

Free Content Friday - January 2020

ASSAULT ON CAMP WATIPOCO

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Background

Camp is an exciting Summer activity for kids. They learn wilderness survival, archery, and forge friendships that will last a lifetime. But this year isn't about making friends, it's about making it out alive.

An Infection in a nearby town spills over into a struggle for survival for the girls of Camp Watipoco in Upper Maine. As the Infected attack the girl's stronghold, a newly-formed militia arrives and wipes out the immediate threat. At first, they might be hailed as saviors, until their real motives are unmasked. In the end, the campers have to stay alive by escaping both the militia group's sadistic leader and the newly-arrived horde of undead from the town.



Mission Brief

The characters will secure the main lodge at their Summer Camp, establish communications with a local military base, and finally fight off a Militia Group bent on taking their resources and even kidnapping a few of the campers.

Scope

The adventure takes place at Camp Watipoco in the main lodge as well as several outbuildings.

Labor Value

✂️ 40 (30 to barricade and setup defensible positions within the Main Lodge and 10 to use HAM radio correctly and find military broadcast)

OPTIONAL OBJECTIVE

✂️ 20 to scour buildings for usable weapons and gear

Training Value(s)



Crucial Skill Check(s)

{Construction/Engineering%, Search%, Spot/Listen%, Diplomacy%}

Risk Factor(s)

Starting Risk: ⚠️ 10

⚠️ 1 for securing the lodge

⚠️ 1 for moving from building to building

⚠️ D5! for Militia using guns on Day 2

⚠️ 20 for Day 3, escape from both Infected and Militia

Special

Arrival of Militia: Immediately adjacent Infected killed, but nearby attracted to noise, will take 12+ hours to arrive en masse beginning of Day 3

Success

✂️ 100

Escape from both Infected and Militia, perhaps setting them against each other.

Failure

Overrun by Infected, Militia takes one or more of the counselors and escapes, remaining campers die.

NPCS





CAMP PERSONNEL

Jane Meadows

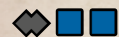
Head Counselor / Camp owner.

Jane Meadows is a retired schoolteacher from a neighboring state. She purchased the camp forty years ago and grew it up from nothing. Every Summer, she welcomes hundreds of girls to Camp Watipoco from all across the country for two months of camaraderie and morale building.


Jane believes in the tenets of her camp - sound judgement, personal responsibility, mindfulness, and helping others. While she may appear tough and unyielding in front of the girls, everything she does is to ensure their safety, facilitate learning, and enable bonding with the other campers. She often looks the other way when rules are bent, allowing the campers to think they got away with something, as long as they aren't in any real danger.

 **Strength:** 28
 **Perception:** 32
 **Empathy:** 32
 **Willpower:** 28

Base Dice Pool



Vitality

Health Points: (5)
 Defense: 0
 Damage Threshold:  5

Skill Check(s)

{Spot/Listen +5%, Calm Other +10%, Diplomacy-Barter +10%, Diplomacy-Command +15%}

Abilities / Upgrades

Teacher, Tough

Barter

Supplies - General (3), Sustenance (8)





Melinda "Missy" Chambers

Head of Junior Counselors, Ex-Marine

Missy spent eight years in the Marines before a knee injury during a training exercise forced her medical discharge. Casting about for new purpose, she hit on returning to the camp she loved so long ago and signed on to take over when Jane retires. She loves rules and protocol, and is very structured and disciplined.

Missy trusts Jane's opinions, but believes in a more nurturing stance with positive reinforcement. She feels that being a friend to the girls and letting the counselors deal with discipline and direction


is her style, though she will take a firmer hand when necessary. The girls trust her.

 **Strength:** 32
 **Perception:** 32
 **Empathy:** 28
 **Willpower:** 32



Base Dice Pool



Vitality

Health Points: (5)
 Defense: 0
 Damage Threshold:  7





Skill Check(s)

{Brawl +10%, Dodge +10%, Grapple +5%, Search +5%, Stealth +10%, Firearm-Pistol +15% [ Pi/SI], Firearm-Long Gun +5% [ Pi/SI]}

Abilities / Upgrades

Basic First Aid, Survival Skills (Forest)

Other Counselors

 **Strength:** 28
 **Perception:** 32
 **Empathy:** 32
 **Willpower:** 28

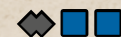
Trish Buenaventura: Assistant Overnights Counselor, - Sarcastic, but nice. Organized, but not great in a crisis.

Karen Stevens: Counselor of Cabin 7 - Gung-ho and all about the kids, Believes in the camp and will listen to anything Jane says.


Frank Stevens: Groundskeeper - No relation to Karen, Gruff, complains about "those kids" but very protective of them. Will literally defend the kids to his death.

Mel Frankle: Gold-Medal Winning Archery Instructor - Fit, intense, fair-minded. Ability: Archery


Base Dice Pool



Vitality

Health Points: (5)
 Defense: 0
 Damage Threshold:  5

Skill Check(s)





{Spot/Listen +5%, Calm Other +5%, Diplomacy-Persuade +10%, Brawl +15% [ Bl], Dodge +5%, Grapple +10%}

MILITIA

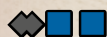
James Williams

Ex-Gym Teacher, Current Militia Leader, Survivor


James Williams is the leader of a small vicious militia consisting of several of his former high school football players and various other friends and neighbors. His seasoned leadership skills as the school's coach led the team to several first-place trophies over the years, but his grace, even in the face of defeat, afforded him the respect of his peers as well as the boys entrusted to his care.

 **Strength:** 32
 **Perception:** 32
 **Empathy:** 28
 **Willpower:** 32




Base Dice Pool



Vitality

Health Points: (5)
 Defense: 0
 Damage Threshold:  7

Skill Check(s)

{Brawl +15% [ , Bl], Dodge +5%, Grapple +10%, Search +5%, Stealth +10%, Firearm-Pistol +10% [ Pi/SI], Firearm-Long Gun +10% [ Pi/SI]}

Abilities/Upgrades

Armed, Gunslingers (Risk 5)

Hazards

"My Rifle is my Friend"

 0

Will not barter away firearms for any reason

Protocol: Supply Conversion

 5





Remove depletion dice from dice pool when using gear that requires depletion rolls

Barter




Supplies - General (3), Sustenance (8)

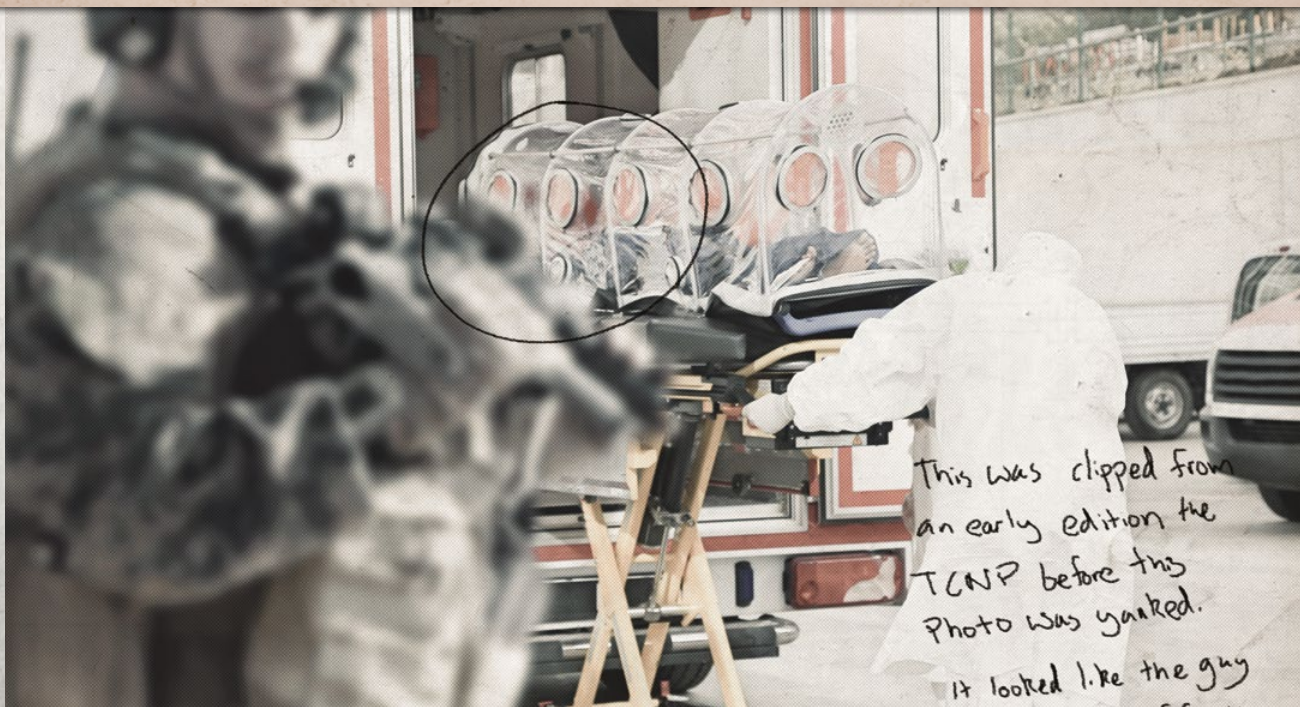
Other Militia

The militia is made up of seventeen people, all male. They are members of the town's high-school football team, two of the teammates' fathers, and a few scattered townsfolk that James was able to save. They are largely scared and untrained, but they have become more hardened in the past week after having to kill so many. They follow James, at first out of respect, but now out of fear and a mild sense of duty. For the most part, they will do as he says with little argument, unless he commands them to commit grievous harm on a living person. Even then, they will comply if he scares them enough.

 **Strength:** 32
 **Perception:** 32
 **Empathy:** 28
 **Willpower:** 32

Skill Check(s)

{Brawl +10% [ , Bl], Dodge +5%, Grapple +5%, Stealth +10% (two militia members have this skill. One of them is a football player, the other is a random townsfolk), Firearm-Pistol +10% [ , Pi/SI] (five to seven militia members have this skill, one parent and the rest football players), Firearm-Long Gun +10% [ , Pi/SI]}



This was clipped from an early edition the TCNP before this photo was yanked. It looked like the guy

Scenario

Camp Watipoco in Upper Maine rests comfortably in several acres of deciduous forest next to a large man-made lake. It consists of a main lodge overlooking a large grassy clearing surrounded by several dormitories, an archery field, medical building, activity facilities, and staff housing, as well as basketball and tennis courts. A small grassy parking lot is serviced by a nearly mile-long driveway from the local highway. The campers (girls from the ages of 12-16) are one month into a two month Summer stay, and have become good friends with each other and the counselors, some of whom are also teenaged girls around the ages of 18-20.

As the scenario begins, an infection has decimated the nearby town. For nearly a week the populace was under siege by the undead, and despite their best efforts, a newly-minted local militia was incapable of stopping stragglers from exiting the perimeter to wander the nearby woods. One of the counselors, Kevin, is bitten by an Infected on an overnight trip and subsequently dies back at the camp. Unable to contact the town, as communications there are currently non-existent, they load the body into the medical van. The assistant nurse drives into town, but shortly after leaving the camp's driveway, Kevin kills the nurse. The van crashes, and Kevin emerges from the wreckage, making his slow but unerring way back to the camp.

DAY 1

Jane instructs the campers to collect their gear, just in case they need to vacate the camp due to some viral scare. The campers have the morning to engage in activities such as archery or swimming. Near the middle of the day, Infected Kevin wanders into camp and attacks any girls who approach him or those who are unaware of him. Jane instructs all campers to the Main Lodge, which is now under assault by Kevin and anyone he may have infected earlier.

There are several outbuildings that can be searched. They are all locked except where noted. Jane has a ring of keys that are loud and not labelled, but they unlock everything in the Camp. The Archery Range Shed lock is broken off and the room has been ransacked - treat as Gun Store with one less bow than there are PCs and several handfuls of arrows. In the basement of the lodge is a tool shed - use Hardware Store template without the squatters. Several large open cabins stand at the bottom of a large open field between the lodge and the lake. They are unlocked at present, but can be locked from the inside and shuttered for some low level of protection. At the time of the initial attack, several campers may be stranded in these huts.

Applicable Location Hazards

Darkness	⚠ 1
Infected	⚠ 3
Hostile Survivor	⚠ 5

DAY 2

In the morning, the campers hear gunshots outside and the sounds of the undead clawing at the lodge subsides. A militia group, headed by James Williams, appears from the direction of the town. It is made up of several teenage boys, a few of their parents, and any townsfolk

who managed to survive the initial onslaught. The militia destroys the Infected that they can see, and James sends a few of the boys out to take care of stragglers. Then he negotiates with whatever campers and counselors are left alive for food and shelter that night.

James will try to engage the campers and gain access to the lodge in any way he can. He also sends a few members of his militia out into the woods nearby to clear out any Infected they find, and to raid any outbuildings the girls have not already searched. One of his militia is bitten at this time, but he hides it because he does not want to disappoint James. If they are not admitted into the lodge through negotiation, the militia will break in and then command the girls to barricade the door. They then hold the entire group at gunpoint for the remainder of the scenario. James remains jovial until his authority is questioned, which makes him angry and vindictive.

Applicable Location Hazards

Hostile Survivor	⚠ 3
Odor of Rot	⚠ 5
"They're Coming!"	⚠ 1

DAY 3

Somewhere in the waking hours near dawn the Infected townsfolk arrive in full force and swarm the camp. The militia watchmen wake everyone and tell James what's happening. He tells the men to finish preparing to move out because they leave just after dawn. They single out a counselor or two to take with them and as much food and stores they can carry. The campers likely know about the military base to the south due to establishing communication earlier in the scenario. While collecting any remaining gear or stores, the bitten militia member goes full Infected and attacks anyone nearby - camper or militia.

Applicable Location Hazards

Infected	⚠ 3
Militia	⚠ 3
"They're Here!"	⚠ 1

Timeline of Events

Following is a list of important events beyond the survivor's ability to control:

- ⚠ 1 – Kevin is bitten, dies and rises as infected.
- ⚠ 10 – Kevin appears at the camp, kills and infects several others.
- ⚠ 35 – James and his militia appears.
- ⚠ 50 – Final assault by remaining infected from town and woods.