 11

Special Abilities—

Berserk: Ragers are in state of permanent Berserk, as per the Edge. Modifiers from that state are already included in the stats.

Bite: A Rager possesses sharp teeth and strong jaws, causing Str+d4 damage when biting something.

Claws: Ragers have sharp claws capable of ripping a human in half, doing Str+d6 damage.

Fearless: Ragers are immune to Fear and cannot be Intimidated.

Fleet-Footed: Ragers have Pace 8 and roll a d10 instead of a d6 when running.

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

Improved Dodge: Shooting at Ragers suffers an additional -2, because of their speed.

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

Quick: Ragers discard cards that are 5 or lower, and redraw until their card is 6 or higher.

Size +1: Ragers are better build than rest of humans.

Slow Regeneration: Wild Card Ragers (only) heal faster than humans when wounded, making a natural Healing roll once per day.

Sweep: Ragers can attack all adjacent targets at -2 to their Fighting roll.

Weakness: Ragers are susceptible to intense lighting, such as from floodlights and sunlight. When in lighting brighter than Dim, they are almost completely blind and suffer a -4 to all rolls.

Feral

A by-product of UniMed's accidental creation of Ragers, Ferals are humans with bloodshot eyes, taut skin, and extreme aggressive behavior. The closest theory UniMed has thus far been able to make is a form of mutated, hyperactive rabies. Human's that

Rager & Feral Infection

Anyone infected by a Rager or Feral (1 wound or more after Soaking) is infected by the strain. The game mechanics are similar as for infection by Living Dead bite, as shown below.

One wound: If the character only received a single wound, the bite isn't usually deep. Roll 1d4 to determine the number of days before the infection begins to affect the character.

Two wounds: When a character receives 2 wounds from a Rager's or Feral's bite, the injury is usually enough that the virus has entered the bloodstream. Roll 1d4; the result is the number of hours before the infection starts affecting the character.

Three or more wounds: If a character receives at least 3 wounds from a single bite, roll 1d4. The result is the number of minutes before the infection begins to affect the character.

Once the infection begins to affect them, they gain a level of Fatigue as the fever starts. They'll continue to gain a Fatigue level every 30 minutes until falling unconscious.

As soon as the fever begins, the character must immediately make a Vigor roll at a -1 for the first level of Fatigue. If the character succeeds, he must continue to make another Vigor roll at the end of every 30 minutes with the normal penalty for continued Fatigue. If the character fails the Vigor roll (or 30 minutes after he becomes Incapacitated from Fatigue), he has become a Feral or Rager. Roll a d6. On a 1-3, the character becomes a Rager; on a 4-5, the character becomes a Feral; on a 6 the character becomes a Brute.

If the result is a Rager or Feral— the character is gone. The player is free to create a new one using the replacement character rules from Savage Worlds.

become Ferals possess rudimentary brain function that seems entirely focused on biting other humans and spreading the symptoms.

Like Ragers, Ferals are not Living Dead and can be killed normally. Ferals also do not rise as one of the Living Dead.

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

Populating the Campaign

Skills: Fighting d6+2, Intimidation d6, Notice d4

Pace: 8 (d10 Running) **Parry:** 3

Toughness: 6

Special Abilities—

Berserk: Ferals are in state of permanent Berserk, as per the Edge. Modifiers from that state are already included in the stats.

Bite: A Feral causes Str+d4 damage when biting something.

Fearless: Ferals are immune to Fear and cannot be Intimidated.

Fleet-Footed: A Feral has Pace 8 and rolls a d10 instead of a d6 when running.

Improved Dodge: Shooting at Ferals suffers an additional -2, because of their speed.

Infected Bite: Anyone that suffers at least 1 wound (after soaking) from the bite of a Feral is infected and will become a Feral.

Quick: Ferals discard cards that are 5 or lower, and redraw until their card is 6 or higher.

Fleet-Footed: The dense muscles of a Brute make them very fast on their feet. Brutes have Pace 8 and a d10 running die.

Inhuman: A Brute is clearly inhuman, and suffers a -2 Charisma.

Immunity: Brutes are far enough removed from human that they are immune to the viruses that turn others into Living Dead, Feral, or Rager. Additionally, Brutes are not only sterile, but are not infectious. They cannot create more of their own kind.

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

Naturally Strong: Brutes are naturally stronger than humans and begin with Strength d6.

Natural Weapons: Brutes possess either claws or teeth that do Str+d6 damage.

Weakness: Brutes are susceptible to light. When in lighting brighter than Dim, they suffer -2 to all rolls involving sight.

Allies and Enemies

Genetically Modified Human

After successful genetic manipulation on a variety of animals, UniMed moved into the human testing phase just a few months before the outbreak. Despite initial failures, success was finally achieved and the era had dawned on a physically superior soldier. Living in the Rotter Lands since the outbreak and the subsequent destruction of many of UniMed's facilities, these genetically modified humans walk a fine line between basic survival and avoiding the UniMed retrieval teams that are hunting them down.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Repair d4, Shooting d8, Stealth d6, Throwing d6

Charisma: -4 **Pace:** 6
Parry: 5 **Toughness:** 9 (1)

Hindrances: Blood Thirsty, Emotionally Cold, Racial Enemy (Rotters), Slower Reaction (-1 Parry)

Edges: Brawny, Combat Reflexes, Nerves of Steel

Brute

Hulking creatures with limited intelligence; Brutes are a rare strain of the Rager virus. Neither completely Rager nor Feral, Brutes are an entirely new breed. Although they maintain a large portion of their original personality, those unfortunate enough to become Brutes are forever trapped in a world between human and monster.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d4

Charisma: -2 **Pace:** 8
Parry: 6 **Toughness:** 10

Special Abilities—

Brutish Size: Like their Rager brethren, Brutes are very large, on average standing over seven feet tall and weighing close to 600 pounds. They receive a Size +1, which also increases their Toughness.

Populating the Campaign

Equipment: Leather Armor (arms and torso), short sword (Str+d6 damage), dagger (Str+d4 damage)

Genetically Modified Dog

Created by UniMed under a government contract, these canines gained an intellectual capacity equal to human levels. Since the outbreak, these super-smart canines have made their way into the Rotter Lands. Typically existing in packs with a hierarchy and society of their own, some have integrated into human settlements and become assets to the community.

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

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

Pace: 8 **Parry:** 5 **Toughness:** 4

Special Abilities—

Bite: The dog's bite does Str+d6 damage

Canine Size: Being smaller than a human, the dog suffers a Size -1 adjustment, also reducing its Toughness.

Fleet-Footed: Dogs are naturally faster movers than humans. They have Pace 8 and d10 running die.

Enhanced Senses: Dogs are natural hunters with greater-than-human senses. They receive a +2 to Notice checks involving hearing or smelling, and +2 to Tracking attempts.

Go for the Throat: With a raise on its attack roll, the dog hits the target's most weakly armored location

Immunity: Dogs are immune to the virus that turns humans and certain primates into the Living Dead, Ferals, or Ragers.

Limited Intellect: Despite the experiments that increased their intelligence, Smarts cannot advance above d6.

No Hands: Dogs don't have opposable thumbs, or even fingers for that matter. While a smart dog can still flip a light switch, or operate a lever door handle, anything that normally requires hands is typically performed with a -4 penalty.

No Speech: A dog can bark for attention, and it has a remarkably wide vocabulary of

words it can understand, but it's incapable of performing human speech. UniMed dogs are limited to communication by emoting (growls, whines), barking, and by showing (pointing the nose, taking humans to the site, and so forth).

Raider

They ply the Rotter Lands, sometimes in armed and armored vehicles, wreaking havoc on the settlements.

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

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

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

Hindrances: Greedy

Edges: Edge the Chase, No Mercy, Survivor of the Dead

Equipment: Glock 9mm Pistol (Damage: 2d6), M-16 (Damage: 2d8) or Crossbow (Damage: 2d6) and Machete (Damage: Str+d6), Scrap Armor (+1 Toughness)

Raider Leader

Whether through natural charisma or brute strength, these people are tough enough to hold together an entire group of outlaws and criminals.

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

Skills: Driving d8, Fighting d12, Intimidate d10, Notice d8, Repair d6, Shooting d12, Stealth d6, Taunt d6, Throwing d8

Charisma: +0 **Pace:** 6
Parry: 8 **Toughness:** 6

Hindrances: Mean, Overconfident, Stubborn, Vengeful (Major)

Edges: Alertness, Brave, Combat Reflexes, Improved Block, Improved Dodge, Improved Edge the Chase, No Mercy, Strong Willed, Survivor of the Dead

Equipment: Glock 9mm Pistol (Damage: 2d6), M-16 (Damage: 2d8) or Crossbow (Damage: 2d6) and Machete (Damage: Str+d6), Scrap Armor (+1 Toughness)

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Town Resident

The towns and settlements of the Rotter Lands are inhabited by a wide variety of people, below are the stats for the most common variety.

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

Skills: Fighting d6, Notice d4

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

Hindrances: Choose any 2 Hindrances

Edges: None

Equipment: None

Town Resident Crafters

To designate a town crafter of a particular type, simply add a desired Knowledge skill at d6 or d8 to the template.

Town Resident (Child)

Like the adults, the children of the various settlements and towns have had to adapt to a harsh reality of raiders and Living Dead.

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

Skills: Fighting d4, Notice d4,
Stealth d4, Survival d4

Charisma: +0 **Pace:** 6
Parry: 2 **Toughness:** 4

Hindrances: Small, Young

Edges: None

Town Militia

The defenders and guardians of the various towns, the militia acts as both the guardsman and law enforcement of their settlement.

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

Skills: Fighting d8, Notice d6,
Repair d6, Shooting d8

Charisma: +0 **Pace:** 6

Parry: 6 **Toughness:** 6

Hindrances: Choose any 2 Hindrances

Edges: Choose any 1 Edge

Equipment: M-16 (Damage: 2d8) or
Crossbow (Damage 2d6), Machete
(or short sword equivalent, Damage
Str+d6), Scrap Armor (+1 Toughness)

Town Leader

Every town needs someone to hold it all together, who the citizens can look to for guidance, protection, and inspiration. Throughout the Rotter Lands, a town is only as strong as its foundation— the town's leader.

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

Skills: Fighting d10, Notice d8, Persuasion
d8, Repair d6, Shooting d8

Charisma: +2 **Pace:** 6
Parry: 5 **Toughness:** 6

Hindrances: Loyal, Responsibility to Others
(Major), Vow (Protect the Settlement)

Edges: Alertness, Charismatic, Survivor
of the Dead, Survivor Leader

Equipment: M-16 (Damage: 2d8) or
9mm Pistol (Damage 2d6), or Crossbow
(Damage 2d6), Machete (or short sword
equivalent, Damage Str+d6)

United Towns Parcel Service Driver

These men and women race across the Rotter Lands in armored vehicles or stagecoaches, fighting to keep communication between the settlements open.

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

Skills: Driving d10, Fighting d6,
Notice d6, Shooting d6

Charisma: +0 **Pace:** 6
Parry: 6 **Toughness:** 6 (+1)

Hindrances: Vow (Major, reestablish
communication between settlements)

Edges: Ace, Alertness, Edge the
Chase, Steady Hands

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Equipment: Short Sword or equivalent (Damage: Str+d6), 9mm Pistol (Damage 2d6), Leather armor (+1 Toughness, torso)

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d8

Charisma: -2 **Pace:** 6
Parry: 5 **Toughness:** 6

Hindrances: Bloodthirsty

Edges: Ambush Specialist

Equipment: Machete or equivalent (Damage: Str+d6)

Way Station Operator

Living in the Rotter Lands, usually in nothing more than a small shack, these men and woman operate on neutral territory open to all travelers.

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

Skills: Fighting d6, Notice d10, Persuasion d8, Repair d10, Shooting d4, Survival d8, Tracking d8

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

Hindrances: Choose any 2 Hindrances

Edges: Choose any 1 Edge

Equipment: Bow (Damage 2d6) or Crossbow (Damage 2d6), Short Blade (Damage: Str+d8)

Soldier

Whether fighting for the Federal Commonwealth, United Protectorate, Unified Towns, or some other organization, these men and woman are trained and typically well-armed.

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

Skills: Climbing d6, Driving d6, Fighting d10, Notice d6, Repair d6, Shooting d10, Stealth d6, Survival d8, Throwing d8

Charisma: +0 **Pace:** 6
Parry: 6 **Toughness:** 11 (4)

Hindrances: Loyal

Edges: Alertness, Combat Reflexes, Marksman, Nerves of Steel

Equipment: Kevlar Weave Vest (+4 Toughness), 9mm Pistol (2d6 Damage), M-16 (2d8 Damage)

Feral Child

Not every child was taken in by a caring adult or growing town in the time after the outbreak. These lost souls have become feral, often banding together for survival. Very untrusting of humans, they will attack a traveler as casually as a Living Dead.

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

Skills: Fighting d6, Shooting d6, Stealth d8, Throwing d6

Charisma: +0 **Pace:** 6
Parry: 5 **Toughness:** 4

Hindrances: Small, Young

Edges: Ambush Specialist, Survivor of the Dead

Cannibal

Food can be scarce, and hunger can drive a person insane. These poor individuals have learned how to survive in the worse way possible— on the flesh of other humans.

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

Military Commander

Serving one political body or another, the Military Commanders enter the battlefield alongside their soldiers, fighting to the death for the cause they believe in.

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

Skills: Fighting d12, Intimidation d6, Notice d6, Repair d6, Shooting d10, Stealth d6, Throwing d8

Charisma: +0 **Pace:** 6
Parry: 6 **Toughness:** 11 (4)

Hindrances: Loyal

Edges: Combat Reflexes, Command, Common Bond, Inspire, Luck, Nerves of Steel, Quick

Equipment: Kevlar Weave Vest (+4 Toughness),

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9mm Pistol (2d6 Damage), M-16 (2d8 Damage),

The Gifted

Members of The Pantheon and loyal to the United Protectorate, the Gifted are psychics who will fight to the death for their leader, Damon Wimmer. With the ability to control a person's thoughts, or use unseen energies to attack their foes, The Gifted are not to be taken lightly.

Poltergeist

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

Skills: Fighting d6, Intimidation d6, Notice d8, Shooting d8, Survival d8

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

Hindrances: Arrogant, Vow (Loyalty to the United Protectorate)

Edges: Arcane Background (Poltergeist), Arcane Resistance, Alertness, New Power

Power Points: 10

Powers: Bolt, Deflection, Havoc

Equipment: Basic survival gear

Controller

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

Skills: Fighting d4, Intimidation d8, Notice d8, Persuasion d8, Shooting d4, Survival d8

Charisma: +0 **Pace:** 6
Parry: 4 **Toughness:** 5

Power Points: 10

Hindrances: Arrogant, Vow (Loyalty to the United Protectorate)

Edges: Arcane Background (Controller), Arcane Resistance, Mentalist, New Power

Powers: Confusion, Farsight, Invisibility, Puppet

Equipment: Basic survival gear

Experienced Poltergeist

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

Skills: Fighting d8, Intimidation d8, Notice d8, Shooting d10, Survival d8

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

Power Points: 20

Hindrances: Arrogant, Vow (Loyalty to the United Protectorate)

Edges: Arcane Background (Poltergeist), Alertness, Improved Arcane Resistance, New Power, Power Points

Powers: Bolt, Blast, Burst, Deflection, Havoc, Pummel, Stun, Telekinesis

Equipment: Basic survival gear

Experienced Controller

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

Skills: Fighting d6, Intimidation d10, Notice d8, Persuasion d10, Shooting d6, Survival d8

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

Power Points: 20

Hindrances: Arrogant, Vow (Loyalty to the United Protectorate)

Edges: Arcane Background (Controller), Improved Arcane Resistance, Mentalist, New Power, Power Points

Powers: Confusion, Dead Mind, Farsight, Invisibility, Mind Reading, Puppet, Slumber, Succor

Equipment: Basic survival gear

Nomad

Men and women who travel the Rotter Lands, either alone or in groups, owing no allegiance to any town, Nomads are a tough and hardy lot more than capable of surviving in the expanse.

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

Skills: Climbing d6, Fighting d8, Notice



d6, Repair d6, Shooting d8, Stealth d8, Survival d10, Taunt d6, Throwing d6

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

Hindrances: Code of Honor (always help a traveler in need), Outsider, Poverty

Edges: Ambush Specialist, Reaper, Survivor of the Dead

Equipment: Bow (Damage: 2d6), Knife (Damage: Str+d4), Short Blade (Damage: Str+d6), Survival Gear

Bounty Hunter

When you need a person found, an item retrieved, or someone brought to justice, a Bounty Hunter is your answer. Trained and armed, these men and women are highly respected across the Rotter Lands.

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

Skills: Climbing d6, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Repair d6, Riding d8, Shooting d6,

Streetwise d8, Survival d6, Throwing d6

Charisma: +0 **Pace:** 6
Parry: 7 **Toughness:** 6

Hindrances: Curious, Enemy (Minor),

Edges: Alertness, Bounty Hunter, Block, Brave, Brawler, No Mercy, Quick Draw

Equipment: Average Short Blade (Damage: Str+d6), Crossbow (Damage: 2d6), Leather Armor (+1 Toughness, torso)

Experienced Bounty Hunter

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

Skills: Climbing d6, Driving d6, Fighting d10, Intimidation d8, Notice d8, Persuasion d6, Repair d8, Riding d10, Shooting d10, Stealth d8, Streetwise d10, Survival d8, Taunt d6, Throwing d8

Charisma: +0 **Pace:** 6
Parry: 8 **Toughness:** 8 (1)

Hindrances: Enemy (Major)

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Edges: Alertness, Ambush Specialist, Apocalypse-Adapted, Bounty Hunter, Block, Brave, Brawler, First Strike, Reaper, Steady Hands, Survivor of the Dead

Equipment: Long Sword (Damage: Str+d8), Crossbow (Damage: 2d6), Leather Armor (+1 Toughness, torso),

Black Marketeer

Purveyors of the illegal or hard to find, Black Marketeers are usually unwelcome in most towns if they are discovered. Those who are successful maintain a vast network of connections, and can usually get hold of any item a customer is after.

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

Skills: Fighting d6, Gambling d6, Investigation d6, Notice d8, Persuasion d6, Streetwise d8

Charisma: +2 **Pace:** 6
Parry: 5 **Toughness:** 5

Hindrances: Cautious

Edges: Alertness, Charismatic, Black Marketeer, Rich (or Filthy Rich)

Equipment: Knife (Damage: Str+d6)

Wild Cards

The following personalities hold a lot of power in the Rotter Lands, and are extremely dangerous if crossed the wrong way.

Damon Wimmer

Damon was raised in a family with a genetic disposition toward paranormal abilities, and unfortunate history of being used for experimentation by the Federal Government. After his grandmother's escape from a hidden facility, she used her growing connections to start an underground network of Gifted individuals known as The Pantheon. Throughout Damon's childhood, he was raised under the belief that those with special gifts must keep them hidden, until the day The Pantheon was strong enough to stand on its own and unite its people under a banner that could survive a confrontation with the government.

As Damon reached adulthood and became the leader



of The Pantheon, he used a lifetime of training to infiltrate UniMed, and through the conglomerate, its connections with the Federal Government and Division-M. Learning about the existence of the Living Dead, Damon saw within them a potential to unite humanity under a common need— a banner where the color of one's skin, gender, or special gifts would not make them a target.

Over the next decade, he used the worldwide connections of The Pantheon to forge alliance with China, and through them develop a Living Dead strain to unleash upon the United States. As the government fell, Damon, along with Division-M and his Pantheon, would establish a new world order of equality.

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Unfortunately, things rapidly spiraled out of control, and a worldwide pandemic was unleashed.

Now the head of the United Protectorate, Damon continues to play a dangerous game against the Federal Commonwealth, Unified Towns, and Necropolis.

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

Skills: Driving d6, Fighting d8, Intimidation d10, Investigation d12, Knowledge (Business) d10, Knowledge (Bureaucracy) d12, Notice d10, Persuasion d12, Piloting d6, Repair d6, Streetwise d10

Charisma: +2 **Pace:** 6
Parry: 6 **Toughness:** 6

Power Points: 40

Hindrances: Arrogant, Bad Eyes (wears glasses), Cautious, Haunted Past, Responsibility to Others (Major), Stubborn, Vengeful (Major), Vow (expand United Protectorate as new national government)

Edges: Apocalypse-Adapted, Arcane Background (Controller), Brave, Charismatic, Combat Reflexes, Dodge, Filthy Rich, Great Luck, Improved Arcane Resistance, Improved Rapid Recharge, Mentalist, New Power, Power Points, Power Surge, Strong Willed

Powers: *Confusion, Dead Mind, Farsight, Invisibility, Mind Reading, Puppet, Slumber, Succor*

Equipment: Unlimited Resources

Charles Cunningham

Charles Cunningham, soldier and family man, served as a unit commander in the Special Forces. Part of the unit in Korea that encountered a small Living Dead outbreak, he was rapidly debriefed and initiated into the secret agency known as Division-M.

Agreeing to assist Damon and The Pantheon in overthrowing the United States and ushering in a new government, Charles was devastated as the pandemic consumed the world. Once again, things had spiraled out of control, and although he understood the risks and expected fallout of toppling a national government, he never dreamed of bringing about the end of the world.

In the years since the outbreak, Charles has dedicated himself to the formation and expansion of the United



Protectorate. Guilty over everything he destroyed, and the hellish world he has thrust his wife and daughter into, Charles has convinced himself that only the United Protectorate can restore order and peace to a world gone mad.

Charles is not willing, however, to allow the plans to create Living Dead weapons to go forward, and has vowed to find a way to stop it from succeeding.

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

Skills: Climbing d6, Driving d6, Fighting d12+2, Healing d6, Intimidation d8, Knowledge (Battle) d12, Notice d8, Persuasion d8, Repair d8, Riding d6, Shooting d10, Stealth d8, Streetwise d6, Survival d8, Throwing d8, Tracking d6

Charisma: +0 **Pace:** 6
Parry: 11 **Toughness:** 8/10 (2/4)

Hindrances: Guilt, Haunted Past, Loyal,

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Responsibility to Others (Minor, wife and daughter), Vow (Major, expand the United Protectorate), Vow (Major, stop the creation of Living Dead weapons)

Edges: Alertness, Apocalypse-Adapted, Brave, Combat Reflexes, Command, Dead Shot, Expert (Fighting), Fervor, Filthy Rich, Improved Ambush Specialist, Improved Block, Improved Counterattack, Improved Dodge, Improved Extraction, Improved First Strike, Improved Nerves of Steel, Martial Artist, Master (Fighting), Mighty Blow, Quick, Quick Draw, Survivor of the Dead, Sweep

Equipment: Unlimited Resources

Marcus Krause

Marcus was a member of Charles Cunningham's Special Forces unit and served in operations around the globe. Growing disenchanted with what he felt was corruption in the highest levels of the United States government, his first encounter with the Living Dead while on an operation in Korea pushed him over the edge and forever changed his world.

When Charles was recruited into Division-M following the incident, Marcus readily joined him. After witnessing the problems in Washington D.C. firsthand, Marcus once again put his weight behind his commander and agreed to assist Damon and Division-M in overthrowing the Federal Government.

Since the tragedy of the pandemic, Marcus has carried around a lot of guilt and been plagued by nightmares. His actions not only wiped out a large percentage of the global population, but also destroyed his family and everything he held dear. Although he remains loyal to the United Protectorate, he can't deny the crisis of the faith that assails him often.

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

Skills: Climbing d6, Fighting d10, Healing d6, Intimidation d6, Notice d8, Persuasion d6, Repair d8, Riding d6, Shooting d10, Stealth d8, Survival d8, Throwing d6, Tracking d6

Charisma: +0 **Pace:** 6
Parry: 8 **Toughness:** 10/12 (2/4)

Hindrances: Guilt, Loyal, Vow (Major, expand the United Protectorate)

Edges: Ambush Specialist, Alertness,

Apocalypse-Adapted, Block, Brave, Brawny, Combat Reflexes, Dead Shot, Dodge, Filthy Rich, Improved Extraction, Improved Nerves of Steel, Quick, Quick Draw, Steady Hands, Survivor of the Dead

Equipment: Unlimited Resources

Darq (formerly Thom Shartle)

Living in Arizona at the time of the outbreak, the man once known as Thom Shartle lived a relatively fulfilling life with his long-time wife, including raising several children to adulthood.

As had happened with so many others at the time of the outbreak, his call to action came with great tragedy. Neighbors, already infected, broke into his house, killing his wife before he could stop them. After disposing of the Living Dead and outfitting the 1972 AMG/Kaiser 465 Hercules that had always been a hobby and a passion for him, Thom headed into downtown Phoenix.

By the time he arrived, Phoenix has been deserted by the living. Having been trained in various science and survival techniques throughout his youth, Thom's training immediately kicked in and he went for the courthouse. With the everyday security already providing secure segregation, Thom began systematically clearing the facility, meeting several other groups who had secretly taken shelter along the way.

Always a "Take Charge" person, Thom immediately began organizing everyone and giving assignments. As the days went by, he naturally assumed a leadership role, which was formalized right after the last of the court buildings was cleared. The group finally had occasion to come together and talk about where to go from there. General consensus was everyone thought they were in a real good position. They had a secure location, plenty of food, ammunition, medical supplies and facilities to move forward and, more importantly, they had all heard about "The Plan" by now and rallied behind it. They asked Darq to formally accept leadership of the group. He agreed, but made it clear that democracy was dead. It simply wouldn't be effective. Too many lives were on the line to debate, argue, and vote on every decision that needed to be made.

They agreed and the City-State of New Phoenix was born.

Today, the man known as Darq is the leader of one of

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the largest and most secure settlements in the Rotter Lands. A member of the Unified Towns, he continues to run New Phoenix his way— whether the Unified Towns Council agrees or not. Suspicious of Ollie Resnick and the other Council members, Darq has become close friends with Camp Battlement, and the two Arizona settlements wait for the day the Council finally moves against them.

It will be a day the Unified Towns will not survive.

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

Skills: Driving d6, Fighting d8, Intimidation d8, Knowledge (Biology) d8, Knowledge (Tactics) d8, Knowledge (Civil Engineering) d4, Knowledge (Phoenix) d10, Notice d10, Shooting d12, Survival d10, Swimming d6, Taunt d6

Charisma: 0 **Pace:** 6
Parry: 6 **Toughness:** 10/12 (4/8)

Hindrances: Bad Eyes (Minor, wears glasses), Loyal (Minor), Responsibility to Others (Major, New Phoenix)

Edges: Apocalypse Adapted, Command, Command Presence, Dead Shot, Improved First Strike, Inspire, Level Headed, Marksman, Quick, Quick Draw, Reaper, Survivor Leader, Survivor Field Commander, Survivor of the Dead

Equipment: Liquid Eyewear prescription glasses/sun glasses, ACU with patches, Black Operator Cap with Y2140 call sign patch, Kevlar Vest w/ inserts (+4/+8 Toughness), Springfield Armory XDm 5.25 .45 with 10 Clips (Range: 12/24/48, Damage :2d6+1, ROF 1, Shots 14), Worn Tanfoglio Fratelli T90 9mm with 4 clips (Range: 12/24/48, Damage: 2d6, ROF, Shots: 17), Sonics Patrol III XL converted to select fire with 10 clips and Eotech Holographic site, flash light (Range: 24/48/96, Damage: 2d8, ROF 3, Shots 30, 60, 100), Twin Condor Parangs with 20 inch blades (Damage: Str + d6)

James McClain

James McClain is the governor of New Dodge, and claims to be a descendent of Virgil Earp and Nellie Jane. A well-known Reaper throughout the Rotter Lands, James has seen a lot, from new forms of Living Dead and Rotter armies, to the fortifications in Valhalla. He considers it a personal responsibility to

protect the cattle farms surrounding New Dodge, and refuses to allow the council to dictate how he cares for his people.

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

Skills: Fighting d8, Gambling d6, Healing d6, Intimidation d8, Notice d6, Persuasion d8, Repair d8, Riding d10, Shooting d8, Streetwise d6, Survival d6, Tracking d6

Charisma: +2 **Pace:** 6
Parry: 6 **Toughness:** 6

Hindrances: Loyal, Responsibility to Others (Major), Vow (Major, protect New Dodge)

Edges: Apocalypse-Adapted, Bruiser, Charismatic, Combat Reflexes, Common Bond, Level Headed, Nerves of Steel, Quick Draw, Survivor Field Commander, Survivor of the Dead

Equipment: Peacemaker x2 (Damage: 2d6+1), Knife (Damage: Str+d4), Double-Barrel Shotgun (Damage: 1-3d6), Bow (Damage: 2d6)

Ollie Resnick

Years ago, Ollie Resnick led a resistance against an army of outlaws that took over his small town. After allying with a strange group of individuals, Ollie saw his town freed, only to be overwhelmed by Edward Russo and his Living Dead army a few months later.

Since that time, Ollie has founded Beacon and formed the Unified Towns in hopes of one establishing a common government and once again reuniting the lost civilization of the United States. Plagued by political machinations within the Unified Towns Council, Ollie has taken the drastic step of secretly joining the Federal Commonwealth.

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

Skills: Driving d6, Fighting d10, Healing d8, Intimidation d8, Notice d6, Persuasion d10, Repair d8, Riding d8, Shooting d8, Streetwise d6, Survival d8

Charisma: +0 **Pace:** 6
Parry: 7 **Toughness:** 6

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Hindrances: Haunted Past Loyal, Responsibility to Others (Major), Vow (Major, defend Beacon and the Unified Towns)

Edges: Apocalypse-Adapted, Common Bond, Level Headed, Nerves of Steel, Quick Draw, Reaper, Survivor of the Dead

Equipment: 9mm Pistol (Damage: 2d6), M-16 Rifle (Damage: 2d8), Knife (Damage: Str+d4), Crossbow (Damage: 2d6)

Caleb Stone

Before the Outbreak, Caleb owned a martial arts school in New Jersey and regularly competed in tournaments around the world. A husband and father, he was returning from a competition in Los Angeles when the Living Dead rose to dominate the planet. Trapped in an airport with other survivors, and hunted by cannibals, he became a member of the convoy heading toward Colorado.

Since that time, Caleb has joined Ollie Resnick in founding Beacon and forming the Unified Towns. Extremely loyal to his close friend of the past four years, Caleb will do anything to defend the ideas the Unified Towns stand for.

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

Skills: Fighting d12+2, Intimidation d6, Notice d6, Shooting d8, Stealth d10

Charisma: +0 **Pace:** 6
Parry: 11 **Toughness:** 6

Hindrances: Haunted Past, Loyal, Responsibility to Others (Beacon)

Edges: Expert (Fighting), Improved Ambush Specialist, Improved Block, Improved Dodge, Improved First Strike, Improved Frenzy, Improved Martial Artist, Improved Sweep, Master (Fighting), No Mercy, Reaper, Survivor of the Dead, Two-Fisted

Equipment: Polearm (Halberd equivalent, Damage Str+d8), Short Sword (Damage: Str+d6), 9mm Pistol (Damage: 2d6)

Bobby Levison

A member of Caleb's group from its journey to Colorado, Bobby has seen a lot in the past four years. After the fall of Ollie Resnick's original town to Edward

Russo and the Living Dead, Bobby continued to work with Caleb and joined in the founding of Beacon.

Left with nothing of his former life after the outbreak, Bobby considers Beacon his home, and the citizens his family, and will do anything necessary to protect them.

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

Skills: Driving d6, Fighting d10, Notice d8, Repair d10, Shooting d10

Charisma: +0 **Pace:** 6
Parry: 8 **Toughness:** 7

Hindrances: Loyal, Responsibility to Others (Beacon)

Edges: Block, Brave, Brawler, Brawny, Combat Reflexes, Dodge, First Strike, Great Luck

Equipment: 9mm Pistol (Damage: 2d6), Crossbow (Damage: 2d6), Short Blade (Str+d6)

Major Spencer

Major Keith Spencer had devoted his life to the defense of the United States. When the Living Dead outbreak occurred, he was assigned to Mount Weather to protect members of Congress, and instrumental in exposing and defeating the assassination attempt from Division-M.

In the years since the outbreak, Major Spencer has continued to serve the foundation of what the United States was founded upon. Now serving the fledgling Federal Commonwealth, he acts as one of the top military brass in the Gulf Coast region. With the war between the Federal Commonwealth and United Protectorate reaching critical mass, the Major is also one of the men leading the charge to gain allies throughout the Rotter Lands.

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

Skills: Driving d6, Fighting d12, Intimidation d6, Knowledge (Battle) d10, Notice d8, Persuasion d8, Repair d6, Riding d6, Shooting d10, Stealth d6, Survival d8, Throwing d8

Charisma: +0 **Pace:** 6
Parry: 6 **Toughness:** 11 (4)

Hindrances: Loyal

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Edges: Apocalypse-Adapted, Combat Reflexes, Command, Common Bond, Inspire, Luck, Nerves of Steel, Quick, Survivor of the Dead

Equipment: Kevlar Weave Vest (+4 Toughness), 9mm Pistol (2d6 Damage), M-16 (2d8 Damage),

Jack Gavins

Jack Rylee Gavins was a decorated Navy Seal, assigned to protect the Vice President and Congressional leaders at NORAD in the weeks following the outbreak. When forces of Division-M assassinated the Vice-President and took control over the facility, Jack and his team barely escaped with their lives. With the government in shambles and Division-M assuming control piece by piece, Gavins and his team disappeared into the wild lands.

Over the next four years, they built a solid reputation for taking on entire bands of outlaws and securing a number of small towns. Finally settling down in Kansas, Jack became the de facto lawman, keeping the Living Dead at bay, the outlaws outside of town limits, and the citizens in line. When the raiders from the new settlement of Valhalla led a raid on his town, Jack organized a resistance that held for three days before the raiders finally pushed through.

In the year since, Jack and his team— four men, two women, and two intelligent canines— have traveled the Rotter Lands working as bounty hunters. Whenever Jack Gavins and his team close on a target, rarely a shot is fired or a weapon drawn. So legendary is their reputation that all but the most insane or hardened of men will do nothing except surrender.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d12

Skills: Climbing d8, Driving d6, Fighting d12, Intimidation d10, Notice d8, Persuasion d8, Repair d8, Riding d10, Shooting d12, Stealth d8, Streetwise d10, Survival d10, Taunt d8, Throwing d8

Charisma: +0 **Pace:** 6
Parry: 10 **Toughness:** 9 (1)

Hindrances: Enemy (Major)

Edges: Alertness, Apocalypse-Adapted, Arcane Resistance, Bounty Hunter, Brave, Bruiser, Edge the Chase, Great Luck, Improved Ambush Specialist, Improved Block, Improved First Strike, No Mercy, Reaper, Quick Draw, Steady Hands, Survivor of the Dead

Equipment: Long Sword x2 (Damage: Str+d8), Crossbow (Damage: 2d6), Sawed-off Shotgun (Damage: 1-3d6), 9mm Pistol (Damage: 2d6), Leather Armor (+1 Toughness, torso)

Edward Russo

Edward Russo was a member of the U.S. Army that stayed with his commander to defend UniMed and the city of Sanctuary shortly after the outbreak. Secretly a psychic, Edward took his family and defected underground when he realized that UniMed had created the Ragers. Trapped by the Living Dead while on a supply run into the city proper, he rose from the dead as an extremely rare Sprinter with the ability to think. With his Gifted abilities further enhanced by UniMed following his capture and their experiments upon his Living Dead brain, he eventually escaped and gathered a legendary Living Dead army— all under his mental control.

Now in possession of the Rocky Mountain facility deep within the CRZ, Edward leverages both the United Protectorate and Necropolis to his favor.

Attributes: Agility d4, Smarts d6, 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

Cold Susceptibility: Without a circulatory system, Living Dead suffer -4 to resist cold.

Dead Body: Wild Card Living Dead never heal from damage, and all injuries received are permanent

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

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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.

Living Dead: The Living Dead never suffer wound modifiers; suffer no additional damage from Called Shots, except to their weakness; and do not suffer from disease, poison, or fatigue.

Neural Implant: Edward Russo was fitted with a special neural implant by UniMed, allowing him to control other Living Dead for a 24 hour period by making a Smarts roll once per day. One a success, he can control Living Dead within a one mile area. On a raise, that area is doubled.

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

Survivability: Living Dead cannot become Incapacitated or “killed” except through damage caused to their weakness.

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

Johnnie

Once a college student on a Football scholarship before the outbreak, John DiMagio was at the CRZ when UniMed initiated the outbreak within the Zone. Fleeing with others to what would eventually be called Helltown, he was later infected and turned into a Living Dead.

Used as an experiment, Johnnie was treated a drug which advanced his intelligence, returned the ability to speak, and restored memories of his former life.

Originally to be taken to the CDC in Atlanta, Johnnie escaped during a raider attack on the convoy and fled into the wilds. Remembering the torture and experiments the humans subjected him to as a Living Dead, Johnnie grew extremely hateful toward humans. Since that time, he has spread the virus strain contained within himself and created Rotters.

After becoming second-in-command of the Church of the Eternal Prophet and Necropolis, he leads a war to wipe humanity from the planet.

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

Skills: Fighting d6, Notice d6, Throwing d6

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

Special Abilities—

Bite: The bite of the Rotter causes Str+d6 damage

Cold Susceptibility: Without a circulatory system, Living Dead suffer -4 to resist cold.

Dead Body: Rotters never heal from damage, and all injuries received are permanent.

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

Fearless: Rotters are immune to Fear and cannot be intimidated

Flashbacks: Being trapped between the Living and Living Dead sometimes plays havoc on a Rotter's brain functions. They automatically receive the Haunted Memories (Major) Hindrance.

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

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

Living Dead: Rotters never suffer wound modifiers; suffer no additional damage from Called Shots, except to their weakness; and do not suffer from disease, poison, or fatigue.

Racial Enemy: Rotters suffer -4 Charisma when dealing with humans.

Survivability: Rotters cannot become Incapacitated or “killed” except through damage caused to their weakness.

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

Dallas Paxton

A former Hollywood stuntman that was in UniMed's city on a film location when the outbreak occurred, Dallas was an expert driver and melee combatant who became a member of Alexandro Cortez' survivor team.

After discovering the existence of the first two Rotters

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and the experiments that went into them, Dallas and his fellow survivors began harboring extreme differences of opinion concerning the future of humanity. Infected by Johnnie during the final raid against the original Hell Town, Dallas was transformed into a Rotter and had his hands removed by his former friend, Killian Waller, to prevent suicide.

After raiders attacked the convoy taking Dallas and Johnnie to the CDC in Atlanta, the two Rotters escaped into the wilds. Attempts to find them proved fruitless, although Dallas did take his revenge against Killian by infecting him with the Rotter strain.

In the intervening years, Dallas and Johnnie spread their strain of infection across the central United States. Finally, with an army at their backs, they lead a coup against Killian's Church of the Eternal Prophet and its city of Necropolis. Killian had founded the church as a means of bridging the gap between Rotters and humanity. Dallas saw within it a means to initiate a genocidal war.

Dallas now stands as the Prophet at the center of the church, and has declared a war to see humanity wiped from the planet.

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

Skills: Knowledge (Battle) d12, Intimidation d10, Notice d6, Persuasion d12, Stealth d8, Taunt d6

Charisma: -4 **Pace:** 6
Parry: 2 **Toughness:** 6

Hindrances: Bloodthirsty, No Hands, Vow (Major, wipe humanity from the planet)

Edges: Command, Command Presence, Inspire, Strong Willed

Special Abilities—

Bite: The bite of the Rotter causes Str+d6 damage

Cold Susceptibility: Without a circulatory system, Living Dead suffer -4 to resist cold.

Dead Body: Rotters never heal from damage, and all injuries received are permanent.

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

Fearless: Rotters are immune to Fear and cannot be intimidated

Flashbacks: Being trapped between the Living and Living Dead sometimes plays havoc on a Rotter's brain functions. They automatically receive the Haunted Memories (Major) Hindrance.

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

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

Living Dead: Rotters never suffer wound modifiers; suffer no additional damage from Called Shots, except to their weakness; and do not suffer from disease, poison, or fatigue.

Racial Enemy: Rotters suffer -4 Charisma when dealing with humans.

Survivability: Rotters cannot become Incapacitated or "killed" except through damage caused to their weakness.

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

Sample Vehicles

Blackhawk Helicopter

Acc/Top Speed: 20/60 **Toughness:** 17 (5) **Crew:** 2+2

Notes: Climb: 0, Sensor Suite

Weapons:

- M240H machine gun, x2 (range 30/60/120, damage: 2d8+1, ROF: 3, AP 2)
- 6 Hellfire Missiles (range: 75/150/300, damage 5d8, ROF 4, MBT, HW, AP 150)

M1A1 Abrams

Acc/TS: 5/24
Toughness: 77/58/29 (60/41/12)
Crew: 4 **Cargo:** 0

Notes

- **Armament:** 120mm Gun, M60 coax, M60 hull, .50 MG on commander's hatch

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- **Heavy:** +1 damage per die vs. target in collision.
- **Heavy Armor:** Treated as Heavy Armor for all sides except the undercarriage
- **Misc. Features:** Stabilizer, Tracked,
- **Rugged Construction:** +1 to Repair checks to maintain.
- **Unwieldy:** –1 to Driving.

Humvee

This is the same basic vehicle, but with a special armor kit.

Acc/TS: 8/24 (60 mph)
Toughness: 16 (4)
Crew: 1+3 (+1 top gunner)

Cargo: 3

Notes

- **Armament:** heavy MG on roof pintle mount (range 50/100/200; damage 2d10; RoF 3; AP 4; HW; 250 shots—not portable).
- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a –1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Heavy:** +1 damage/die vs. target in collision.
- **Heavy Armor:** Treated as Heavy Armor for all sides except the undercarriage.
- **Misc. Features:** GPS, military radio, off-road, top hatch.
- **Rugged Construction:** +1 to Repair checks to maintain.
- **Unwieldy:** –2 to Driving.

Raider Two-Door Armored Car

Acc/TS: 30/55
Toughness: 12 (5)
Crew: 1+3 **Cargo:** 1

Notes

- **Increased Armor:** +2
- **Increased Acc/TS:** +5
- **Misc. Features:** Air bags (driver + passengers), convertible, GPS.
- **Muscle Car:** +1 to Driving on mostly-intact roads. –1 to Repair checks to maintain (due to difficulty in finding spare parts).

Raider Four-Door

Acc/TS: 20/35 **Toughness:** 11 (4)
Crew: 1+3 **Cargo:** 1 (trunk)

Notes

- **Back Seat:** There's a seatbelt for a third passenger to squeeze into the back seat, provided she's Small, or very lightly equipped.
- **Increased Armor:** +1
- **Increased Acc/TS:** +5

Raider Troop Hauler

Acc/TS: 15/30 **Toughness:** 16 (5)
Crew: 1+1 **Cargo:** 4 (open bed)

Notes

- **Increased Armor:** +2
- **Misc. Features:** off-road.
- **Open Bed:** This vehicle is an armored pickup truck
- **Rugged Construction:** +1 to Repair checks to maintain.

KICKSTARTER SECTION



KICKSTARTER BACKER CONTRIBUTIONS

This section contains Savage Tales and NPCs created by some of our fabulous Kickstarter Backers. Each introduction mentions the Backer, and whether they wrote the piece or provided Daring Entertainment with the concept and allowed us to handle the writing duties.

There were many Backers who pledged high enough to have a contribution in this section, but who never got back to us in time. If you're one of them and feel you missed out, Daring Entertainment will be happy to work with you on your Savage Tale and eventually release it as a free One Sheet download.

Some are going to no doubt wonder if these Savage Tales, NPCs, and settlements are considered continuity. Like all Savage Tales found throughout this book, they are here for you to use (or not use) as needed in your campaign. The primary storyline continuity is within the eight Plot Point adventures.

New Phoenix

Although New Phoenix was included as a core member of the Unified Towns and a key part of the Plot Point Campaign, the settlement and its leader, Darq, were created by Thom Shartle.

Consort of the American Queen

Sam Wong is a Backer who pledged for the tier to not only have an NPC and Savage Tale appear, but to also appear as the leader of one of the more powerful settlements in the Rotter Lands. Although Sam started work on his contributions, either through a continuous series of email issues, bad luck, or (worse case scenario) something tragic having happened, we lost contact with him a couple of months ago. To not have him miss out completely, I've decided to take his general notes and Savage Tale idea and expand upon them where needed. Naturally, if contact were ever reestablished, we'd be happy to work with Sam on getting his own, full ideas to paper and released as a free download for the fans.

*Sam had created a roving survivor town onboard the American Queen steamboat, which had come out of refit several months before the Living Dead outbreak. The settlement runs up and down the Mississippi river, trading with other settlements and causing raiders no end of grief. In the **Consort of the American Queen**, the leader's wife has fallen ill. Despite the protests of the settlement's council, the leader has gone off in the middle of the night, so as not to endanger anyone else, in search of medicine rumored to still exist in a nearby city.*

The Set-Up

The characters are in need of some supplies when they hear the telltale whistles of a vessel on the Mississippi River. Coming through some trees, they see the immense, four-story white structure of the American Queen steamboat, the large red paddle wheel churning water with incredible power. Figures— men, women, and children— in brightly colored, handmade clothing can be seen moving about the deck.

At some point, the characters should encounter another group of settlers moving along the road in the same direction as the boat. A Streetwise roll will reveal that the American Queen will dock about a mile down the river, where it trades with locals for supplies. If the characters ask about replenishing their own dwindling supplies, the locals strongly suggest they deal with the steamboat, as the towns around here are already stretched thin as it is.

Meeting the Gypsies

The people onboard the American Queen are friendly, but at the same time cautious— always on the lookout for thieves and raiders. On each level are several burly men with long swords, and multiple others with sidearms. They do not participate in the trade, but watch both those onboard the ship and the surrounding riverbanks.

As the characters go about bartering for supplies among the throng of settlers also seeking trade, two men with long swords finally approach them and gesture them to step aside from everyone else. Once they have the characters away from the hustle and bustle, they nod down at the weaponry the characters are carrying.

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One of the men asks them if they travel the Rotter Lands. If the characters refuse to answer, or retort with questions of their own, the man puffs out his chest and warns them that they can either cooperate, or seek trade elsewhere.

Just then an older, yet still attractive, woman with long, black hair and wearing a purple dress, approaches. She calls the man Kendrick and tells him to try to be a little more polite. She introduces herself to the characters as Sabrina Blum, and states that she is a member of the council of the American Queen. She had asked Mr. Kendrick to question them as to their travels, for the council is in desperate need of someone— or a group of people— familiar with the Rotter Lands.

She asks the characters, very politely, if they would accompany her to lunch.

The Job Offer

Sabrina takes them to a small dining room that is otherwise empty. The characters are able to get fresh fruit, vegetables, and even meat. Sabrina makes sure they are well fed and allows them to eat before broaching the business at hand.

She begins by explaining that the American Queen was once a very popular steamboat, but had been put into dry-dock for an overhaul many years before the pandemic. Fortunately, it was finished just months before the Living Dead rose and their leader, Sam Wong (who had also been the head of the crew reconstructing the vessel), had a capable group of men and women around him who could operate the ship. As the Living Dead consumed the land, they took to the waters. Over the years, their settlement has grown. They've lost some people, naturally, but for the most part remain relatively safe from raiders and are able to run a brisk trade up and down the Mississippi.

Unfortunately, though they are more than capable of defending themselves against humans, they find themselves less than capable against the Living Dead— especially against the Rotters.

Several days ago, Sam's wife, Anne, fell ill with fever. It isn't infection, they are certain of that, but her situation has been getting worse. Despite all their trade, they found themselves without the medicines needed. They heard trade rumors of a city not far up the bank from where they were sitting last night awaiting this morning's trade. The council had agreed to send a group after the medicine, but Sam did not want them to risk their lives on what could very well be a suicide run for them. The debate had lasted over an hour.

Last night, after the vessel had been secured for sleep, Sam had managed to slip off the boat. She knows he's gone to the city, and she asks that the characters go in search of him. The place with the medicine was supposedly once a Drug Mart located eight blocks into the city from the southern highway edge. The city is a few miles due north.

At this point, she will offer them one month of supplies, plus a single 9mm pistol and 60 shots for each member of the group, as payment. The characters are free to barter for better payment. Treat the characters as the purchaser, with both a failure and tie resulting in no change of payment.

Once everything is settled, Sabrina will see that they are outfitted with a firearm and melee weapon from the ship, as well as some sort of light, Toughness +0 armor to help against the Living Dead bites.

Paging Mr. Wong

Although probably surprising to the characters, they can make it to the outskirts of the city unmolested. If you want to hit them with a couple of encounters along the way, however, use the encounter tables found in the **Rising from the Ashes** chapter.

Read the following as the characters approach the city:

The highway overpass is congested with rusted and ruined cars from the first days of the outbreak. Overgrowth makes the path underneath a dangerous journey, the tall grasses able to hide the Living Dead with ease.

The city, itself, is a gigantic corpse. Cold and lifeless buildings rise toward the overhead cloud cover, while the streets— the veins and arteries of the once center of American civilization— remain clogged and dead with ruined masonry, wrecked vehicles, and the occasional Living Dead moving along the debris like parasites.

The characters will have to make a Stealth check against inactive guards to make it into the city without alerting the Living Dead. Grant them a +1 bonus to the roll for the ability to use terrain and cover. On a failure, the nearest Living Dead Shamblers moan. There are six (6), which move to attack on the first round, beginning 8" away. On the third round of combat, 10 more Shamblers will arrive from another direction and begin 7" from the group. Every other round after that, 4-6 Sprinters arrive.

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Once the group makes it to the Drug Mart, they discover the place occupied by 10 raiders and a Raider Leader. A Notice check at -2 will reveal Sam Wong inside the shop, just visible through the shattered front window. His left leg has been shot. He is bound to an old office chair (likely drawn from the manager's office) as the Raider Leader stands over him. He appears as though he is saying something to Sam. When Sam obviously refuses to answer, one of the raiders standing nearby steps over and punches him in the face.

The characters are going to have to figure out how to rescue Sam. The raiders are armed primarily with 9mm handguns (16 rounds each) and crossbows (12 arrows). The Drug Mart is situated within a small parking lot. Several abandoned vehicles still rest within the lot, and multiple two-story buildings line the street around the store.

Escaping the City

The battle has drawn Living Dead Sprinters to the general area. There are currently 48 ghouls converging on the Drug Mart. Split them into groups of 12, coming from four different directions. The ghouls start from 10" away. Every other round, 12 more will come from each of the four directions.

Any raiders who survived the battle decide that retreat is the better option and take off.

The characters have to get a wounded Sam out of the city while outrunning the Sprinters. Run this scene as a standard length chase, with Agility as the maneuvering Trait. If the characters win the race, they make it out of the city and will only have to enter combat against six (6) Sprinters. If they lose, they make it to the outskirts, but have to battle 12 Sprinters.

The Wrap-Up

Unfortunately, the Drug Mart did not have any drugs. The rumor was false. Anne's fever is very high and runs the risk of causing death. If any of the characters has Knowledge (Herbalism) they can attempt to find the right type of herbs to bring her fever down.

If the characters don't have an immediate means to help her, the people of the American Queen are nonetheless extremely grateful for Sam's rescue and readily pay the bounty that was agreed upon.

Needed Stats

- Raider
- Raider Leader
- Living Dead Shambler
- Living Dead Sprinter
- Sam Wong

Sam Wong

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

Skills: Boating d10, Fighting d8, Healing d6, Knowledge (Boats) d10, Notice d8, Persuasion d8, Repair d8, Shooting d6, Survival d8

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

Hindrances: Bad Luck, Responsibility to Others (Major)

Edges: Alertness, Brave, Mechanic, Survivor Leader

The American Queen

Size: Medium **Population:** 100
Trait Die: d6 **Hindrances:** None

Edges: Improved Dedicated Citizens, Improved Fuel Reserves,

Resources:

Constructed Defenses: None

Food Resources: Adequate

Manufacturing Capabilities: None

Mechanical Resources: None

Medicinal Resources: Clinic

Military Forces: Minimal

Shelter Quality: Basic Houses, Multi-family

Supply Reserves: Abundant

Family is Forever

Robert Biddle was a Kickstarter Backer who was able to create an NPC to appear in a Savage Tale. Mark sent me a very interesting concept: a woman named Madilyn whose twin was turned by a Rotter. Madilyn's mind was shattered in that moment, and she developed a personality disorder. When her own personality was in control, she was a relentless Reaper who hunted down every rumor of Rotter activity that reached her ears. When her twin's personality was in the driver's seat, though, she became very timid with pacifistic tendencies.

Madilyn almost took control over every version of this adventure during testing. In the end, I decided to keep it short and allow the GM to fill-in the blanks so the player-characters would remain the focus.

Up a Tree

In their travels, the group comes upon an attractive woman somewhere in her late 20's; hiding in the lower branches of a tree as six (6) Living Dead Shamblers surround the trunk and reach for her. The girl is clearly scared out of her mind, and the characters know that she'll fall asleep— and likely fall out of the tree— before the ghouls quit.

Defeating the Shamblers should be an easy affair. Afterward, the girl is just as afraid of the characters as she was of the Living Dead. After all, they could be raiders or slavers. A Persuasion roll is required to get her to come out of the tree.

The girl introduces herself only as Carter, and thanks the characters for their assistance. She tells them that she's taken residence in a nearby cabin and has some venison stew. They are welcomed to join her. She lives alone and it gets very lonely. She would love the company.

Cabin in the Woods

Back at the cabin, which is a basic five-room affair, she tells them a little about herself. She was a college student working on her Masters in physics when the outbreak occurred. She hates violence, and couldn't help but to think of the Living Dead as the people they once were. Despite everything, she couldn't bring herself to destroy them. She managed to get out of New York with another group of people, but everything fell apart somewhere near Missouri while they were on their way to the Citizen Relocation Zone in Colorado. A horde of Living Dead attacked their camp, and

only she and her sister, Madilyn, escaped. She hasn't seen her sister in a couple of months. She went out hunting and never came back. She stays here, and will continue to do so, until Madilyn returns or she finds her as a Living Dead.

Once the characters have had time to role-play with Carter, they hear the moan of the Living Dead from outside the cabin. Glancing out a window shows slightly over two-dozen ghouls converging to surround the cabin.

Carter screams and holds her head in both hands, as though in pain. She races into the bedroom, slams the door, and locks it.

Two Minds, One Body

The characters are going to have to get out of the cabin and the surrounding woods before it is too late. The Living Dead will receive 12 reinforcements on the second round of combat, and eight (8) more every other round after that. All of the Living Dead are Shamblers.

On the third round of combat, Carter comes racing out of the bedroom (or the cabin, if the characters are outside), armed to the teeth, and very experienced at combating the Living Dead.

Once the group is clear of the Living Dead, Carter claims that her name is now Madilyn. She thanks the characters for saving her earlier. If pressed, a Persuasion roll at a -2 is required for her to tell the truth. Carter was her twin brother. Two months ago, a Rotter attacked them and Carter was taken. Since that time, she has dedicated herself to eradicating all Living Dead— especially the Rotters. She will not rest until she puts the monster inhabiting Carter's body down once and for all. She knows it isn't her brother, because his soul is now inside of her. They share one body, now, just as they always shared life.

Madilyn wishes the characters luck in their journey, and then heads off into the woods in search of more Living Dead.

Needed Stats

- Living Dead Shambler
- Madilyn

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Madilyn

(Stats in parenthesis are for when Carter takes over)

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

Skills: Climbing d6, Fighting d8 (d4–2), Healing d6, Notice d8, Persuasion d6, Riding d6, Stealth d6 (d4–2), Shooting d8 (d4–2), Streetwise d8 (d4), Survival d8 (d4)

Charisma: +0

Pace: 6

Parry: 6 (2)

Toughness: 6

Hindrances: (Cautious), Death Wish, Vow (Major, Find Carter)

Edges: Apocalypse-Adapted, Extraction, Reaper, Quick, Survivor of the Dead

Equipment: Double-Barrel shotgun with 20 shells (Damage 1–3d6,), 9mm Pistol x2, 40 shots (Damage 2d6, AP 1, semi-auto), Longsword (Damage Str+d8)

Murder on the Beacon Express

Thom Shartle pledge enough in the Kickstarter to become a leader of one of the more powerful settlements. The pledge also gave him the opportunity to create an NPC and Savage Tale to appear in the book.

As already stated, Thom created the town of New Phoenix, which became one of the most powerful settlements in the Plot Point Campaign. He also designed and wrote the following Savage Tale, in which the characters are thrust into a mystery that could effect the future of the Unified Towns.

Arrival at Camp Battlement

The characters begin as new arrivals in Camp Battlement. If they don't think to do it, the people they meet will suggest they pay their respects to the Town Leader (Jason Tuffney). They will be happy to point the way to his log cabin found near the Single Men's barracks. Jason seems to be an affable young man who has been thrust into a position of authority when his father was killed last month after a herd of Shamblers broke through the stockade fence surrounding the settlement.

During their conversation, Jason shares information about the Unified Towns and how the system works. He explains about the script system and the importance of the railway to the expanding nation. While talking about the organization of the Unified Towns, he lets slip that his father had arranged for the town to become members and that they have been promised a permanent seat on the council which should be happening any day now.

Wrapping up their little talk Jason leaves them with the impression of a genuine young man, but one who might be in a bit over his head. Chatting with the locals confirms they all have a high opinion of him and stand behind him 100%. Jason informs them they may bed down in the Single Men's bunkhouse at no charge, though it would be appreciated if they did their fair share of chores while staying there (Cleaning, chopping wood, etc.). Meals can be purchased at several venues including a rough saloon. The characters can either barter for the goods, by selling items in exchange for Unified Towns Ration Notes, or by attempting to exchange their currency into the proper Ration Notes.

A Chance Meeting

At some point, one of the party members notices an elderly gentlemen oddly dressed in a waist coat and tails— definitely out of place in this rough frontier setting. Though trying to look inconspicuous, the man appears to be pacing off distances to various important features in the camp, looking both ways and then quickly jotting down notes in a thick leather bound notebook he carries in his jacket. The man is Former Congressman Richard Peters (Colorado), current envoy for Ollie Resnick out of Beacon.

If Congressman Peters succeeds in a contested Notice (His) vs. Stealth (The Players), he notices the players observing him. Casually putting away the notebook, he waves his walking stick at a thick-featured middle-aged man with close cropped gray hair seated on the porch out front of the saloon. The man is dressed in fatigues and a worn tactical harness with a large bowie knife strapped upside down to his suspenders. Peters admonishes him, "Garhardt there you are! I have been looking everywhere for you! Get my bags to the train and see they are stowed in my stateroom!"

If the Congressman fails to notice the players, one of them gets the feeling Garhardt is watching them. When their eyes meet, they get a shiver down their spine— they are looking into the cold, dark eyes of a stone killer. The man gets up from his seat in a single, smooth motion. With economical motions of his hands as he moves forward, they notice him verifying

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his equipment is secure and in place. Garhardt walks over to Peters and speaks quietly to him. Peters starts to loudly respond when he stops mid-sentence and casts a furtive glance at the characters, after which he scurries off behind Garhardt.

At about that time, Angus MacPherson (Mac to his friends— and everyone is his friend), the elderly caretaker of the Single Men's Barracks, steps out, broom in hand. He notices Garhardt and Peters scurrying away and asks the characters: "Now what mischief are those two miscreants getting into today?"

If they mention Peter's odd behavior, Mac gets a concerned look on his face as he replies, "Haven't seen that kind of thing since 'Nam, the Kong used to send spies into our camps to measure out important targets for mortar strikes! Go find the Captain and tell him what you saw!"

When the characters tell Captain Williams, head of the town militia, what they saw, he agrees with Mac's concerns and takes them to see Jason. Jason explains Peters and his "Butler" Garhardt are headed back to the capital this afternoon on the weekly train, which leaves in 30 minutes. He confides in the characters that he has grown concerned with all the stalling Ollie has been doing in regards to confirming his position as Governor of Camp Battlement. He goes on to explain that according to the Unified Towns charter, Ollie and the council can put anyone they want in charge of Camp Battlement and its military chief. Resnick's underlings could replace both Captain Williams and him, but the backlash in the camp would make that unfeasible. They both feel confident the town would rather secede than allow that to happen. Now if anything were to happen to the two of them, it would be much easier to replace them with their own puppet representatives!

As newcomers to the town, the characters are relatively unknown by Peter's and Garhardt. Jason begs them to help him and Camp Battlement out. If they could somehow get a hold of that notebook, they could expose the plan to replace Battlement's leadership with their own— at the very least if they could prevent the notebook from getting to Beacon, they could torpedo Resnick's current plan and give them some time to send to New Phoenix for reinforcements. Jason offers the group a serviceable Ford Excursion if they don't currently have a vehicle, or a hundred gallons of gas and a hundred rounds of ammo if they already have their own vehicle, or a like amount in Ration Notes. Jason is very upfront and tells the characters that they have to be careful and can't get caught. The

train is run by the Unified Towns and will be ending up in Beacon, Ollie's city. If they get caught, there isn't anything Camp Battlement can do about it.

If the characters agree, Jason can get them staff positions on the train since several of the crew were left in Beacon with the flu, but they have to decide right away— the train will be pulling out in minutes. They can be provided positions as a cook, a porter, a guard, and a Journeyman engineer (where they will get training in running a diesel locomotive). If they agree, Captain Williams takes them to where the train is parked and hands them off to Fred Tanner: the man who runs the Camp Battlement railroad company. Fred introduces them to the conductor, explaining they had heard the train was running on light staff, and that the characters are looking to make some notes. He explains they aren't trained, but are fast learners. The conductor is thankful for the extra hands and gladly welcomes them on the run to Beacon. He takes them around to the various departments, where the train's crew warmly receives them.

The train will move at approximately 40 miles an hour, making the thousand-mile trip take approximately 25 hours or a little more than a day.

Riding the Rails

The characters' task is to get a hold of that notebook. The first half of the trip, any attempts they make will be plagued with misfortune: Garhardt forgetting something and heading back to their room unexpectedly during dinner, the book not being where they thought it was, and so forth. Make the characters think and work at it. Keep reminding them the clock is ticking. If they haven't thought of anything clever about half way through the trip, an opportunity presents itself. The train has to slow down as it heads up a steep incline and is attacked by close to a dozen raiders. While the characters move about the train, dropping armor plates into place and repelling any boarding attempts, one of them is confronted by a frightened Senator Peters, notebook in hand. He begs the character to save him, informing them the fate of the free world depends on his getting this notebook to Beacon! This would be a great opportunity for the character to get hold of the notebook and dispose of the former Senator.

Keep in mind Peters has a minder (Garhardt) who in short order will be looking for him. Frankly, Garhardt doesn't care about Peters, however he is charged with getting those measurements back to Beacon in preparation for the upcoming attack. If the characters acquire the notebook in such a way that it has

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obviously been stolen, or the Senator disappears under mysterious circumstances, the train will be searched from top to bottom when they reach Beacon before anyone is allowed to disembark. At that point, the characters' only option will be to make a break for it and try to avoid capture.

The Notebook

The notebook really does contain measurements for an attack planned by Ollie and the remaining council to take command over Camp Battlement as a means to be in a better position to keep Darq and New Phoenix in check. Ollie is most definitely taking the Unified Towns into the Federal Commonwealth, and is not about to allow rebellious settlements to destroy the deal.

The Train

The train consist is a worn but well maintained GP40 in Santa Fe Livery. A caboose is pushed in front of the engine, behind the engine are a baggage car, a sleeper car used as permanent quarters for the crew, a seat car, a second sleeper for passengers and a club car where meals are served all ex-California Zephyr cars liberated from a BNSF executive train. A second caboose takes up the rear. All the windows have metal bars welded across them to prevent egress (and exit) to the train. Metal sheets with loopholes cut in them are attached on hinges along the tops of the windows that can be dropped into place from within the cars. The cabooses are festooned with spikes; sand bags surround razor tape and the cupolas with a hole cut in the roof and a machine gun emplacement on top.

When the characters are shown the ropes by the current crew, they are shown how to drop the armor plates across the windows; their first responsibility of the danger klaxon is sounded. They are also informed that in an emergency, the Engine and the baggage cars are number one priority. In an emergency, the crew is willing to cut loose the rest of the train to get away, abandoning the passengers to their fate. Should they be prepared to cut loose part of the train, the engineer will blow four quick blasts on the horn. That is the signal for all crewmembers to drop what they are doing and get to the front of the train, or risk being abandoned with the rest of the train.

Each of the regular crew has a room in the crew car (a converted 6-5 sleeper). The security detail has rooms in the cabooses where they man their posts.

Crew:

- Engineer
- Fireman (Assists Engineer) – PC Position
- Conductor (manages the train and its schedule)
- Cook – PC position
- 2 x Porters / baggage handlers / Gophers – up to 2 PC's depending on party size
- 4 x Guards – 2 to each caboose – up to 2 PC's (one in each caboose)

Needed Stats

- Raider
- Town Resident
- Town Militia
- Town Leader (Jason, Senator Peters)
- Bounty Hunter (Garhardt)

Specters of the Past

Dave Ellingwood was able to contribute an NPC to appear within a Savage Tale. He created a character who was a survivalist, highly trained in various military disciplines, and who wasn't really a good guy or bad guy by this time in the setting, but a bit of both. Dave wanted the NPC to have taken command over an abandoned, walled mansion.

Since his character was to be morally gray, I decided to write an adventure where the players were drawn into a feud between the character and someone from his past— a Rotter.

The Set-Up

This adventure can be placed anywhere in the Rotter Lands and should be run whenever the characters are looking for a safe place to bed down for the night.

The group comes upon a series of estates once owned by the upper class. Though not large by most Californian standards, each house contains nearly two-dozen rooms. Wide, overgrown lawns surround the properties, cut off by from the outside world by high walls. Large, double iron-wrought gates have managed to keep the Living Dead out of four of the properties. The others are overrun with the things. In all, there are eight such mansions.

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There are a lot of Living Dead, and the characters must make a Stealth roll to sneak past the ghouls. On a failure, 10 Living Dead (four Shamblers and six Sprinters) pursue the group. Ten more will join the chase every other round.

Getting to Safety

It doesn't matter which property the characters choose, as this adventure is taking place in whichever one they break into. Obviously, choosing one of the secured homes is their best bet, as the others are completely overrun with several dozen Living Dead each— both inside and out.

The wall is 2" (12 feet) high and requires a Climbing roll at a -2 to get over it. Picking the lock on any of the gates requires a Lockpicking roll, which suffers a -2 penalty if they don't have the proper tools with them, and another -2 penalty if the Living Dead are converging upon the group.

Once either over the wall or through the gates, the group must make its way across the overgrown lawn to the mansion. The house is 18" (108 feet) from the wall. Draw a card from the Action Dead for each member of the group. Any character that gets a Clubs must make a Notice check at a -2 penalty or have his leg grabbed by what remains of a Living Dead. Mostly the creatures are just the upper halves of the bodies and are barely mobile. The character isn't in danger of being bitten (this is mainly for tension) so have him make a Spirit check or become Shaken. No doubt, the rest of the group will move to eliminate the ghoul before it can get into any type of position to bite.

The doors are locked, though there is absolutely no visible light coming from within. Picking the lock requires another Lockpicking check (at a -2 if no tools are on hand), or breaking a window (Toughness 3).

A Not So Abandoned House

Once inside the house, it becomes obvious that the place might not be so abandoned after all. No dust covers the floor, and a small propane stove sits on a kitchen counter. The cabinets are stocked with canned food.

Each character must make a Notice check. Anyone who fails is surprised and not dealt an initiative card this round. Deal everyone else in normally.

The man who is currently occupying the house attacks the characters. His name is Dennis Mason— a Genetically Modified Human who has been on the run from UniMed for close to four years. Dennis will

use cover (a -2 to Shooting rolls to hit him) and the darkness (an additional -2 to Shooting rolls to hit him) to attack the group. Since he has a working pair of Night Vision Goggles, he suffers no penalties due to the darkness.

Going back outside is a possibility, but going back over the wall is suicide— by now there are four-dozen Living Dead out there. A Persuasion check at a -2 penalty will convince Dennis that they are only seeking shelter for the night and are not there to harm him or steal his supplies. On a raise, Dennis will even believe them enough to offer them some food.

Dennis introduces himself and tells them that one can't be too careful nowadays. He doesn't get too many visitors, and those that do manage to make it over the wall are usually the types that'll rob him of anything he has. He tends to leave their remains out there in the grass, where they can rot.

If the characters have encountered a Genetically Modified Human before, they might recognize Dennis for what he is from his actions in the combat. Bringing it up, or mentioning UniMed, will cause him to tense and become paranoid. A Persuasion roll is needed to calm him down and avoid further conflict.

The Past Never Dies

Once the group has had an opportunity to role-play a bit, the Living Dead moan beyond the wall suddenly stops.

Dennis looks out the window and curses. The Living Dead Shamblers are literally pouring over the wall and racing across the lawn toward the house.

Deal Action Cards!

There are 36 Shamblers racing toward the house. If they reach the house, they will use their sheer numbers to burst through the doors and windows. Dennis makes a comment that the bastard finally figured it out, but doesn't elaborate as takes up a position on the second floor to fire down into the yard.

Once half of the Shamblers are eliminated, the others uncharacteristically retreat. Standing on the wall, wearing full military gear and a Kevlar helmet, is a Rotter. He wears a whistle around his neck and carries a megaphone.

His voice carries across the distance as he tells whoever is in the house to turn Dennis over and they will be allowed to leave— alive.

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Dennis suddenly becomes paranoid and trains his weapons on them. If they ask what is going on, Dennis eventually explains that the Rotter is Mark Timm, another UniMed volunteer and former soldier. He was Dennis partner, and they survived the outbreak together and made it the past several years as a team. They stumbled upon a small camp about two months ago that had a lot of children in it. There were Living Dead everywhere. There was no way they were going to make it out with the kids without a distraction. He panicked and didn't know what else to do, so he shot Mark in both legs and left him there as bait.

There must have been a Rotter leading the assault, because about two weeks ago Mark found him. He's been assaulting the place ever since. The Living Dead in the neighborhood are his eyes and years, and if Dennis leaves, they know. Somehow, Mark is using a high frequency whistle to control them like a pack of dogs.

Wrap-Up

How the characters conclude the adventure is up to the group. Do they turn Dennis over to Mark and take the chance that the Rotter will actually let them go, or do they fight beside Dennis and try to take Mark down once and for all?

Needed Stats

- Living Dead Shambler
- Living Dead Sprinter
- Rotter
- Dennis Mason

Dennis Mason (Genetically Modified Human)

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

Skills: Climbing d8, Fighting d10, Healing d6, Knowledge (Battle) d6, Knowledge (Herbalism) d8, Knowledge (Tactics) d8, Notice d8, Repair d8, Riding d6, Shooting d10, Stealth d8, Survival d10, Tracking d8

Charisma: -2 Pace: 6 Parry: 6
Toughness: 9/11 (2/4)

Hindrances: Bloodthirsty, Enemy (Major, Mark), Grating Personality, Haunted Past (Minor)

Edges: Apocalypse-Adapted, Brawny, Brawler, Combat Reflexes, Counterattack, Dodge, Extraction, First Strike, Improvisational Fighter, Nerves of Steel, Survivor of the Dead

Equipment: M-16, 90 shots (Damage 2d8, AP 2, Auto, 3RB), 9mm x2, 60 shots (Damage 2d6, AP 1, semi-auto), Knife (Damage Str+d4), Night Vision Goggles, Kevlar Vest (+2/+4 Toughness)

The Eternal Lawman

David Ross contributed a very interesting NPC: a lawman in a small town who fought tooth and nail to save lives in the early days of the outbreak, only to lose his entire family to the Living Dead. A couple of years later, as David began healing and building a new family in the post-apocalyptic world, his Living Dead son had returned. Exactly when his son got turned is a mystery, but when he returned, he was a Rotter who led an attack against his father's new town and once again took everything from David.

Refusing to retreat or surrender, David fought to the bitter end and became a Rotter. Now immortal, he roams the Rotter Lands, dispensing justice and letting no evil go unpunished.

The Set-up

This adventure can be run at anytime.

The characters happen upon a young man in his early 20's. He hair is long and dirty, and his clothing is torn. Multiple scratches, some fresh, some a few days old, cover his arms. A Common Knowledge roll reveals to the characters that brush and thorns, and not the Living Dead, likely caused the scratches.

The man, whose name is Roger, is in a state of panic. He claims a Rotter has been chasing him for almost a week, and won't give up. He begs the characters for help. He says he is from a small town named Davenport (the characters are unfamiliar with it) and that the Rotter led a Living Dead army against it. He escaped along with a few others. The Rotter already got the others. As far as he knows, he's the only one left. He claims the Rotter has over a hundred Living Dead in his army. Roger just wants to eventually make his way to one of the Unified Towns and seek refuge.

Taking Refuge

As though to verify the man's story, the area is thick with the Living Dead— both Shamblers and Sprinters. Nearby are also a series of abandoned farms, and the

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characters can take refuge in any of the three-story houses. Especially as night falls, continuing through the area with so many Living Dead arriving is extremely dangerous.

Although the area has a high Living Dead population, none of the ghouls are converging on the house. Give the group a little time to role-play. Once you feel it's time to continue the action, have each character make a Notice check at -2. On a success, they see a shadow moving in the moonlight outside the house. On a raise, they see that it is a Rotter— armed with several guns and a crossbow.

Once any of the characters say anything, Roger goes into a panic again. That Rotter destroyed Davenport. He's here! It's game over— they're all going to die!

Lawman of the Dead

The characters can handle the scene a couple of ways. The Rotter will use the darkness outside to move from shadow to shadow and fire on the group if they decide to go the combat route. Due to the darkness, hitting him suffers a -2 penalty, and naturally, only a head will faze him.

Unless they try to talk to him (unlikely, given Roger's story), on the third round of combat the Rotter will call out that he wants the boy. He doesn't know who the characters are, and doesn't care. The Rotter says his name is David Ross, and he was a lawman in life and is a lawman in death. That boy is a murderer. He killed a young girl back in Davenport because she wanted to end their relationship.

If the characters mention the story Roger told them, David laughs. If he could control the Living Dead, the house would be splinters by now. They've seen how many are in the area. He doesn't control them, but the things do tend to follow him around. David comments that it's damned annoying.

Wrap-Up

If the characters are not sure how to proceed, Roger starts yelling that the Rotter is lying. It's just after him and will say anything to get a hold of him. A Notice check reveals the characters that Roger is not telling the truth. If it looks like they are considering turning him over, Roger tries to get a hold of one of their weapons to kill the characters.

After Roger is killed by the characters or turned over to David, the Rotter thanks them. It's difficult enough being a lawman in the Rotter Lands, never mind being a Rotter lawman. He travels a lot, as being in one place

too long isn't the best way to stay "un-alive," but if they ever cross paths again and they need assistance, they can count on him.

With that, he turns and departs.

Needed Stats

- Living Dead Shambler
- Living Dead Sprinter
- Town Resident
- David Ross



David Ross (Rotter)

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

Skills: Driving d4, Fighting d8, Guts d8, Intimidation d6, Investigation d6, Knowledge (Law) d6, Notice d6, Riding d8, Piloting d6, Shooting d10, Stealth d4, Survival d6, Swimming d4, Throwing d6, Tracking d4

Charisma: -2 (-6) **Pace:** 6

Parry: 6 **Toughness:** 5

Hindrances: Haunted Past (Minor), Loyal (Minor, Rotter son), Vow (Major, uphold the law),

Edges: Brave, Steady Hands, Survivor of the Dead,

Gear: Double-action Colt Peacemaker, 20 spare rounds (Damage 2d6+1, AP 1), Axe (Damage Str+d6)

Special Abilities—

Bite: The bite of the Rotter causes Str+d6 damage

Cold Susceptibility: Without a circulatory system, Living Dead suffer -4 to resist cold.

Dead Body: Rotters never heal from damage, and all injuries received are permanent.

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

Fearless: Rotters are immune to Fear and cannot be intimidated

Flashbacks: Being trapped between the Living and Living Dead sometimes plays havoc on a Rotter's brain functions. They automatically receive the Haunted Memories (Major) Hindrance.

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

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

Living Dead: Rotters never suffer wound modifiers; suffer no additional damage from Called Shots, except to their weakness; and do not suffer from disease, poison, or fatigue.

Racial Enemy: Rotters suffer -4 Charisma when dealing with humans.

Survivability: Rotters cannot become Incapacitated or “killed” except through damage caused to their weakness.

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

Wanted: Ghouls for Hire

Damon Wimmer was the top backer for the World of the Dead Kickstarter, and got to appear in the book as one of the primary antagonists of the Plot Point Campaign. He was also able to submit both an NPC and a Savage Tale. Although Damon chose not to write his own Savage Tale, he provided me with William “Eddie-Z” Abel, a fellow who thoroughly believes he can talk to and control the Living Dead.

This one was more difficult to design than the others and went through several versions of play test. In the end, I decided to keep it a straight forward Bounty Board type of adventure with a bit of humor at the end.

The Set-Up

The characters see a job on a bounty board that pays 2,000 ration notes for anyone willing to capture and bring four Living Dead to the clinic in town. A Streetwise roll will reveal that the offer is legitimate, and authorized by the town’s leadership, Keith Owens. On a raise, they also discover that the scientist behind the research arrived in town a month ago and has set-up shop at the clinic.

The man’s name is William Abel, and he claims to be a scientist researching the origins of the ghouls. In reality, and unknown to everyone in the town, he was a heavy drug user before the outbreak and was known on the streets as Eddie-Z. Over a decade of heavy narcotics, usage has eroded his mind, and William now

believes that he can communicate with, and control, the Living Dead. His claim to be a scientist and his alleged research is simply so he can use the town to amass Living Dead followers to impress everyone and be a local hero.

William Abel is in his middle forties, with a mane of wild hair and darting eyes. He speaks rapidly, using a lot of hand gestures and doesn’t seem to be able to remain still for more than a few seconds. He is excited as he tells the characters about his research, how he used to work for the CDC before the entire east coast was nuked and how he hopes to discover the origins of the virus so that he can find a cure— heck, maybe even a way to reverse it in those whose bodies could still be alive afterward.

He asks the characters to retrieve four Living Dead: two Shamblers and two Sprinters. He’s pretty sure the two are entirely different species, and he’ll need to start his research into both types.

Dr. Darlene Westerman runs the clinic. A Persuasion check will get her to reveal that something about William that she doesn’t trust. Maybe it’s just her paranoid brought about by how animated she is— she doesn’t know. He just puts a twist into her stomach. Of course, the Living Dead also scare the hell out of her, and she isn’t thrilled about them being in her basement.

The Job

Unfortunately, the area surrounding the town is relatively devoid of Living Dead. The characters will have to make a Tracking roll to discover a Shambler. On a raise, they discover two of them together. A Tracking roll at -4 will be needed to find Sprinters. Like with the Shamblers, they find one on a success and two on a raise. Each Tracking attempt takes one hour, so the group will also need a method to contain any captured ghouls while they search for more.

You can generate a few random encounters during the hunt if you need to add a little action to the scene. Use the encounter tables found in the **Rising from the Ashes** chapter.

Special Delivery

Once the ghouls are delivered to the clinic, William thanks them profusely. He tells them that Keith Owns has their payment.

When the characters arrive at Keith’s office (a former library in town), give them a little bit of role-playing time before Keith pays them. He tells them how the

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town formed out of the original tent settlement. The residents just kept moving every few weeks to avoid the Living Dead and outlaw gangs that were becoming prominent in the months after the outbreak. Eventually, they all discovered this place and decided to settle down and try to carve a little sanity out of all the craziness. He asks the characters if they remember what they were doing when the outbreak first swept through all the major cities.

Before long, a man comes bursting into the office. He is breathless, and barely manages to stammer out that Keith is needed at the clinic. There's been an accident.

No doubt, the characters will accompany him. As they arrive, Keith opens the front door and barely manages to throw himself out of the way, as a Sprinter comes charging outside.

Deal Action Cards!

The characters and Keith are going to have to dispatch the Living Dead. Sadly, there is a fifth one in the group— Dr. Darlene Westerman. Her throat has been completely torn away, along with several sections from each arm.

William Abel is lying in the basement, next to an operating table, in a pool of blood. He is barely conscious as he looks at the characters and tells them that he was right: he can speak to the Living Dead. They told him they were hungry, so he unrestrained them and led them upstairs. He wanted to see if they would eat. He was going to give them Dr. Westerman's cat, but they attacked him and the Sprinters took her down.

Still, though, he says as he tries to chuckle— at least he knows he was right.

Wrap-Up

Keith isn't too happy about what just happened. He couldn't care less about the idiot Abel, but Dr. Westerman was the only doctor in the town. Now, he's going to have to try to find another, somewhere out there that he can hire.

He attempts to only pay the characters 1,000 ration notes. If the characters want the full 2,000, they are going to have to find a way to get it out of him.

Needed Stats

- Town Resident
- Town Leader

- Living Dead Shambler
- William "Eddie-Z" Abel

William "Eddie-Z" Abel

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

Skills: Fighting d6, Healing d8, Persuasion d10, Survival d8, Taunt d6

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

Hindrances: Delusional (Believes he can talk to the Living Dead), Quirk (Hyperactive)

Edges: Apocalypse-Adapted, Brave

Additional NPCs

Thom Shartle also created the following two NPCs, which add a very unique aspect to World of the Dead— a tribe of Genetically Modified Dogs, two of which possess psychic abilities as the result of the experimentations.

Oreo and CoCo

Oreo was born the runt of a litter of seven mixed breed puppies (Chihuahua, Jack Russel Terrier, Pit Bull and as some of her litter-mates tease her —Coyote), which were the fourth generation descended from experimental subjects, which escaped from a UniMed facility in California. She made up for her size and lack of physical prowess with enhanced mental powers beyond normal UniMed canines limits, and rapidly rose in power in the pack by leveraging her mental abilities to communicate and guide.

Her mental abilities allowed her to know both the cruelty of the UniMed staff as well as the fonder memories of pack mates who once possessed positive relationships with humans. This helped forge how she led the interaction with various survivors and survivor groups over the years. With the high proportion of members with enhanced genetics, the group has started emulating Nomadic Native American tribes as opposed to a canine pack. They support each other and revere both their elders and their ancestors. They respect the other creatures they share their territory with, with two exceptions: the Living Dead and anyone associated with UniMed— both of whom they hunt with extreme prejudice.

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They call themselves Tribe of the Long Fang, and range across the Phoenix ruins and the wilds to the North, West, and South. They have a special relationship with the settlers at New Phoenix. Many of the survivors gathered there brought their dogs with them, and they have become a big part of life there.

At one point, Oreo and the Tribe of the Long Fang freed a large group of dogs that had been trapped in a shelter after their human caregiver fell to the Living Dead. Many of the trapped canines were old, injured, and malnourished; and the tribe fought a rear guard action to cover them as they retreated from the ravaging hordes. With nowhere else to go, they showed up at the walls— under construction at the time— of New Phoenix. The Militia turned out in force. They provided covering fire down the final gauntlet and broke a hole through the wall for them the canines through. More than one of the brave defenders leapt down to hand the weaker members up over the wall.

The Long Fangs now have access points through the walls available to them when they need to get in and out of the city. Pregnant females come to New Phoenix to have their pups. In return, the Tribe provides an early warning to the people of New Phoenix and is willing to provide their superior senses while they clear new buildings.



Oreo

(4th Generation Modified Dog)

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

Skills: Fighting d10, Gambling d6, Healing d6, Investigation d8, Knowledge (Biology) d8, Notice d10+2, Persuasion d8, Repair d8, Stealth d8, Survival d12, Swimming d6, Tracking d10+2

Charisma: +0 **Pace:** 8
Parry: 7 **Toughness:** 4

Power Points: 10

Hindrances: Loyal, Outside, Vow (Minor, revenge against UniMed)

Edges: Alertness, Apocalypse-Adapted, Arcane Background (Controller), Improved Dodge, Improved Extraction, Improved Rapid Recharge, Survivor of the Dead

Powers: Blind, Confusion, Invisibility, Mind Reading, Thought Projection

Special Abilities—

Bite: The dog's bite does Str+d6 damage

Canine Size: Being smaller than a human, the dog suffers a Size -1 adjustment, also reducing its Toughness.

Fleet-Footed: Dogs are naturally faster movers than humans. They have Pace 8 and d10 running die.

Enhanced Senses: Dogs are natural hunters with greater-than-human senses. They receive a +2 to Notice checks involving hearing or smelling, and +2 to Tracking attempts.

Go for the Throat: With a raise on its attack roll, the dog hits the target's most weakly armored location

Immunity: Dogs are immune to the virus that turns humans and certain primates into the Living Dead, Ferals, or Ragers.

Limited Intellect: Despite the experiments that increased their intelligence, Smarts cannot advance above d6.

No Hands: Dogs don't have opposable thumbs, or even fingers for that matter. While a smart dog can still flip a light switch, or operate a lever door handle, anything that normally requires hands is typically performed with a -4 penalty.

No Speech: A dog can bark for attention, and it has a remarkably wide vocabulary of words it can understand, but it's incapable of performing human speech. UniMed dogs are limited to communication by emoting (growls, whines), barking, and by showing (pointing the nose, taking humans to the site, and so forth).



Coco

(4th Generation Modified Dog)

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

Skills: Fighting d12, Healing d6, Investigation d8, Notice d12+2, Persuasion d10, Repair d4, Stealth d6, Streetwise d8, Survival d12, Swimming d8, Tracking d12+2

Charisma: +0 **Pace:** 8
Parry: 7 **Toughness:** 6

Power Points: 10

Hindrances: Loyal, Outside, Vow (Minor, revenge against UniMed)

Kickstarter Backer Contributions

Edges: Alertness, Apocalypse-Adapted, Arcane Background (Controller), Improved Dodge, Improved Extraction, Survivor of the Dead

Powers: Confusion, Invisibility, Mind Reading

Special Abilities—

Bite: The dog's bite does Str+d6 damage

Canine Size: Being smaller than a human, the dog suffers a Size -1 adjustment, also reducing its Toughness.

Fleet-Footed: Dogs are naturally faster movers than humans. They have Pace 8 and d10 running die.

Enhanced Senses: Dogs are natural hunters with greater-than-human senses. They receive a +2 to Notice checks involving hearing or smelling, and +2 to Tracking attempts.

Go for the Throat: With a raise on its attack roll, the dog hits the target's most weakly armored location

Immunity: Dogs are immune to the virus that turns humans and certain primates into the Living Dead, Ferals, or Ragers.

Limited Intellect: Despite the experiments that increased their intelligence, Smarts cannot advance above d6.

No Hands: Dogs don't have opposable thumbs, or even fingers for that matter. While a smart dog can still flip a light switch, or operate a lever door handle, anything that normally requires hands is typically performed with a -4 penalty.

No Speech: A dog can bark for attention, and it has a remarkably wide vocabulary of words it can understand, but it's incapable of performing human speech. UniMed dogs are limited to communication by emoting (growls, whines), barking, and by showing (pointing the nose, taking humans to the site, and so forth).

New Power

Optional Power: Thought Projection

The thought projection power is an optional ability that you can add to your campaign, or is something that can remain unique to Oreo and Coco.

Thought Projection

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 1

Trappings: Telepathy, Dream Projection, Image Projection

Thought Projection allows a character to send images and impressions to another living being. Doing so requires an opposed Smarts roll against the target. On a success, the character receives basic impressions and images from the sender. On a raise, the target receives a clear intent, and knows exactly what the sender is trying to say.