

RISE ALABAMA!

By Joseph McCullough



"The South shall rise again...from the depths!"

SAVAGE TALES
4



RISE ALABAMA

by Joseph McCullough

Editing & Additional Material: Shane Hensley & Piotr Korys

Interior Maps: Bradley McDevitt

Cover Design: Cheyenne Wright

Figure Flats and Maps: Bradley McDevitt

Layout: Joel Kinstle and Shane Hensley

Dedication: The fans.

Special Thanks: The Pinnacle fans and forums.

Requires the Savage Worlds rules by Shane Lacy Hensley
available at www.peginc.com.



Savage Worlds, Smiling Jack, Pinnacle Entertainment Group,
and all associated marks and logos are
Copyright © 2009, Pinnacle Entertainment Group.

Rise, Alabama! is a *Savage Worlds* adventure that can be set any time after 1864, but probably works best in a pulp, WWII, modern, *Rippers* or *Deadlands* setting. The adventure takes place on a ship in the Atlantic Ocean and the threat level should be scalable to any experience level and party size.

BACKGROUND

Built in England in 1862, the Confederate Ship *Alabama* became the most successful commerce raider in naval history. In the course of two years, she captured over 60 United States vessels, and from each one, Captain Raphael Semmes took the flag and the chronometer as proof. But there were few friendly ports for the Confederate ship, and time took its toll on the proud vessel. In 1864 the *USS Kearsarge* caught the *CSA Alabama* off the coast of France and, after an epic duel, sent her to the bottom. Captain Semmes and most of the crew were rescued.

There the recorded history of the *Alabama* leaves off, but something happened underneath the waves. A malevolent intelligence, drawn by the still-ticking chronometers occupied the ship and gave it new life. It lay dormant for years, healing its wounds, and gathering a new crew from the dead sailors of ages past. Now it has risen again ready to strike. (See the entry at the end for a full description of the *Alabama*.)

PART ONE: THE OPENING

The characters are boarding the luxury passenger liner, *St. Helena*, bound for England. Before they are allowed on the ship, their tickets are examined, and they are asked if they would like to check any firearms with the Captain, who will store them in a locker on the bridge. Passengers are not allowed to carry weapons of any kind, and those found in violation of this rule face confiscation of the weapon, a heavy fine, and perhaps time spent in the brig, depending on the will of the Captain. That said, their bags are not searched, and it is not difficult to sneak anything short of a human body onboard.

Depending on their wealth level, characters are assigned single or double cabins, which are all comfortable and contain all the modern conveniences that would be expected. The ship boasts two restaurants, a small dance hall, two bars, a game room, and numerous places to play shuffleboard.

Several notable personalities are traveling on the *St. Helena* whom the characters may encounter:

Lugo "Boss" Marcado: Traveling under the pseudonym Ric Taglio, Marcado is a former Detroit crime-boss on the run from a triple murder charge. He is

headed home to Italy along with five of his most trusted henchmen. Both Marcado and his men have violated the ship's weapon rule and usually carry pistols under their coats. Marcado also has three heavy crates in the cargo hold full of Thompson sub-machineguns (these can be changed to Winchester rifles if the adventure is set before 1914). Marcado is fond of both his alcohol and his card games and can often be found in one of the bars or the game room. Because he is trying to keep a low profile, Mr. Taglio is quiet and keeps to himself, even while playing cards. Anyone who shows too much interest in Marcado or his cargo is likely to suffer an "accident" and go overboard in the night.

David Larnar: Larnar is a professional gambler who sails the seas between Europe and the United States preying on the rich. His main game is poker, which he plays extremely well. He is not above cheating but rarely finds it necessary. He doesn't mind losing in the short term if he thinks he'll make his money back before the end of the voyage. He is also a part-time conman and ready to pull a fast one if he can find a suitably gullible target. These targets are very often women where his striking good looks become an asset.

Mrs. Louise Lebstein: Mrs. Lebstein is the forty-year-old widow of Mr. Richard Lebstein, the wealthy American timber dealer. With her husband dead and the business sold, Mrs. Lebstein is taking her considerable fortune to Paris in an attempt to recapture a bit of her youth. Although much of her natural beauty has been replaced by a stately grace, Louise is on the prowl for a "companion" (preferably young and strong) for the long and boring trip across the ocean. She sets her sights on any of the characters who fit the bill, but if she is rebuffed, David Larnar eventually moves in on this wealthy mark.

Captain Gerald Simonet: Gerald Simonet has been Captain of the *St. Helena* going on six years and has made the trans-Atlantic crossing more times than he can remember. An honest and generally pleasant man, Capt. Simonet has never faced a problem greater than a rowdy passenger or two. When not directing the ship's affairs, he is likely to be found wandering the decks and chatting with the passengers. An invitation to dine at the Captain's table is a highly prized and sought after status symbol among the passengers. The one thing Capt. Simonet cannot tolerate is violence among his crew or passengers, and he is not above tossing someone in the brig if they cause trouble.

Robert Halton: Mr. Halton is a charming, well-to-do English huntsman returning from a particularly successful tour of North America. Several crates of his

trophies are down in the cargo hold. Robert has classic English good manners, is a terrific dancer, and is the only passenger on the ship likely to help the characters with any kind of organized resistance against the *Alabama*, or to help fight against Boss Marcado. He carries a large hunting knife in his personal luggage and has three hunting rifles stored in the Captain's locker.

STRANGE DAYS INDEED

Barring any trouble created by the characters, the first thirteen days of the voyage pass uneventfully. Nearly everyone with whom the characters interact is pleasant and polite. On the fourteenth day, things begin to change. All the characters should make Notice rolls when they wake up on the fourteenth day. Anyone who passes hears a slight "ticking" noise that seems to come from deep within the ship. If the characters decide to investigate, they can follow the noise down into the cargo hold but are not able to locate the source. (Actually, the ticking comes from the *Alabama*, which is now moving through the ocean directly under the *St. Helena*). Depending on how detailed a search the characters perform in the hold, they may come across Boss Marcado's crates of weapons. Even if they do not discover the crates, word gets back to Marcado that the characters have been snooping around.

As the day progresses, the passengers on the ship grow edgy and strange events occur, any of which could and probably should involve the heroes.

HOSTILITIES COMMENCE

Just before lunch, two men walking through one of the narrow interior hallways of the ship bump into one another. The men exchange angry words and a few shoves. Unless a character intervenes, the men come to blows. If the fight cannot be broken up quickly, the crew gets wind of the trouble and Captain Simonet orders everyone involved confined to the brig for the rest of the day.

JUMPING THE SHARK

In the middle of the afternoon, a small crowd gathers at the back of the ship to watch the thrashings of a bloody shark that has surfaced. The shark has a long, ragged gash running the length of its underbody. A few minutes later, three more sharks show up and tear apart their wounded cousin. A young boy, who can't see over the assembled crowd, climbs one of the side rails of the ship to get a better look. A wave buffets the ship, causing the boy to slip, and he falls screaming into the water. He hits the sea about fifty yards from the frenzied sharks. The sharks really aren't that interested in the boy or anyone who might dive in to save him, but of course the characters don't know that.

THE PINEAPPLE

While most of the passengers are having dinner, one of Boss Marcado's henchmen, Danny "The Pineapple" Flanders, who has been hearing the "ticking" all day, goes down to the cargo hold and gets one of the Thompsons from the crates. He then walks back up to the main deck and goes completely mad, shooting anyone who gets in his way. Use Marcado's Henchmen for statistics, but make him a Wild Card.

It takes a few minutes for word to circulate around the ship, but soon most of the passengers and crew are in a blind panic, running for their own quarters. Flanders continues on, walking the decks, murdering anyone who gets close. Occasionally he shouts phrases such as "Nobody messes with the Boss!," or "You'll never take him, Copper!" If anyone finds the Captain and requests their firearms from the locker in order to stop the mad man, Simonet happily opens the locker for them. Eventually, the Captain and several of his crew arm themselves.

Flanders does anything to avoid capture, including jumping over the side of the ship. Should the characters stop him, they earn the Captain's eternal gratitude. However, if they use guns that weren't stored in the Captain's locker, he demands they turn them over. He won't charge any other penalty.

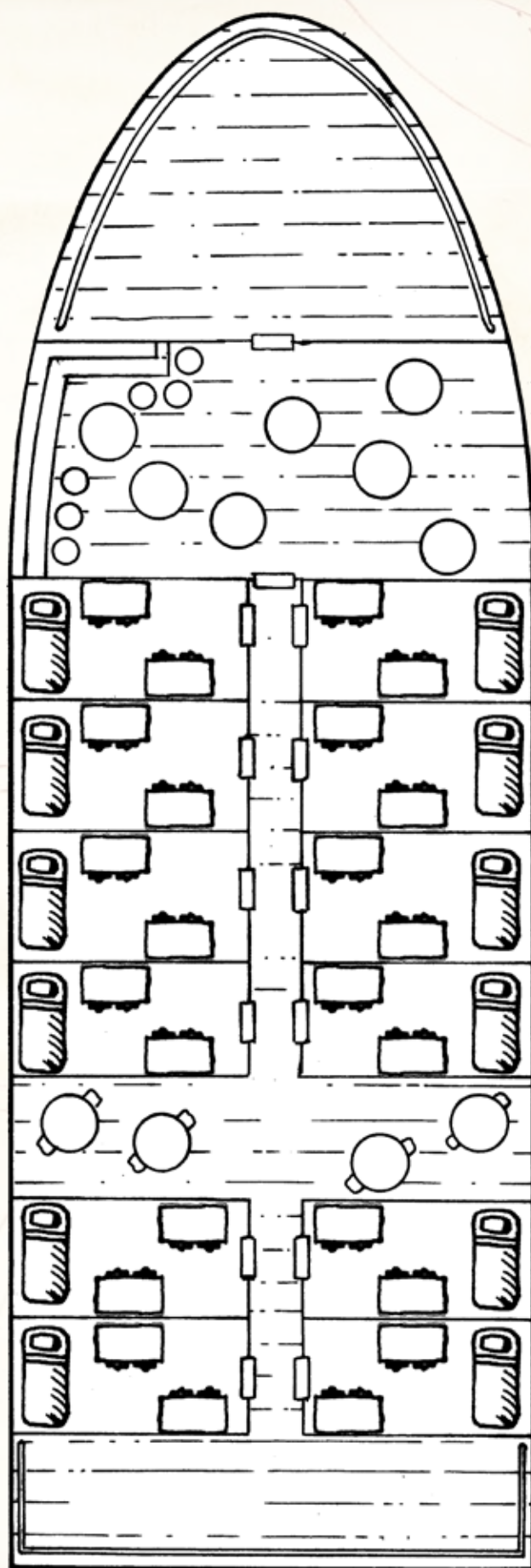
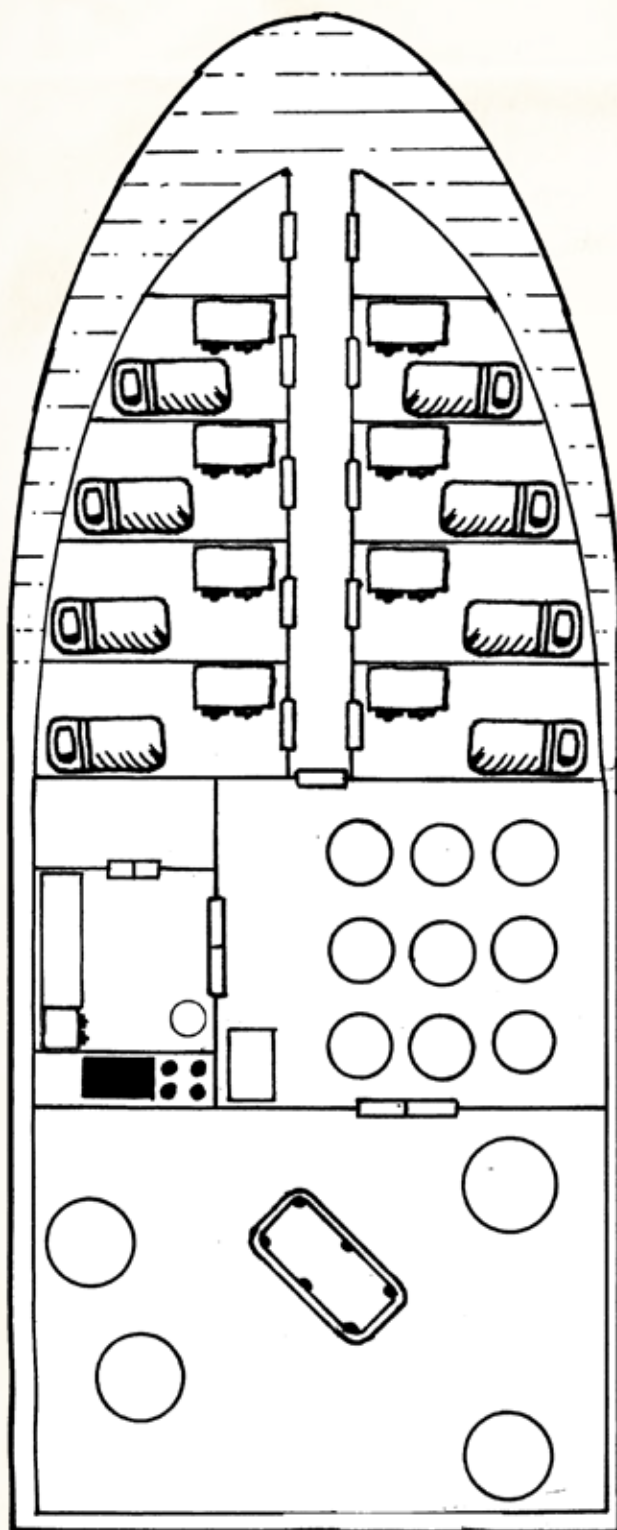
If the characters do nothing, Simonet and his men eventually gun Flanders down, but only after he has killed a dozen people and wounded ten more.

It's possible that characters who have encountered Marcado recognize Flanders and connect him with the Boss. If he is challenged on the subject, Marcado denies having ever met the man. Challenged or not, Marcado's weapon crates are discovered later that night because of the messy job the gunman did in opening them. The Captain checks the ship's files, but all records for those particular crates have gone missing. He orders the weapons put in an engineering locker deep in the bowels of the ship and secured with a padlock.

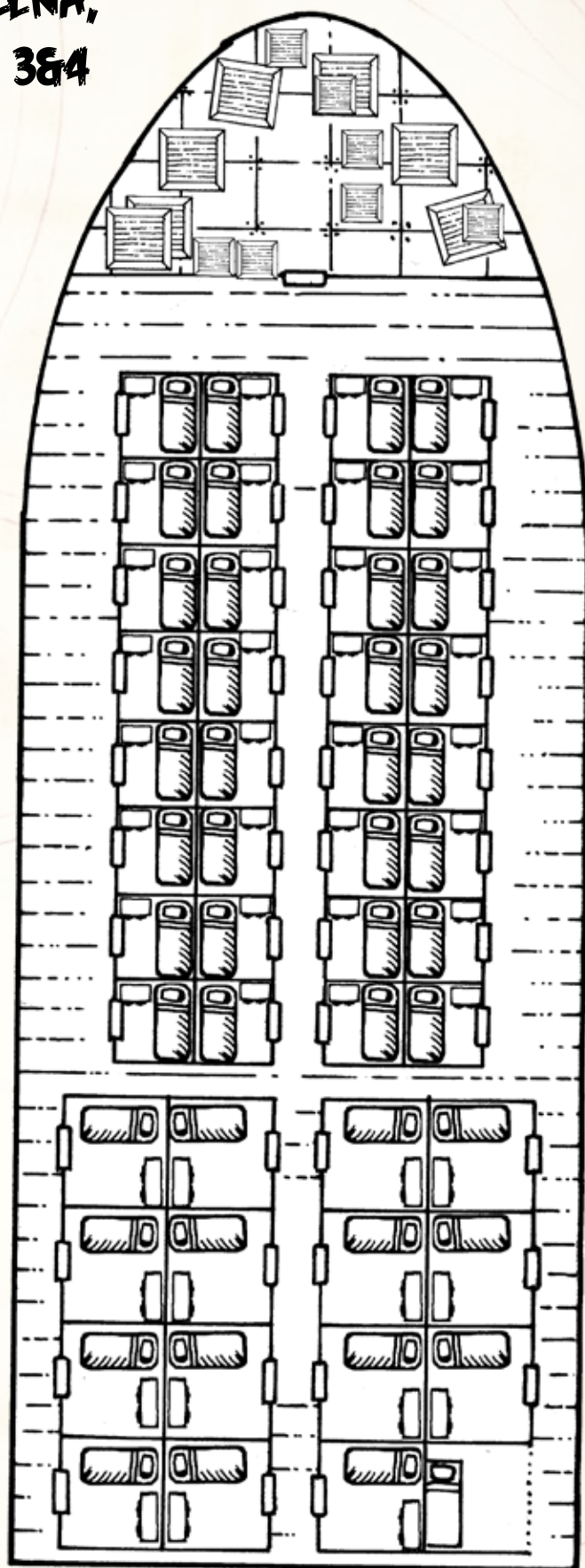
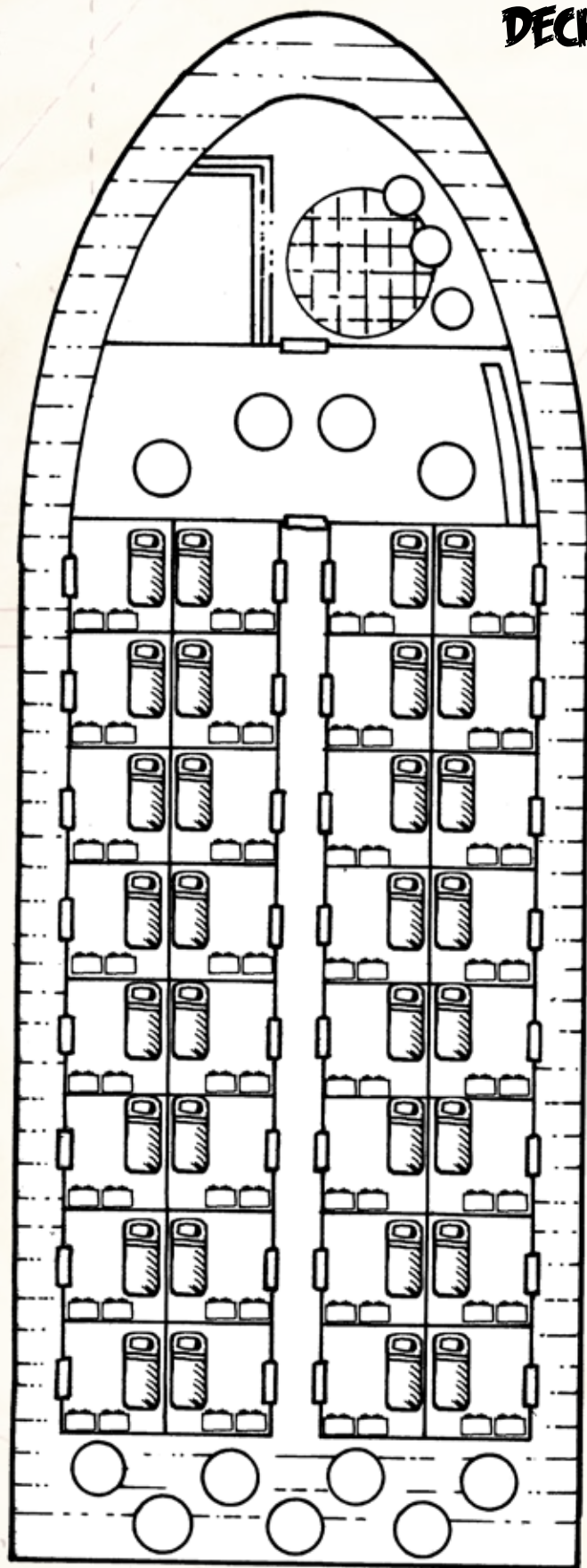
RENDEZVOUS

The evening of the shooting, Louise Lebstien invites a young man back to her cabin for the night. This is her usual partner if she has one, or any of the male characters if they accept. Once inside her cabin, Louise quickly discards her dress and jumps all over the character, but before anything really happens, her caresses become blows, and she runs out of the cabin screaming "rape!" How this situation plays out depends on many factors. Mrs. Lebstien already has a reputation among the passengers, and they are not overly inclined to believe her, especially if the character has been a common companion of the lady, or if anyone heard her invite the character to her cabin. Also, if the character had a hand in stopping the gunman earlier, the

ST. HELENA, DECKS 1 & 2



ST. HELENA, DECKS 3&4



passengers are more disposed to believe him. However, should the character react in an aggressive manner, opinion quickly turns against him. Unless the character does something unusual, the Captain confines him to quarters until further notice.

NIGHT FALLS ON ST. HELENA

The night passes in an eerie calm on the ship. Most of the passengers lock themselves in their cabins and don't even peek their heads out during the night. The next day dawns gray and overcast. The ticking has increased in volume so that everyone can hear it all over the ship. The Captain orders his crew to investigate the whole ship, but no one can locate the sound. All the characters must now make a Spirit roll, anyone who passes gets the feeling they are being watched.

Meanwhile, the Captain has decided he's unable to transport the bodies of those killed in the gunman's attack all the way to Europe and has announced a burial at sea to be held at sunset. As the day winds on and the bodies of the dead are sewn into sheets weighted with iron, strange events continue to occur.

- **Accusations:** During breakfast, a man named Edmund Shepard charges into the dinning room, points an accusing finger at Boss Marcado, and screams, "It was you. You murdering bastard! You killed those people, and God will send you to hell!"

One of Marcado's henchmen grabs the man, drags him out onto the deck, and slaps him around until he calms down. (The actual degree of slapping depends on the witnesses present.)

- **Lifesavers:** Just after lunch, Silas McHenry, an old sailor who has served on the *St. Helena* as long as the Captain, runs around the deck, grabbing life preservers off the wall and flinging them into the ocean. Anyone can stop him by physically holding onto him. He doesn't resist. But as soon as he is released, he goes right back to tossing life preservers. The whole time, Silas keeps muttering, "Got to save them..."

Captain Simonet orders Silas confined to quarters. An hour later, Silas is calm. He remembers his actions, but can't explain why he did them, nor can he explain whom he thought he was trying to save.

WANT MORE WEIRDNESS?

The Game Master is encouraged to invent other strange incidents that might involve the characters or get them into trouble. Basically, the ticking of evil intelligence that controls the *Alabama* is playing on the nerves of everyone onboard, and those with weaker willpower are beginning to crack.

PART TWO: DEAD GO DOWN, DEAD COME UP

As the sun descends over the western horizon, Captain Simonet and most of his crew gather on the starboard deck. The sheet-wrapped bodies of the dead are laid out neatly on the deck. Just over a hundred passengers also attend. The Captain even lets out anyone who has been confined to quarters if they ask to be present at the ceremony. All of the main NPCs are there, except for Boss Marcado and his men.

It is a quiet, somber gathering. The Captain pulls out his Bible and reads a couple of verses. As he is doing so, all the characters present should make a Notice roll. Anyone who passes sees a great black shadow in the water beside the ship. Whispers circulate among the crowd as the Captain closes his Bible and reads a list of the dead. He asks if anyone wishes to come up and say a few words. A couple of people do, but most of the gathered crowd has become more interested in the great shadow than the funeral. The Captain notices this but does his best to continue with the ceremony. After everyone is done speaking, he signals to two of his crewmen. They lift the first of the bodies and drop it over the side. Just as the body hits the water, the *Alabama* explodes out from under the ocean! (Everyone should make Guts checks.)

RIDE THE WAVE

The *Alabama* surfaces about sixty yards off the starboard side of the *St. Helena*. The violence of the sudden emergence causes a massive wave to head toward the assembled funeral party. The passengers scramble in all directions as the water comes crashing over the side. All those present must make Agility rolls. Anyone who rolls a "1" is washed over the side of the boat. Anyone who specifically states he's grabbing hold of something (such as the railing) may choose to make a Strength roll instead. A dozen of the passengers (including Louise Lebstein if it adds to the drama) are swept over the side and into the ocean.

Passengers who fall into the water are doomed unless the characters try and save them. The unfortunates either drown where they are or are left behind. The easiest way to try and save these people is to throw a life preserver attached to a rope, but remember that life preservers may be in short supply if Silas McHenry threw most of them in the water earlier.

Characters who end up in the water are little better off. The deck of the *St. Helena* rides too high out of the

water for anyone to reach and there is no other way up her side. They can, however, attempt to board the *Alabama*, which rides lower in the water and whose damaged hull makes climbing possible. A couple of sog zombies (see the end of this adventure) immediately attack anyone who climbs aboard, attempting to push them back into the ocean.

A moment after the giant wave, two of the *Alabama*'s crew swivel the main deck gun toward the *St. Helena*. The gun fires with a puff of weak powder, and the shell bounces off the *St. Helena*'s hull with a metallic ring. The ticking that has been haunting the passengers for two days is now so loud it's almost deafening.

GRAPPLES AWAY

The two ships continue to plow forward through the ocean but the *Alabama* angles in toward its victim. When the ships are less than twenty yards apart, the

C.S.A. ALABAMA

The *Alabama* was a top of the line ship in 1862 when it was built. It combined Barkentine-rigged sails and a 300 horsepower coal engine that gave her a trail speed of 13.5 knots. Neither of these propulsion systems is used by the evil intelligence, which moves the ship via supernatural means. It is now faster above and below water than any man-made ship currently trolling the oceans.

The *Alabama* is 300 feet long, 30 feet wide, and draws about 15 feet of water with its current load. The ship has three decks below the main. The captain's cabin is one deck below the main in the aft of the ship, and the ammo store is two decks below the main in the fore. Although the ship sports many cannon, only the 8-inch shell gun, placed in a swivel mount on the main deck, is still in use. Some of the old smooth-bore cannon might still be serviceable if dry powder is available.

The ship can easily carry a crew of over 300 zombies. The Game Master should not worry about the specific number and feel free to use as many or as few undead as makes the adventure challenging.

Alabama's crew throws grappling hooks over the railing of the *St. Helena* and begins to climb across, long knives gleaming in their teeth. The characters now get their first clear glimpse of the long-dead pirates and must make Guts checks. Their pale, rubbery flesh hangs in tatters from their bones. Lifeless eyes stare from heads covered in scraggly patches of hair. What remains of their dripping clothes speaks of a motley crew formed of the dead of countless ages skimmed from the slimy depths. The Roman Empire, the Conquistadors, the Barbary pirates, and the original Confederate sailors are all represented.

Characters attempting to cut the grapple lines have a tough time. The lines are made of thick, water-soaked rope which prove very difficult to cut. The Toughness of the lines is 12 (see **Breaking Things** in the *Savage Worlds* rule book). The grappling hooks can also be pulled off, but this requires a Strength roll at -8 since the lines are held tight by zombies and secured to the *Alabama*.

In any event, there are more grapple lines than the characters have time to deal with, especially if some are off saving those in the water, or happened to be in the water themselves.

ZOMBIES, ZOMBIES, EVERYWHERE

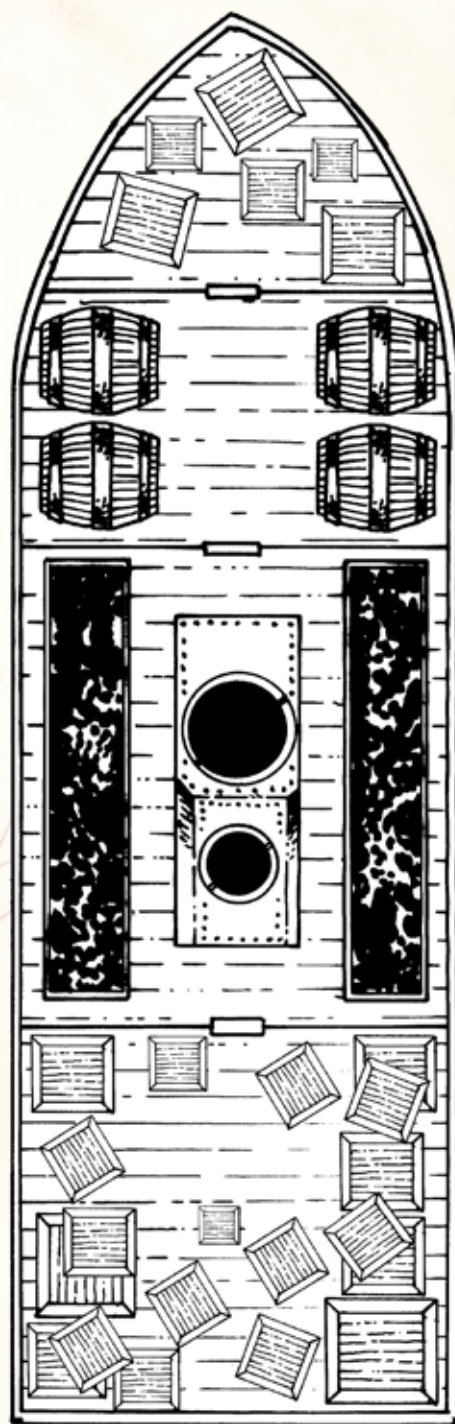
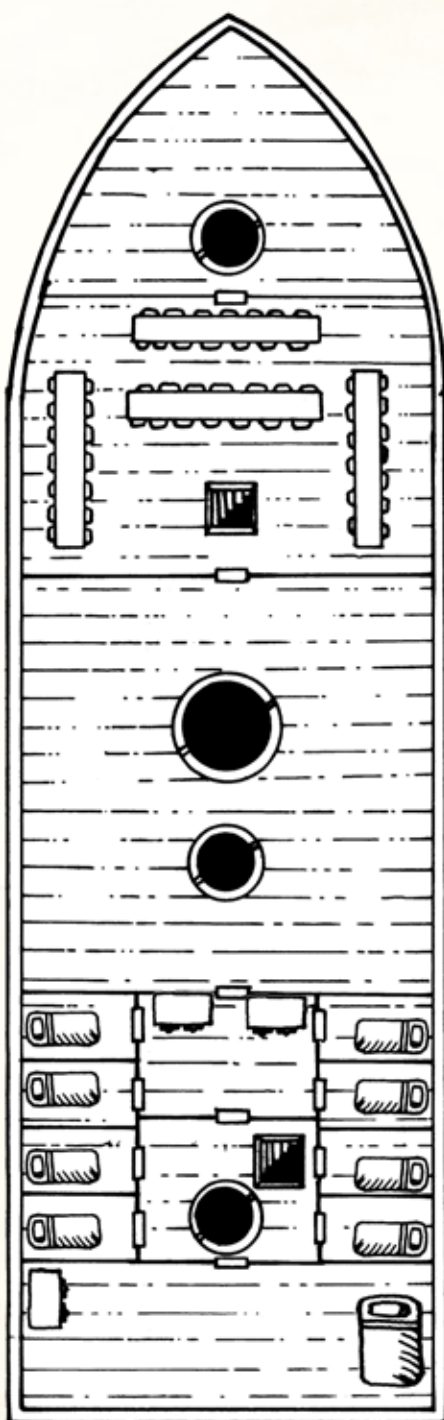
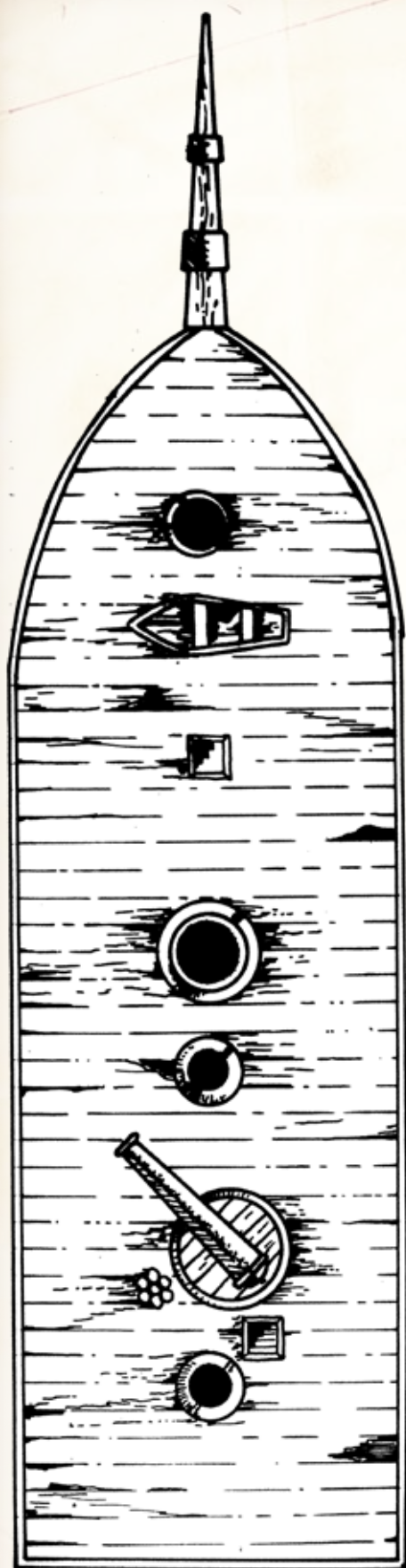
The first wave of attackers from the *Alabama* consists of thirty sog zombies. These immediately scatter in all directions, chasing after fleeing passengers and hacking at anyone within reach. Their job is to create as much panic as possible. If any individual or group of individuals present serious resistance, a group of zombies concentrates on taking out the threat.

A favorite tactic of the undead crew is to throw people over the side of the ship, even if this means falling over themselves. (The *Alabama* can go back and collect them later).

The second wave of zombies comes over about five minutes after the first. This group consists of twenty zombies led by Captain Hernandez. Hernandez is the only one of the *Alabama*'s zombies that has retained any individual personality. A great Spanish buccaneer during the 15th century, Hernandez was caught near the straights of Gibraltar and killed during a duel with the English Royal Navy. Although subject to the will of the *Alabama*'s evil intellect, he is motivated by his hatred of all things living. He takes a special pleasure in killing with his heavy cutlass, and goes out of his way to attack any Englishmen he finds.

Hernandez leads his group of zombies toward the *St. Helena*'s bridge, where Captain Simonet and several of his crew have gone to hide. Upon entering the bridge, the sog zombies attack the crew while Hernandez steals the ship's chronometer. It takes several minutes for

ALABAMA, TOP, MIDDLE, AND LOWER DECKS



Hernandez to rip the chronometer free, but once he does so, he immediately orders his zombies to head back to the *Alabama*. When Hernandez leaves the bridge, Captain Simonet and one other crewman are still alive.

Hernandez guides his group back to the grappling hooks and across to the *Alabama*, where he heads straight for the Captain's quarters to add the new chronometer to the ticking collection.

BOSS MARCADO MAKES HIS MOVE

Boss Marcado has no more idea what's going on than anybody else, but instead of reacting in panic, the Boss sees an opportunity to recover his lost goods. He sends two of his remaining guards down to the engineering locker. They shoot the lock off with their pistols, grab a couple of machineguns, and begin stuffing the rest into canvas bags. Any characters who come looking for extra firepower are very likely to encounter the two men as they load up their bags. With confusion reigning all over the ship, the thugs have no reluctance to fire at anyone who sees them. It takes the henchmen three trips to get all of the guns.

Meanwhile, Marcado dispatches another of his guards to the bridge to deal with the Captain for taking his guns. This thug reaches the bridge just after Captain Hernandez and the zombies. He waits outside as the undead steal the chronometer. After they leave, the henchman steps onto the bridge and guns down everyone in the room who is still alive.

Marcado also considers this a grand opportunity to eliminate anyone on the boat who may pose a threat to him. Once his men have returned from their missions, he sends his best gunman to pick off any threats (most likely the characters, if they have been poking around, and Edmund Shepard who denounced Marcado at the breakfast table). For the rest of the battle with the *Alabama*, Marcado holes up in his room with his remaining henchmen, gunning down anyone who gets too close.

MAIN GUN, FIRE!

While the zombies board and run around the *St. Helena*, the *Alabama's* main gun continues to fire at a rate of about one shot per minute. Most of these shots are duds and either don't leave the barrel or do so with minimum effect. A few of the *Alabama's* shells are still good however, and about every fourth or fifth shot explodes into the side of her prey. Soon the *St.*

Helena begins taking on water. Anyone paying attention should easily realize the *Alabama's* main gun is the biggest threat to everyone on the ship. Attempts to pick off the zombie gun crew with ranged weapons are only moderately successful. Although it slows down the firing, any of the zombie gunners that are "killed" are quickly replaced. The only sure way of silencing the gun is to board the *Alabama*.

BOARDING PARTY, AWAY!

Any characters who fall in the ocean, either through clumsiness or being tossed by a sog zombie, and not rescued by their comrades have to attempt to board the *Alabama* if they wish to survive. Boarding can be accomplished by succeeding at a Swimming roll, followed by two Climbing rolls (or one Climbing roll with a raise).

Characters still on board the *St. Helena* who wish to board the *Alabama* can do so by climbing over the same ropes as the sog zombies. After Captain Hernandez leads his group across, these ropes are left unguarded. Anyone can cross them by passing a Climbing roll.

When the characters set foot on the deck of the *Alabama*, they should immediately make a Spirit roll. Anyone who passes feels pulsing vibrations running through the deck in time with the continuous ticking. These vibrations lead anyone who follows directly to the Captain's cabin.

SPIKING THE CANNON

Characters attempting to reach the deck gun have to fight their way through a half dozen roving zombies and the two that serve as the gun's crew. This stops the gun firing for as long as the characters remain there guarding it. Destroying the gun is the permanent solution but is easier said than done. Spiking the cannon is almost out of the question unless the characters brought a sledgehammer and spike with them. It is unlikely the heroes have any tools or weapons that can damage the barrel (guns are useless for this). It is possible to block up the barrel with enough stuff shoved down it, but this must be packed nearly air-tight and it is unlikely the characters have time.

The best way to destroy the gun is to use one of its own shells as an explosive. Leave



it up to the characters to explain how they intend on detonating the munition. Shooting them is possible, but not terribly likely to work unless you are unwisely standing very close. Also, the Game Master should remember that four out of five of the shells are duds and either won't explode or do so with little real effect.

The deck gun cannot be depressed enough to fire at any part of the *Alabama* except the masts. Although shooting off the masts creates more confusion, the *Alabama* no longer needs them to sail.

DOWN BELOW

There are few items of interest below the *Alabama*'s main deck other than the Captain's cabin and more sog zombies. The one exception is the powder room, which someone might head for in attempt to blow up the ship. Unfortunately for the characters, this is a lot more difficult than in pirate movies. First, the *Alabama*'s powder store is long since soaked into uselessness, and the powder will not ignite. The only dry gunpowder is in a few of the sealed shells. If the characters find and reach the powder room, they are still faced with the problem of how to detonate it. The entire ship is completely soaked and impossible to set on fire. Individual shells can be exploded, and this might start a chain reaction in the ammo store big enough to destroy or cripple the ship. However, most of the shells are corroded, and the powder inside is ruined, so a trigger shell is hard to locate. Once a trigger shell is found, the characters have to decide how to ignite the explosion without being in the middle of it.

THE HEART OF THE BEAST

The heart of the *Alabama* is in the Captain's cabin, in the aft, just below the main deck. At least a dozen zombies guard the way. Inside the room, seventy chronometers hang on the walls, ticking in unison. The chronometers come from each of the *Alabama*'s victims, most while she sailed as a Confederate raider, but a few have been added more recently. Anyone entering the cabin feels the evil malignance of the intelligence that guides the ship, and must make a Guts check. The ticking inside the cabin is so loud that no vocal communication between the characters is possible, and the Game Master is advised not to let the players speak with each other (though they may make hand signals).

The intelligence has no defense mechanisms other than its control over the zombies. As soon as it perceives a threat to its chronometers, it begins to summon all its minions onboard to its aid. It also calls Captain Hernandez to come to its defense wherever he is.

It doesn't take a genius to figure out that the chronometers have something to do with the evil that is guiding the *Alabama*. The characters probably

start breaking things to remedy the situation (the most common character solution to any problem). The chronometers aren't much tougher than an average clock and throwing them on the ground and stomping on them is enough to ensure destruction. As soon as a chronometer is destroyed, the *Alabama* begins to shudder. When a second chronometer is broken, the ship shakes violently. Should three or more be destroyed, the *Alabama* recalls all its zombies and begins to submerge.

ABANDON SHIP

All the characters onboard when the *Alabama* begins to submerge must make an Agility roll to stay on their feet as the ship suddenly tilts its prow down. Anyone below decks can make a Smarts roll to realize what has just occurred. Getting off the ship is actually a little more difficult than getting on. First, any heroes in the Captain's cabin have to fight their way up the stairs against a tide of zombies coming down to protect the intelligence. If he is still "alive," Captain Hernandez waits for the characters at the top of the steps and does everything in his power to either kill them or keep them below decks until the ship fully submerges. Remember that stairways within the *Alabama* are extremely narrow, and no more than one person can move up or down them at a time. Thus only one person can fight with Captain Hernandez. This should be a dramatic and desperate duel as water begins to fill the hold and wash around the character's feet. People with guns can attempt to shoot Hernandez, but unless they have a point blank shot, all rolls are at -4 due to the cover provided by the stairs and the main support posts that run through the ship.

It takes 2d6+4 rounds for the *Alabama* to fully submerge. Characters on deck and those who get past Hernandez find that the grapples are still attached to the *St. Helena*. Once again, these ropes can be crossed with a Climbing roll, but this time the roll is at -2 due to the extreme angle between the rail of the *St. Helena* and the submerging *Alabama*. Anyone who fails the roll falls into the ocean and is at the mercy of his fellow characters. Also, depending on the timing, it is very possible there are still zombies on the ropes climbing the other way.

SAFE AT HOME

Once back on the *St. Helena* (or still there if they never left), the characters still face one problem. The zombies make no effort to detach the grapple lines from the *Alabama*! As that ship submerges, it pulls the *St. Helena* over, threatening to capsize her! It's up to the heroes to cut the lines. There are now several knives laying about the deck dropped by zombies to aid the process. There are far less ropes now, so cutting a few (one per player character, in fact) will save the *St. Helena*. The ship is pulled under in four rounds. If the heroes haven't cut or pulled loose at least as many lines

as there are player characters, the ship capsizes (see above). A couple of malingering zombies (one per hero) attacking the rescuers adds to the tension.

THE AFTERMATH

If the team successfully drives off the *Alabama*, she slinks away below the waves to lick her wounds and search for easier prey. The *St. Helena* is safe from attack for the rest of her journey. However, the situation aboard the passenger ship is little better than chaos. The decks look like a battlefield. Blood and corpses are everywhere. Depending on the heroes' actions, twenty to forty of the passengers were killed by the zombies, around a dozen fell overboard, and four or five more were murdered by Boss Marcado's men. With Captain Simonet mostly likely dead, the survivors look for a new leader. If the characters have saved the day, most of the passengers look to them for guidance.

The first task is to save anyone still in the water and tend to the wounded. The bodies of the dead also need to be thrown overboard or after a day or two they begin to stink and increase the danger of disease. Anyone involved in body removal is entitled to a Smarts roll to notice that Captain Simonet and several others were killed by gunfire (none of the zombies carried guns). Eventually someone notices the engineering locker is broken open and the guns that were stored there are missing.

If Captain Simonet is indeed dead, there is only one junior officer left on-board who can steer the ship. Within a day or two of the attack, Boss Marcado sends one of his boys to have a little talk with the new Captain. The man never bothers to search for the missing guns and is reluctant to take any action against the mobster.

If the characters press the issue of the murders and the missing guns, it probably doesn't take them long to figure out Marcado is behind it all. With no real law remaining on the ship, Marcado is not above open warfare against the interlopers in order to protect himself. If several of his henchmen were killed, he attempts to recruit a few more bodyguards from among the passengers.

How this situation plays out is completely up to the do-gooders.

FAILING

Should the unthinkable occur and the characters fail to stop the *Alabama*, their ship is destroyed. Although plenty of wreckage and lifeboats are available to keep their heads above water, they are at the mercy of the Game Master as to what happens next. It is a highly traveled area of the Atlantic and any kind of ship could come along and find them (is that the *Titanic*?).

LAND, SWEET LAND

Assuming the characters do stop the *Alabama*, the *St. Helena* reaches England about two weeks after the attack, landing at Portsmouth. The ship is greeted by a group of agents from Scotland Yard, who want to question everyone aboard. Unless someone points the finger at Marcado, he walks out a free man as he possesses meticulously forged documents. With so much confusion and conflicting accounts, the agents aren't likely to arrest anyone unless they committed some blatantly violent crime or were wanted before they got onboard. After a day or two of questioning, everyone is released.

REWARDS

This adventure contains very few monetary rewards. There is very little of value on the *Alabama*. Unscrupulous characters may take the opportunity presented by all the confusion aboard the *St. Helena* to do a little thieving. There are several rich passengers who are carrying a good deal of money and jewelry, not least among them Louise Lebsstein. It's quite possible that several of these people are killed during the adventure, which makes their valuables easier to obtain.

If the characters figure out Ric Taglio is actually the crime boss Lugo Marcado, it's possible they have heard of the reward for information leading to his capture. Even if they don't figure out who he is exactly, if he is pointed out to Scotland Yard, or his body is presented to them, the agents eventually determine his true identity. In either case, the United States government sends the reward to the characters. Of course, should Marcado's body end up in the sea, there is no proof and thus no reward.

FURTHER ADVENTURES

Rise, Alabama! is designed as a stand-alone adventure that can be placed in the midst of a variety of settings, with few repercussions on the campaign at large. However, should the players really enjoy taking on the undead raider, there are a few possibilities for further adventures. First, the *Alabama* can pop up looking for a little revenge any time the characters take to the ocean. Also, who is to say the *Alabama* is the only sunken ship that has been infested? A Weird Wars campaign might see the *Bismarck*, or the Japanese carriers sunk at Midway return to the surface. Perhaps the intelligence behind the *Alabama* is just the first of a group of evil entities invading our plane of reality using our cast-aside war machines. And just because the *Alabama* is confined to the oceans doesn't mean that its sog zombie slaves are.

Finally, should a character be foolish enough to take one of the chronometers from the *Alabama*, he eventually finds out that he's carrying around a very evil, and very angry, piece of the *Alabama*'s intelligence.

DRAMATIS PERSONAE

*LUGO "BOSS" MARCADO (A.K.A. RIC TAGLIO)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d10
Skills: Fighting d8, Guts d10, Intimidation d10, Notice d10, Shooting d8, Stealth d6, Streetwise d10,
Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 7
Hindrances: Bloodthirsty, Wanted (Major)
Edges: Alertness, Combat Reflexes, Hard to Kill
Gear: Pistol, (SMG from '20s on).

BOSS MARCADO'S HENCHMEN

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Guts d10, Intimidation d8, Notice d6, Shooting d10, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Edges & Hindrances: None.
Gear: Pistol, (SMG from '20s on).

*DAVID LARNER (PROFESSIONAL GAMBLER)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Gambling d12, Guts d8, Notice d10, Persuasion d10, Stealth d8, Streetwise d10, Swimming d6
Charisma: +5; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: None
Edges: Very Attractive, Charismatic
Gear: None.

*MRS. LOUISE LEBSTEIN (WEALTHY WIDOW)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Persuasion d12, Stealth d8, Streetwise d10, Swimming d6
Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Hindrances: Stubborn
Edges: Attractive, Filthy Rich
Gear: None.

*CAPTAIN GERALD SIMONET (CAPTAIN OF THE ST. HELENA)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Boating d10, Climbing d8, Fighting d6, Knowledge (Navigation) d8, Swimming d8
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Doubting Thomas
Edges: None
Gear: None.

*ROBERT HALTON (ENGLISH HUNTSMAN)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Climbing d8, Fighting d8, Gambling d6, Guts d10, Healing d8, Swimming d8, Notice d8, Riding d6, Shooting d10, Stealth d8, Survival d8, Swimming d8, Throwing d6, Tracking d8
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Curios, Code of Honor
Edges: Rich, Level Headed, Marksman
Gear: Knife, rifle.

*CAPTAIN HERNANDEZ (UNDEAD PIRATE)

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10
Skills: Boating d10, Climbing d10, Fighting d12, Intimidation d12, Notice d8, Swimming d8, Throwing d10
Pace: 5; **Parry:** 8; **Toughness:** 10 (1; includes all bonuses and armor)
Gear: Sword and dagger.
Armor: Heavy Leather Coat (+1).
Special Abilities:

- **Edges:** Arcane Resistance, Block, Dodge, Florentine
- **Fearless:** Sog Zombies are immune to Fear and Intimidation
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Fire Resistance:** The body of a sog zombie is constantly soaking in water and thus they have +4 Toughness against fire-based attacks.

SOG ZOMBIES

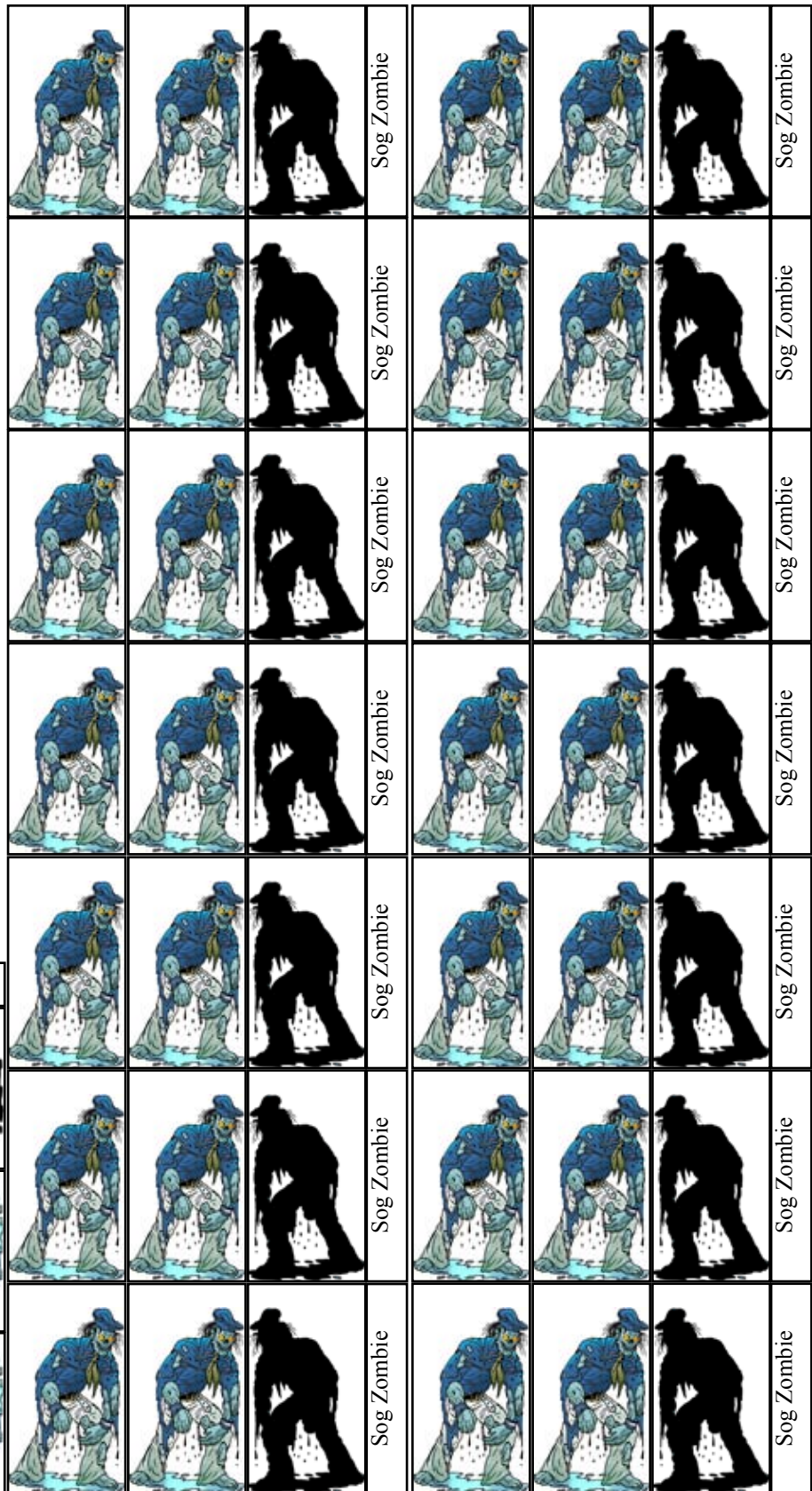
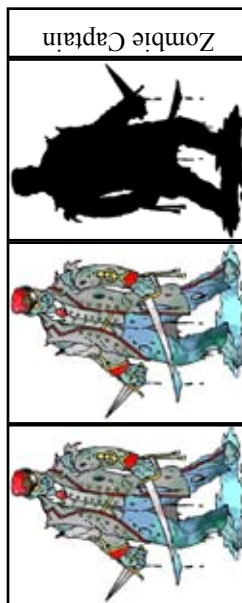
Any zombie created of a dead sailor while underwater is a sog zombie and varies slightly from its earth-bound cousins.

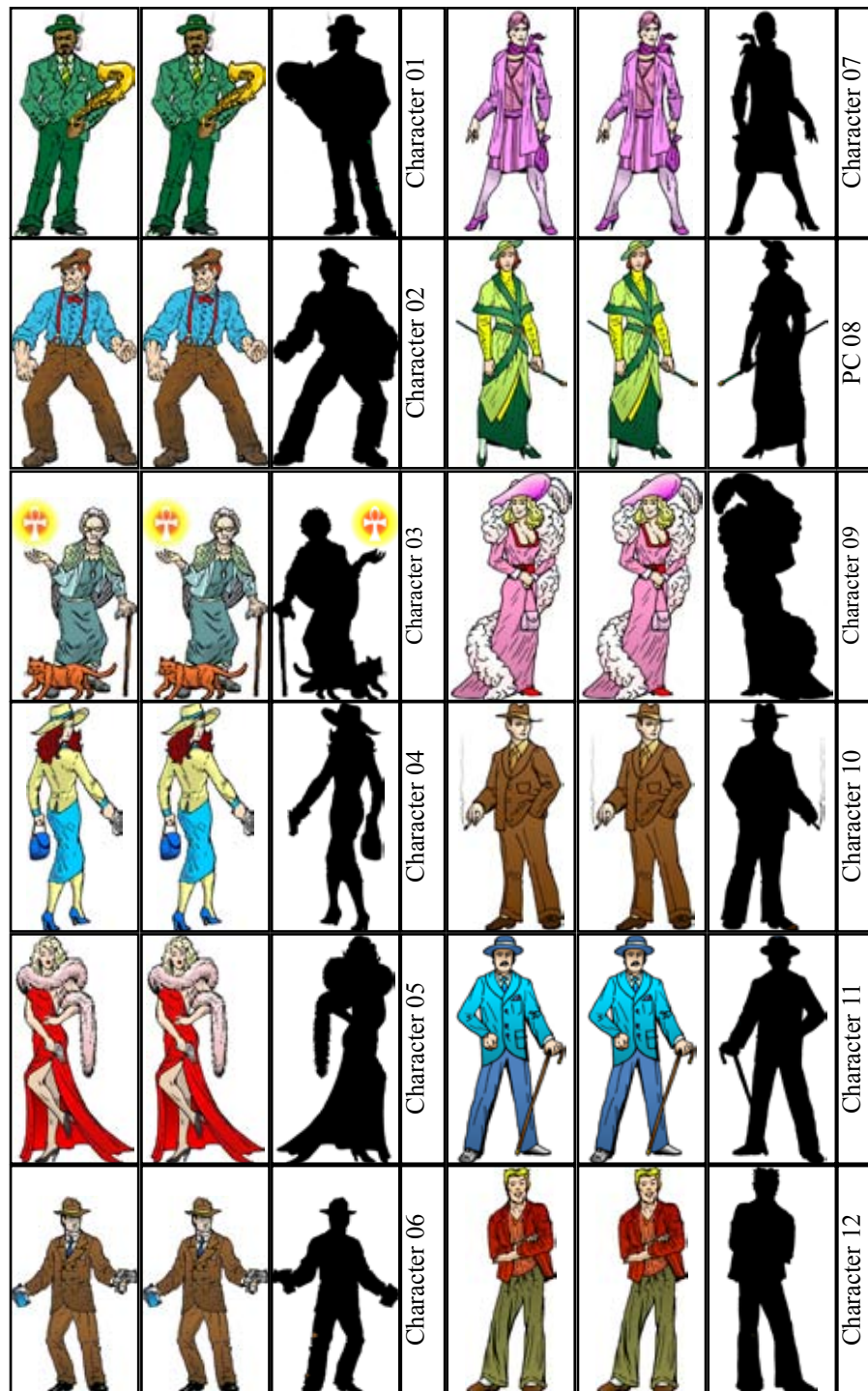
Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d6, Notice d4, Swimming d8, Climb d8
Pace: 5; **Parry:** 5; **Toughness:** 7
Special Abilities:

- **Fearless:** Sog Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Fire Resistance:** The body of a sog zombie is constantly soaking in water and thus they have +4 Toughness against fire-based attacks.

SOG ZOMBIES

Permission is granted to freely print and/or copy this page for personal use.





The characters on this page can be used as player characters, passengers, or crew, depending on the time-frame you choose for *Rise Alabama!* Hundreds more Figure Flats are available for other settings depending on when and where you set this adventure.

Permission is granted to print and/or copy this page for personal use.