

Field Manual

TWL-0004



WEEKEND WARRIORS

Requires the use of the Savage Worlds™ Roleplaying Game, published by Pinnacle Entertainment Group, Inc.

by Jerry Blakemore

12 TO MIDNIGHT, INC.



Weekend Warriors

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*We at 12 to Midnight would like to congratulate the winners of our Weekend Warriors photo contest: **Michael Lawhorn** (pgs. 21 & 32), **Erik Schweitzer** (pg 26), and **Jennifer Weissman-St. John** (pg 27).*

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Weekend Warriors

by Jerry Blakemore

The Experiment	4	Military Police Barracks (Location 46)	31
Dedication	4	Rod and Gun Club (Location 47)	31
Author Notes	4	NBC Lab (Location 48)	32
Section One: GM Preparation	6	Motor Pool (Location 49)	32
Introduction	6	Ammo Dump (Location 50)	33
Game Balance	6	Movie Theater (Location 51)	34
GM Background	6	Section Three: NBC Laboratory	35
Synopsis	7	Entry	35
Notes on Play	8	Administrative Area	35
Notes on the Maps	10	Checkpoint Bravo	35
Section Two: Weekend Warriors	11	Upper Lab	35
0a. Active Duty Mode: The Reservists	11	Lower Lab	36
0b. Active Duty Mode: The Specialists	12	Appendix A: Creatures	38
The Gate (Location 1)	13	Zombies	38
Camp Trepidation	13	Common Types	38
Chapel (Location 2)	14	Human Zombie	38
Officers Club (Location 3)	15	Dog Zombie	38
Clinic (Location 4)	16	Dominated Zombie Template	38
S-4 Supply Room (Location 5)	17	Reanimator	39
Battalion Headquarters (Location 6)	18	Death Shrieker	40
Camp Post Office (Location 7)	20	Appendix B: Weapons & Equipment	41
PX (Location 8)	20	Appendix C: Common Skill Checks	42
Bachelor Officer Quarters	21-22	and Procedures	42
Company Areas (Locations 12-35)	22	Breaking and Entering	42
Battalion Components	23	Disable Alarm	42
Bravo Company	23	Pick Locks	42
Headquarters Company	24	Appedix D: Player Handouts	43-47
Alpha Company	25	Appendix E: Characters	48-50
Charlie Company	25	Appendix F: Essential Maps	51-54
Combat Support Company	26	Savage Worlds	55
Headquarters Company (Location 35)	27	Last Rites	56
Armory (Locations 36-40)	27		
Mess Hall (Location 41)	29		
EM Club (Location 42)	29		
Facilities Engineers (Location 43)	30		
Gym (Location 44)	30		
Recreation Center (Location 45)	30		

The Experiment

This PDF uses more extensive PDF linking features than found in many e-modules. We'd like to know whether you, our customers, use these features. We would highly appreciate your feedback.

Initially, the zip file included a separate PDF with all the maps used within *Weekend Warriors*. Unfortunately, RPG Now choked on the file. We've been unable to determine why some people could unzip it and others couldn't, but in the end RPG Now pulled the file rather than have to deal with irate customers. Fortunately, the file downloads from the 12 to Midnight website just fine. We apologize for asking you to make another download, but our distributor leaves us little choice. Before you run the game, we highly recommend downloading the (9.82 MB) file <http://www.12tomidnight.com/files/militarybasemappack.pdf>.

These maps are linked within the *Weekend Warriors* document you're reading right now. When you click on a linked location name in green (such as **Location 17**), a separate window opens within Adobe Reader. This window displays the map of the area you are in. **The main Weekend Warriors PDF and the map PDF need to be in the same directory on your computer or the links will not be able to find the maps.**

If you decide to print the maps instead, we recommend using the 'best' quality of your printer. Due to the high amount of detail, anything less than 'best' quality may result in missing information.

Dedication

12 to Midnight would like to dedicate this module to the men and women of the United States Armed Forces around the world. Our hearts and minds are with the brave souls who are serving in Iraq and Afghanistan at this moment. But we have not forgotten those that remain in Kosovo, Korea, and other lonely parts of the world. Thank you, each and every one of you, for your service to this nation and the principle of freedom.

Author Notes

Back in January of 2003, Ed Wetterman and Mark Ramsey came by my house and *12 to Midnight* was formed. One of our first problems was to create an audience. We decided that a tournament module would be a great way to introduce players to what we wanted to do. I was given free rein to come up with a convention game—oh, and I had six weeks to write it before our first con.

I pulled at my hair a bit. By mid February I had the basics of a plot—I was rolling. But what was supposed to be a simple tournament module quickly turned into a walk down memory lane as I developed rough maps for the base. The infantry barracks and orderly rooms were designed after ones I lived in at Harmony Church at Fort Benning, GA. My unit used old BOQ barracks at Fort Huachuca, AZ and I used them again here. The Recreation Center became a combination of those from Huachuca and Ayers Kaserne at Kirch-Goens, Germany (West Germany when I was there). The PX also came from Ayers Kaserne, as did the Chapel.

My next problem was what the heck were the players going to do? The buzzword, 'Zombiefest', filled my head. What if some evil being came into our world and wanted to make us his undead slaves? So I created a fiend, originally called the Death Fiend, then the Brain Eater, and finally the Reanimator. But how would I get him from his world to ours? At the time WMDs (Weapons of Mass Destruction) were a big topic in the news. That made me think of the NBC (Nuclear Biological Chemical) programs and I wondered out loud. "What if our scientists developed a chemical that would allow our men to fight beyond death?" There it was: a logical (albiet skewed) reason to work on the reanimation of dead flesh.

Of course you can't conduct these experiments in a heavily populated area. Enter Camp Trepidation, NM the home of a very top secret NBC laboratory. Permanent troops come here for six months and then go back to their home base. The only regulars, the MPs, are all single males. Thus you have no dependents and very few civilians outside of the laboratory. You can see how the story developed from there.

Weekend Warriors

In the first playtest, the characters did well. They recovered from the initial shock at the front gate and survived to destroy the Reanimator. This version did not have the helicopter crash, nor did the men have any weapons as they approached the guard shack. The question came up, what keeps a group from just leaving? Enter the Department of Homeland Security Section Zulu characters. They would provide the motivation to remain on task. It proved invaluable later at AggieCon and really increased the opportunities for roleplaying in the mod.

At AggieCon, I GMed two groups through *Weekend Warriors*. The first group managed to kill the Reanimator, while the second group was a TPK (Total Party Kill). I was worried at first. Had I created a killer module, as I did a few things differently in the second sitting? But the word spread around the con was very positive. The second group had a better time than I would have ever dreamed. The chance to become a zombie turned out to be a major bonus to playing this game. The players loved it. They all rallied to the call, "I'm eating *your* brains first."

The best thing that came out of the second Aggiecon game was a quiet player sitting to my left. I wondered if he enjoyed the game, for he got pulled away at the end without me having a chance to chat with him. Well this guy, Preston DuBose, was on our forums with great frequency after that. Before we knew it we had another partner, not to mention an excellent writer and layout artist.

I left *Weekend Warriors* alone after that. I never thought of publishing this module during its early conception. The work was very personal. No one else possessed my mind's eye and would understand these layouts. But during a business meeting, the others convinced me that *Weekend Warriors* was publishable.

The task lay before me to detail the maps for the Camp. I'd done a lot of roughs and had developed the text so that other GMs would understand where

I had been. In the meantime, we added a fifth partner, Craig Largent. Craig had done the much-praised maps for *Last Rites of the Black Guard*, and said he would provide the same quality for *Weekend Warriors*. As you look at these maps, I think you will agree that Craig did a superior job.

Now we wind down to the final hours. I need to see what edits Ed Wetterman has made, and I have sent a few small changes to Craig for the maps. The light is bigger there at the end of the tunnel now. My worries

now are whether or not folks enjoy playing this 'one night stand'.

I do hope you enjoy this 'Zombiefest'. I hope you kill a couple of characters, because everyone loves playing a zombie. Lastly, I wish those of you who have walked through these barracks in real life enjoy one more stroll down memory lane.

Jerry

Blakemore



Sugar Land, TX

October 17, 2003

PS: Well here I am again, getting ready to publish *Weekend Warriors*—but this time for *Savage Worlds*. I want to thank Shane Lacy Hensley for allowing us the opportunity to engage you folks with this story. This is my first conversion of material to *Savage Worlds* and I am really looking forward to hearing your responses to this effort. Please let us know at www.12tomidnight.com when you get a chance. My partners are great guys and they enjoy pleasing you fans and chatting on the forums.

But let's get on with it. There are zombies to kill. Shoot straight... and shoot often.

Section One: GM Preparation

Introduction

One weekend a month and two weeks a year. That is the line the recruiters use to lure young people into the Army Reserves. But in these days, when the Regular Army is stretched thin, the Reserves are called upon with greater frequency. Six months at Camp Trepidation in New Mexico... Does anyone deserve this? That place is in the middle of nowhere. Hell would be easier to find! That is, unless Hell found Camp Trepidation first.

Game Balance

This adventure works best with a minimum six characters. You may run *Weekend Warriors* with four or five reservists, but the experience may not be as entertaining. This module is designed by **12 to Midnight** for tournament play, and includes a basic set of pregenerated characters in the back of the module. More character options are available as free downloads from www.12tomidnight.com. While Game Masters may incorporate this adventure in their regular campaigns, characters may pay the price. The fun REALLY starts when the characters are killed, and a few should die. However, for the survivors, this adventure may serve as a springboard for an ongoing campaign.

GM Background

Camp Trepidation is a vintage World War II barracks set in the remote New Mexico desert. This facility can accommodate a battalion in its old two-story wooden buildings. The only two-story brick buildings on the base are the Battalion Headquarters and the Armory. Other facilities include a

Battalion Mess Hall, a PX, Motor Pool, Facilities Engineers, and an Ammo Dump. There is also a large parade field and a gym with an adjacent sports field.

Facing decommissioning on more than one occasion, the base has gained newfound security since becoming the home to a top-secret Nuclear Biology Chemical (NBC) Warfare Laboratory. The lab is a long, one-story, windowless brick building rumored to have a basement. This extensive lab is staffed entirely by civilian scientists who rarely fraternize with the soldiers on base—soldiers who sometimes seem part guards and part jailers.

What no one knows, including the soldiers is that the scientists have been studying the reanimation of dead flesh for use in a combat environment. Surprisingly, their experiments have proved successful beyond their wildest dreams. Not only can critically injured soldiers be kept alive until EVAC, but also the recently dead can be temporarily reanimated. Although these “zombies” are both violent and immune to pain—features favorable on the battlefield—the scientists have not discovered a way to control them. Small-scale exercises in South America resulted in a 100% casualty rate from “friendly forces”.

Behind these “scientific” studies are creatures from another plane of existence. Although they have no formal human names, scientists refer to them as reanimators and death shriekers. Desiring new worlds to conquer, they are meddling in our own, seeking to create ideal conditions for their crossing. Today these creatures have crossed over. Tomorrow is up to you.



I'm Your Daddy!

All right cupcake. You've had it easy up to this point and Uncle Sam has seen to it that you stay on easy street. I am Sergeant Major Charles Baker and I am able and willing to steer you through the military anachronisms and terminology you are about to encounter within this fine adventure. I am your mother, your father and your conscience. Is that understood? So what are you waiting for? Move out!

Synopsis

The adventure begins with the characters broken into two groups. Most characters assume the role of Army Reservists en route to Camp Trepidation, NM for a six-month tour of duty. While the regular army deploys to the Middle East, the reserves are fulfilling certain domestic garrison duties. These soldiers are newly assigned to this particular unit and have never trained at this location before. The reservists arrived in Albuquerque wearing only their Battle Dress Uniforms (BDUs) and carrying their duffel bags. They packed themselves into an over-size passenger van and struck out for Camp Trepidation. The van can hold as many as eleven passengers and a driver. If the Driver character is used, he drives the van.

The other group is composed of two or three characters, which are vital to the module. One is the Lieutenant (LT), another is the Intel officer, and the third is the Operator. The first two soldiers are assigned to the Department of Homeland Security. They are ordered to retrieve data from Camp Trepidation's NBC Lab. The Operator also receives orders from the Department of Homeland Security, but he works for an "undisclosed" agency. He poses as a regular army soldier in his current mission, and this character is essential for the module to work correctly. These two or three characters begin the module in a helicopter.

As the first group's van approaches Camp Trepidation, the vehicle shudders, sputters and gasps as it runs out of gas. Then the soldiers see a large plume of green smoke mushroom into the evening sky and the ground shakes and the vehicle rocks from the vibrations of the earth. The result of this day's experiment met a disastrous end, as a combination of nerve gas and reanimation gas has been released in a gigantic explosion. The nerve gas is not a persistent agent, though it is quite deadly. Its useful life is a few moments, so it is inactive by the time it reaches the characters. The reanimation gas persists for close to 12 hours. Thus when a character dies in the game, he becomes a dominated zombie (See Appendix) and may play that role.

The LT, Operator and Intel soldier are buzzing

over the camp when the explosion occurs. They are in a small helicopter making an aerial recon of the base and surrounding area, which provides an excellent view of the NBC Lab explosion. This blast allows a reanimator and several death shriekers to enter our world. One death shrieker spots the aircraft and flies up to investigate. It is new to this plane of existence and it inadvertently crashes through the windshield. The pilot is killed immediately, as is the death shrieker. It wipes out the chopper's controls, forcing the characters to jump for safety.



The helicopter crash occurs within a 100 yards of the other characters. From there, the soldiers can join forces and proceed into camp to determine what has happened. The LT should take charge of the situation and keep the group focused on his mission. Their first indication of what has happened is realized when they reach the gate. Everyone in Camp Trepidation has been killed and turned into zom-

bies. This includes the MP gate guards who attack the characters with their pistols.

Once the characters enter the compound they must decide what to do. Both MPs have a pistol and an additional clip, as well as a pair of handcuffs. Searching the guard shack uncovers a set of bolt cutters. From here the characters need to acquire more weapons. Personal weapons are held in the Armory. All the ammunition for these weapons are stocked in the Ammo Dump. There are a few other places to find weapons. All barracks have an axe and fire extinguisher. The latter temporarily immobilizes zombies. The Mess Hall has lots of knives and cleavers, not to mention heavy pots and pans. The Motor Pool has many tools that can be used as bludgeons. The Motor Pool has dozens of HMMVWs, some Bradleys, and a platoon of Abrams tanks. The keys to these are in the Battalion's Maintenance Bays. Once again all of their ammunition is located in the Ammo Dump.

The combined explosion, release of nerve gas and reanimation gas was caused by the reanimator. The massive numbers of death in a short period of time granted the reanimator sufficient power to enter this material plane. This creature took control of the zombies. It currently feeds on the brains of the dead NBC scientists and remains in the lab unless it is disturbed. This demon attempts to trick all characters that enter the NBC Lab by calling out for assistance. It seeks to destroy all life on Earth, characters first.

The reanimator's primary weapon is a zombie. Common zombies are dumb and motivated by the reanimator's hatred of the living. This motivation draws on the dead's memories, which explains why zombies can walk or shoot a gun. They do not stay interested in anything very long and stand around passively when there is nothing to kill or follow. The reanimator can possess any zombie within his range. These are called dominated zombies. They do not lose interest in things, as the boss has taken a direct control of what they are doing.

Several death shriekers accompanied the reanimator to our world. They patrol the sky looking for signs of the living. They can attack the characters or they can gather zombies for an assault. They make an awful screech; the basis for their name, and the zombies follow its screech like

any other noise. Death shriekers know better than to get close to a zombie, as the latter is so stupid it attacks the birds as well.

Notes on Play

This is Zombiefest! It is deadly, it is scary, and it is fun. Just remind the characters they are US Army Reserve soldiers and should feel compelled to obey the LT and aid him in his mission. Watch out for treachery among characters, as individuals may not always agree on how to handle a particular situation. Let them do what their character feels obligated to do. Soldiers have to destroy every zombie they encounter, unless they flee. Of course once they become zombies the shoe is on the other foot.

When playing this with six characters, select four reservists, the Operator, and the LT. If the game is played with more characters (up to 12), then add the Intel character and more reservists. Only one player may choose the LT, the Operator, or Intel. Using the Savage World system, the GM can allow each player to run an Allied NPC. The LT, the Operator, and Intel characters, if played, must be played as Wild Cards. The rest of the pre-generated characters may be a Wild Card or an Extra and these characters may be duplicated within the same playing. With larger parties, this game plays a lot more smoothly (especially at the beginning) if two GMs run it cooperatively. One GM can run the Reservists, while the other takes care of the characters in the chopper. Having a second GM is also beneficial when the party starts to plot against each other or when a character dies.

Why? When a player character dies he transforms into a dominated zombie character; thus, it's helpful when one GM can pull aside the player of the dead character and explain what's going to happen while the other GM continues the adventure. It really increases the surprise factor when you announce to the other players that it's the dead guy's turn!

The most difficult task in running this module is tracking the zombies. There's no guarantee that they remain at their starting point. The GM must know where the creatures start and move them as they react to character actions. The starting location of every zombie is marked for your convenience.

Whenever a confrontation or any other loud noise

occurs on the street, determine if nearby zombies can hear the noise. When zombies are passive, make one Notice d4 roll. Zombies are able to hear combat 120 feet away, and 60 feet if located inside of a building. The range of their hearing increases 30 feet for each raise. Zombies become active when they notice living creatures or see movement. Active zombies add two to their Notice roll and hear combat up to 240 feet away. They remain active for at least an hour after contact with the living is broken off.

Active zombies follow noises and light, to include exiting and entering buildings. Don't hesitate to send out swarms of zombies to challenge the characters. If the characters act dumb, provide enough zombies to put the fear of God into them. Try and leave them some room to flee. Zombies are not good at pursuit and they stop following once the characters are out of sight and sound. Remember common zombies lack intelligence. They do not attempt to cut off player characters or look for back entrances. They take the direct route and do not purposely flank.

Fortunately for the characters, few zombies possess ranged weapons, though they may pick up a rock and toss it. There is 10% chance every round that a zombie throws a rock. Once one zombie throws a rock, his companions follow suit. There are plenty of rocks along the side of the road. There is a 25% chance that a zombie possesses a knife (50%) or an object that they use as a club (50%).

Common zombies possess no intelligence, however, they inherited an inner motivation or hatred. This drive taps into mundane memories allowing these zombies to walk, open doors and perform other simple motor tasks that they experienced in life. These base functions include driving and firing a weapon. What they lack is the need to do things well; therefore they have lost the skills and proficiencies they utilized in life.

When a character dies, the reanimator notices this, for he touches the energy of every zombie within his range. A newly reanimated zombie catches his attention and he asserts his presence in each newly made zombie by possessing it. This allows him to learn about possible threats. These possessed creatures are called dominated zombies. Dominated zombies are very capable due to their awakened link

with the reanimator. The reanimator can tap into the dominated zombie's memories, allowing the zombie to make plans, speak and control common zombies. This zombie has access to the skills and proficiencies of his former life. The dominated zombie is always active, and never assumes a passive state. The reanimator usually saves his Speed Zombie ability for the dominated zombies.

Characters who die return as dominated zombies. They can control every zombie they see unless they are in the presence of the reanimator. When a character dies, give him **Players Handout 6—Debriefing the Dead**. You should also give them a new character sheet. The GM may reinsert the dominated zombie character into the game, whenever he desires.

This module is linear in the sense that when played correctly there is a common beginning and only one encounter that offers a chance to defeat the reanimator. Getting from the beginning to the end, however, is entirely up to the characters. There are no encounters designed to push the characters from one spot to the next. There are two encounters provided to give this module a dynamic feel.

The first such encounter is an MP vehicle parked outside the Rod and Gun Club. The driver cruises toward any disturbance he becomes aware of. Zombies do not drive faster than 30 miles per hour. Zombies in vehicles make *Driving* rolls at d4-2. They drive the car recklessly, running over any living creature and with no regard to staying on the street. They ram other vehicles regardless of size difference, if they detect life within the target vehicle. MP vehicles have driver and front passenger air bags. Air bags pin anyone in that particular seat for one round.

The second possible encounter involves a pair of death shriekers patrolling overhead. They attack all characters walking across the parade ground or the basketball courts. Characters inside of a vehicle or close to a building are safe from their attacks. Death shriekers coordinate attacks and even herd zombies to assault the characters. When attacking a group, the death shrieker uses its Cause Fear ability to separate characters. It focuses its attacks on any isolated character and when successful it returns to the group with its new ally, a dominated zombie (the dead character).

Notes on the Maps

There are more maps in this mod than you can shake a stick at. However, you probably need just a few of them during play. How many maps are used is dependent upon the character's actions. All maps are included to aid the game play, not to overwhelm the GM.

Please disregard the scales marked on the map keys and assume the standard Savage Worlds scale of 1 inch = 6 feet.

Most objects are readily identifiable on each map, and descriptions are written on objects that might not be as easy to distinguish. The map key provides an explanation for the map symbols. The only omission is the green ball with the wavy lines extending from it. This object represents the rift between worlds.

Admittedly, 57 maps are a bunch to print out. Some folks will not want to print each map. Obviously, you need the **GM's Map of Camp Trepidation** and the **Player's Handout 5**, which is the map the soldiers can find in the gate. There are a few other maps that are more than essential to print out, as every group has traveled to these locations in the play-tests. The following is a suggestion for map printouts. Each game plays out differently, so prepare to print out a map during the game or have a computer handy.

The following locations were used in every playtest of **Weekend Warriors**: **Location 1**—the Gate, **Location 39**—Charlie Company's Armory, **Location 48**—(Upper and Lower Levels) NBC Lab Building, and **Location 50**—Ammo Dump. This is a total of six maps. These maps are included in this PDF. All other maps are available on our website at <http://www.12tomidnight.com/files/militarybasemappack.pdf>.

Some other maps to be considered are as follows.

Location 4—the Clinic. When soldiers get hurt jumping out of the helicopter or at the Gate, many groups chose to come here for aid. **Location 6**—Battalion Headquarters, as the reservists may follow their orders and report. Printing **Location 42**—the Mess Hall could be convenient, as the zombies in this location attack the players trying to enter the Armory. It helps provide the GM perspective and timing for the zombies, as this can be one of the scariest encounters in the game. All five of the Supplemental GM maps are good candidates for selection, particularly **Supplemental 1** and **Supplemental 2**.

Other maps are just a case-by-case situation. Only one group out of five tried to enter the barracks. Only two actually moved through the barracks area, and both ran like a dog. To my disappointment no one in playtest has visited the PX or entered the BOQ, but there's no telling what your players will do. Be ready for anything. I hope these suggestions work for you and decrease the need to stop and print a map in the middle of play.

Section Two: Weekend Warriors

0a. Active Duty Mode: The Reservists

The reservists are riding in a van headed for Camp Trepidation, NM. They have orders to join their reserve unit, the 12th Infantry Battalion of the 224th regiment. Give each soldier in the van a copy of these orders (**Players Handout 1**). The Regular Army unit has relocated to the Middle East and the Reserves have been called on to guard this base. The characters are making their first trip to this camp, so they are unaware of the base layout. They are wearing battle dress uniforms, and the rest of their possessions are in their duffel bags. This includes more uniforms, toilet kits, and a knife. The vehicle has a spare tire, a roll of duct tape, first aid kit, flashlight and a tire iron.

You are in the middle of a desert plateau in southern New Mexico. The last gas station was 35 miles ago. Ahead of you is a sign declaring Camp Trepidation only one mile away. Trepidation Rock juts ominously beyond the camp. You're glad that this trip is almost over, as you have been stuffed in this van for two hours now. The fuel gauge touches E and you wonder if saving a quarter a gallon is worth not filling up the tank earlier.

Each of you holds orders to report by six this evening to Battalion Headquarters of the 12th Infantry Bn of the 224th. The time is now seven o'clock. AWOL on your first day, but at least you're almost there. The vehicle lurches and coughs as the engine stalls. Out of gas, it coasts to a stop, while the western sun turns red as it sets in the evening sky.

Your gut tightens as you realize that now you will not only be reporting late, but you will be tired and dusty from the walk into camp. There is no question as to who will get all the extra duty next week. As you step out of the van, the desert heat assails you. A quarter a gallon definitely ain't worth it. You look up, following the turbine hum of a US Army helicopter hovering above the Camp.

As your group steps out of the vehicle, the ground shakes. You look toward Camp Trepidation, where a large green plume of smoke blossoms over the base. Out of the smoke, a large bird flies toward the helicopter. It's moving incredibly fast and you strain your eyes for a closer look. Did it have bat wings? Before you get a second look, it collides with the chopper.

The aircraft starts to spin and parts litter the ground to the west. As it plummets from the sky, it looks like the crew and passengers are dead meat. Somehow it pulls up and you spot soldiers jumping out. As soon as the soldiers abandon the helicopter its momentum propels it forward. It hits the skids hard and then slams into a rock. The explosion that follows is almost as incredible as the one you witnessed to the north.

The characters have witnessed the smoke plume from an explosion in the NBC Lab at Camp Trepidation. The blast scattered a ton of debris, striking the facilities engineers building and knocking out the camps power. No one in the area has the ability to repair the power station. Without power the phones do not work—including cell phones. No one in this group has a satellite phone.

The explosion released two gases into the air. One gas is a nerve agent that killed everyone on post immediately. A little more than 600 deaths oc-

**AWOL on
your first
day...**

curred in less than a minute. Fortunately, it is not a persistent agent and it has already expended itself. The characters are safe from the nerve gas. The explosion also released the reanimation gas. This gas turns the dead into zombies. This gas has a life cycle of twelve hours, which is the reason characters who are killed during the game become a dominated zombie. This reanimation gas has no affect on living creatures.

0b. Active Duty Mode: The Specialists

This section covers the specialists who arrive by helicopter. Players must play the LT and the Operator. For large groups of eight or more, add the Intel Officer. Provide the LT with **Player's Handout 2**, the Intel Operative with **Player's Handout 3**, and the Operator with **Player's Handout 4**. These handouts are the character's orders. These characters are dressed in their BDUs and are packing a loaded Beretta 92F with two spare clips. The Intel and Operator characters also have a multipurpose tool and lock picks in their pockets. They have a great assortment of weapons and spy gear in the baggage compartment of the aircraft. Unfortunately, all of their gear is lost in the crash.

The pilot informs you through your headset that you are now hovering over Camp Trepidation. Below you a road runs north to south and enters the camp. An olive drab van has stopped on the road and some soldiers stand around it. To the north, inside a fence, are about four dozen buildings neatly ordered around a central parade ground. The parade ground is the only greenery that can be seen as browns, tans, and red hues dominate the desert below. This is especially evident to the northeast where you see a gargantuan rock formation, from which the camp received its name. This is Trepidation Rock.

Without warning, a building on the southeast corner of the camp explodes! Debris flies through the air below and green smoke plumes upward. A large chunk comes shooting up toward the helicopter. It moves erratically and for half a second it looks like a goony bird with bat-like wings. Then you hear the sound of breaking glass.

The chopper starts to spin and swerve. The copilot shouts back, "Something rammed us. Bill's dead." He curses. "It's not responding. I can't keep her up. You're gonna have to jump. I'll try to keep this old bird steady."

The chopper jerks and snaps about as gravity tugs you down. The ground comes up fast and just when you know it's going to slam into

the ground, the helicopter levels off. If you're going to live, instinct says jump now.

You hit the ground hard as the chopper races away. The aircraft's skids strike the ground, sending the helicopter crashing and bouncing onto its side. The momentum carries the helicopter into a boulder and a fiery explosion rocks the ground.



Characters should have no problem jumping out. They must roll Agility or suffer 2d6 damage when they land. Passing the test means they suffered no damage whatsoever. The pilot and copilot are burned beyond the capability to become zombies. The headsets worn by the characters do not work outside of the helicopter. They can connect to communication ports inside Abrams and Bradleys, should they acquire one.

The helicopter survivors are near the road and the rest of the soldiers. Let them start roleplaying by way of introductions. Once that is completed, the men from the Department of Homeland Security have a mission. Get on with it. Head toward camp and go to **The Gate (Location 1)**.

The Gate (Location 1)

It is a short hike to the entrance of Fort Trepidation. A large plywood arch painted white with black letters confirms your destination. A guard shack sits inside the fence line adjacent to the road. The sun has almost vanished in the distance and the camp lights have yet to turn on. As you get closer you notice that the door to the guard shack is open.

The pair of MPs working the gate are zombies. They sit inside the guardhouse. Once they Notice the characters, the zombies approach them. They also



walk outside if they hear the characters talking. Common zombies do not speak so they cannot answer the characters. The MPs are recently killed, so they are fresh corpses without discoloration or decomposition. They walk in stiff manner and their eyes hold a vacant stare, though this is difficult to notice without a light in the fading sunlight, unless you come within six feet. Both zombies are armed with a pistol and have one spare clip. They also have a flashlight with spare batteries, which can be used as a club.

Once they are within 18 feet of the characters they fire their weapon at the closest character. When they run out of ammo, they attack by pistol-whipping their opponents.

The following items are found in the shack.

A clipboard holds papers listing the vehicle license plates that have entered the camp during the day. If anyone asks, that number is 140 vehicles. Various police forms and office supplies fill the desk. The telephone on the desk does not emit a dial tone and no effort can restore the phone connection on base or outside. Bolt cutters are laying in the bottom drawer. A fire extinguisher is mounted on the wall. The wall displays a topographical map of Camp Trepidation. Give them **Player's Handout 5: Camp Trepidation map**.

When the characters decide to move into the camp proceed to the next section, **Camp Trepidation**.

Human Zombie (2)

Camp Trepidation

Camp Basics

The characters may be a little freaked out by the MPs. But they are soldiers and they should feel compelled to report for duty. If not, the LT has a mission and the authority to get these reservists moving in the right direction. With the map and signage pointing the way about camp, the party should not experience difficulties finding a location. Each building has a sign describing its unit or function. There is no moon in the dark evening sky.

The telephones on base do not function. There is no cellular phone service in this area and no one on base possessed a satellite cell phone. If the characters make a lot of noise or brandish flashlights they

Sloppy Shootin'



It's your job to make sure these troops observed the poor firing technique of those MPs. What kind of fruitcake shoots using one hand? Did you see those shoulders? They were perpendicular to the target, which in turn makes the shooter a target as well. And his legs—I don't see how he can stand up, much less fire a weapon from that position. What in God's green army is Fort Leonard Wood putting out now days?

Weekend Warriors

attract zombie attention. The reanimator, who is pre-occupied, controls these zombies. His last instruction is to kill any living creature. Currently, the zombies sit quietly or stand in place where they died.

12th Bn 224th Mech Infantry



These men are assigned to the 12th Battalion 224th Mechanized Infantry. You can call it the 12th of the 224th Mech Infantry if you want to sound like you know what you're talking about. I know

better, but I promise not to tell.

Now this battalion has a lot of soldiers assigned to it by its TO&E. That's the Table of Organization and Equipment, cupcake. There are over 600 men assigned to this unit and they could have fought anywhere, anyplace and anytime. Their TO&E included a complement of Abrams tanks, Bradley Fighting Vehicles and the HMMVWW, which we call Hum-Vees or as General Motors sells 'em to the civilian population, the Hummer. This unit had the capability to move quickly and hit hard. Uncle Sam provided these Weekend Warriors some of the finest military hardware available. That is why they came to Camp Trepidation. Too bad they're dead.

Your characters are lucky to have arrived late. They should have one primary motivation. Following the last order they received. This means the enlisted men should feel strongly inclined to report to Battalion Headquarters. Do not let them meta-campaign themselves into accepting zombies attacked them at the gate. If you do, you should just drop and give me 20 push-ups for letting the players push you around.

It is possible for the characters to walk straight to Battalion Headquarters without encountering anyone on the street. At the time of the explosion, the men were settling into their barracks, placing personal items into their lockers or making their bunks. A soldier did not want to be found by the Sergeant Major or their First Sergeant loitering on the street. Soldiers could be assigned a tedious chore (or "detail", as they say in the military) if caught with no purpose in life.

There are numerous vehicles lined up in the parking lots. Each lot has a variety of cars— from subcompacts to SUVs to motorcycles. The more expensive vehicles, including all trucks and SUVs, have alarm systems. Breaking a vehicle's window, rocking it or failing a Repair roll sets off the alarm. A vehicle alarm re-sounds loud enough to gain the attention of a passive zombie 120 feet away, while an active zombie responds from as far away as 240 feet.



Chapel (Location 2)

As the characters approach the Chapel along the road, read:

This is a one story wooden building with a cross set atop the steeple that reaches 25 feet at its apex. It has been painted white

with a dark green trim. The building runs 60 feet north to south by 84 feet. Two large wooden doors are centered upon the east wall with cross-shuttered windows set beside the doorway.

This is a standard Chapel setup. The large doors are considered heavy wooden doors, which are not locked as they prepared for an evening service. If the characters enter, read the following:

The doors open onto a small foyer. Another pair of double doors have been left ajar across from the entrance. Entering the auditorium you notice that the roof reaches 15 feet high. The pews are divided into two sections facing west. There are eight rows of narrow pews with each section extending 16 feet. Red carpet covers a 12-foot wide aisle leading to the lectern. An altar that holds two candle stands has been placed to the south of the podium. An organ is set right up against the northern wall. A shut door is next to the organ in the west wall. With the exception of the carpet, the floors are hardwood.

It would be difficult to use Acrobatics in the pews. The candle stands are small and can be wielded as a club. The door is not locked. If the characters choose to go this way read the following:

The door opens into a small hallway. A door with a window is situated on the end of the hallway. You notice a parking lot through the window in the door. There is an opening on the wall to your left at the opposite end of the hallway.

The door leading to the parking lot is unlocked. When characters enter the opening to their left read:

This is a 12 feet square alcove. A large table dominates the far wall. Neatly stacked upon this table are several religious tracts as well as a pile of offering envelopes. A door can be seen on the south wall. A sign on the door states "Major Eugene Undermayer, Chaplain."

Nothing much here, and the door is unlocked. If the characters talk in loud voices, the Chaplain's Assistant hears them. The Chaplain responds to a fight in this room by moving to this location. When characters enter through the door, recite:

An L shaped room contains several bookshelves, a desk and two chairs. A door is on the east wall. A soldier wearing his Class A uniform rises out of his chair.

The characters have encountered the Chaplain's Assistant, who is now a zombie. He attacks the characters immediately. The Chaplain is in the next office

and hears any combat in this room. He enters the room on his initiative during the second round of battle.

The books hold little interest for the characters. There are several service manuals and quite a few books on religious subjects. The Chaplain's Assistant has keys to a midsize

sedan, while the Chaplain has the keys to an upscale SUV. Both are located in the parking lot.

When the characters choose to enter the Chaplain's office read:

The Chaplain's office is a 24 feet by 24 feet room. Bookshelves line every wall. There is a desk with a chair behind it and three chairs for visitors. There is a small door to the west for the Chaplain's personal use.

The Chaplain sits in his chair at his desk, if he has not already attacked the characters. The Chaplain wore his Class A uniform, as he would have performed an interfaith assembly that evening. The exterior door is locked and if any character attempts to open that door or pick the lock, the zombie hears it. The zombie waits behind the door. He remains there until another sound attracts him.

Human Zombie (2)

Officers Club (Location 3)

This facility is currently closed and vacant of all dead. The Officers Club is also referred to as the O Club. Read the following as the characters approach:

This wooden building is painted yellow and has only one level. A large sign located on top of the double door states "The Officers Club." The club is 36 feet by 72 feet, with the long side straddling the Chapel.

All of the doors to the club are locked. If the party enters the O Club read:

The zombie waits behind the door.

A large bar is on the opposite side of the room. Bar stools are lined up alongside it. The floor is covered in black and white linoleum, except for a dance floor, which is hard wood. This is a 12-foot square that covers the floor in front of a raised stage. The stage is currently empty. Chairs circle several tables. A jukebox fills the opposite corner from which you entered.

There is not a lot to see in here. The manager's office is locked, but has nothing of value. It holds a desk, chair, computer and a filing cabinet. The computer is worthless without electricity.

The storage room next to the bar is locked. It contains dozens of cases of alcoholic beverages. The other storeroom holds extra chairs and furniture. Behind the bar are several coolers, which contain cans of colas, juices and a dozen pizzas.



Field Expedient Techniques

One of the important lessons taught to each soldier is field expediency.

These techniques allow a soldier to turn a mundane item into a weapon. Now with all this alcohol, a soldier should have one thing on his mind (besides drinking enough to drown a fish). I'm talking about Molotov cocktails. Look for the Bacardi one five one and some Wild Turkey— go for the higher alcohol contents. Look for rags or even paper towels. This is a bar... look for matches. No one smokes like the army smokes. Now all you have to do is stuff the rags into the bottle and you are ready to go.

This is a grenade type weapon. You have to throw it hard enough to break the bottle. The bottle has a toughness of one and it is susceptible to blunt and piercing damage. Can you do that? The range of a Molotov cocktail is 5"/10"/20" and it is a thrown weapon. A Molotov cocktail uses the medium burst template for its area of affect. Alcohol does 2d6 damage to anyone in the burst radius. This is not as strong as a gasoline Molotov that does 2d10. The soldiers can find plenty of gas in the many vehicles parked on base. A Molotov cocktail may not be thrown back, unless the bottle did not break. There are more bottles than anyone could hope to carry in here. And then theres the EM Club if you want to burn Albuquerque to the ground.

Clinic (Location 4)

Prior to the explosion, a small vehicle accident occurred east of the camp proper. The accident victims suffered some abrasions and bruises, resulting in their transport to the Clinic. This building is connected to the generator behind Battalion Headquarters. If the heroes turn on the generator, it provides power to this building. Read the following to the characters as they approach the building:

Before you is a wooden building roughly the same size as the Officers Club. A sign announces that this is "Camp Trepidation Clinic. Entrance is by the Parking Lot." From the street you can see a door facing the O Club.

The door they see locks automatically from the inside and cannot be picked as it is a barred emergency exit. If the characters proceed to the parking lot, read:

White paint peels off the ancient wooden frame. An ambulance has parked directly by the door. A sign on the opposite side of the door says Doctor Joseph Warrington. An El Dorado is parked in it presently.

No one is in the ambulance, which was left wide open. The keys are not currently in the vehicle's ignition. The characters find a medical kit and pair of flashlights inside of the ambulance.

Zombies that hear the characters go outside and attack. The zombie in the file room only comes out if combat occurs in the waiting room or reception area. The pair in the examination room has no chance of hearing anyone in the parking lot. Should the characters decide to enter the Clinic, read aloud:

The door opens and your nostrils are assailed by antiseptics. Double rows of chairs neatly fill the waiting room. Four soldiers occupy these seats, sitting in the dark. On your right is a closed door bearing a "Restricted Admittance" sign. Across the room to your left is door with a "Unisex Latrine" sign." A counter blocks off a small open area to the north. Directly to your left is a water cooler. A soldier stands in front of the water cooler. He gazes at you and growls.

Time for initiative. The four sitting zombies join their comrade this turn in physical combat. Another zombie is standing inside the file room and he enters the battle on round two. The examination room zombies only hear the combat if the hallway door to the waiting room is opened.

If the characters defeat these zombies, they find the ambulance keys in the pockets of the water cooler zombie. The file room zombie has a key held on plastic string she wears round her neck. This key opens the locked door on the east wall of the waiting room. The key is only needed to enter this area and not required for exiting.

When the characters open the door on the east wall read the following:

A narrow hallway runs to the end of the building. To the left are two doors with signage "Exam 1" and "Exam 2." On your right you see a split door that allows the top part to swing open. The sign says "Pharmacy. Authorized Personnel Only. Trespassing will result in punishment under the UCMJ." The hall is dark and you cannot see the end.

If the characters turn on a flashlight they see three doors. These lead to the doctor's office, supply room, and the emergency exit. The emergency exit opens from the inside but is locked to the outside. The supply room and pharmacy are also locked.

The characters attract the two zombies in Exam 1 if they shout in the hallway or combat occurs in this area. One of the zombies is Doctor Warrington. He has keys to the pharmacy and supply room. Once the characters gain access to these areas they can stock up on medical supplies. There are as many first aid kits (allowing use of the Healing skill) as a character would like to carry. The storeroom also holds two complete medical kits. Coupling a medical kit with the Healing skill modifies the roll by +2.

Human Zombie (8)

S-4 Supply Room **(Location 5)**

A unit of this size requires a lot of equipment. Much of that gear is issued from this facility. It is also where clean linens can be received each week. When characters head this direction, read the following:

Across the street from the church is a long wooden building. This is a one-story wooden structure. The sign in front indicates that this is S-4 Supply. You can see double doors centered upon its eastern face.

If characters choose to enter, read the following:

As you open the door you can see shelving covering this room. One section is piled full of linen, olive drab blankets, and pillows. On the next shelf is a bin full of web belts, while next to it is a carton of ammo pouches and canteens. A counter separates you from the shelves. This counter is buried under dense piles of paperwork. Somehow you do not think it will be finished any time soon. Four bar stools are set in a row opposite the counter. Sitting upon one of those stools is the Supply Sergeant, and he looks like he wants to bite somebody's head off. How about yours?

This zombie attacks and in the next round his assistant comes from behind the shelves to fight. There are no other zombies in here. Another set of doors on the west side of the building is open as well. The zombie sergeant has keys to a 2½ ton truck parked across the street.

The Supply Room has many things the characters can use. There is an abundance of linen, blankets and pillows neatly stacked on shelves. Another section has tactical vests and helmets. There are several boxes of flashlights and batteries. A wide variety of web gear is here to include canteens, ammo pouches, and bandage holders. Bandages are located in the Clinic, however, not in S-4. There are backpacks, sleeping bags, field jackets with liners, mess kits, and a stack of MREs (meals ready to eat). This pile is sufficient to feed a company of men for a month. MOP gear is also stored here. These are the suits worn in an NBC environment.

Human Zombie (2)

Battalion Headquarters (Location 6)

When characters approach Battalion Headquarters read the following:

A long brick building is to your front. The building has two one-story wings, bordering a two-story middle. Two large posts support a sign that you cannot read in the dark along the street in front of the building. There are three doors, one to each section with windows flanking each door. Two large picture windows provide a view for all second floor occupants.

If the characters move up to the sign, read this:

The sign has a crest with a red-and-blue-checked shield. A civil war era bayonet is drawn piercing the shield. A scroll beneath the shield proclaims, "We shall not fail!" Above the crest in block letters it says "12th Battalion 224th Infantry". The writing below the crest is "Battalion Headquarters, LT Colonel Gregory C. Montano Commanding, CSM Antonio Velasquez Bn. Command Sergeant Major."

Battalion Headquarters (HQ) coordinates base security, training, and drill. At least it used to. To accomplish this mission, Battalion HQ had S-2 (intelligence) and S-6 (signals), located in the south wing, while the northern wing belongs to S-3 (operations and training). The middle part of the building has a conference room and an office for the DO (Duty Officer) on the first floor. S-1 (adjunct) and the Bn XO (Executive Officer) is located here as well. Stairs lead up to the command offices. The Bn CO (Commanding Officer) and Bn Sergeant Major both have an office on the second floor. There is a fire extinguisher in each section of the building for a total of four.

If the characters approach the eastern middle door, they read the following sign:

Duty Officer

All soldiers report here.

None of the doors are locked in this building. If the characters are noisy they may attract the attention of zombies inside the building. Read the following to characters when they enter the middle door by Room A:

The first thing you notice is stairs going up. The steps are made of metal and are open, allowing you to see the area beyond the stairs. Looking left, you spy a narrow hall ending in three doors. One opens to the outside, while the remaining doors lead to interior rooms, one straight ahead and the last across from the exterior door. A glance to your right shows the same set up to be true to the north.

To your forward right is a short hallway that ends in a door with a sign reading, "Battalion S-1". The door next to it says "Latrine". Despite the darkness, you can make out a table underneath the stairs. Three radio handsets are sitting in chargers on top of the table. Two other

chargers are empty. A desk is propped against the wall to your left. A cabinet is affixed to the far wall beyond the desk, but without a light its purpose is not clear. Someone sits in the chair at the desk.

Camp Trepidation Incident



security photo

The duty officer occupies the chair and can hear the team if they fail to move silently within his area or in the hallways. Make a Stealth roll opposed by the zombies Notice roll. If the characters do not attempt to use Stealth, he can hear

anyone walking at a regular gait across the tile floors. An effort must be made to quietly open the door to Room C, or the duty officer will hear the hinges creak. Combat in the duty officers area attracts the upstairs zombies and the S-2 zombies (Room J). The conference room zombies (Room G) hear the commotion if someone opens the door to the hallway (by Room C) leading to the western middle exterior exit.

The cabinet by the DOs desk has a microphone hooked up to a PA system. Next to the microphone on the PA control board are three buttons marked: reveille, retreat, and taps. If the generator is on and someone selects one of these buttons, a recording of a bugle plays the selected tune. The music is played through a speaker on the second floor, which attracts every zombie on the base except for those at the Ammo Dump, the NBC Laboratory, and the Motor Pool. The zombies make a beeline for the loudspeakers. Once the song finishes, the zombies stop moving in place, except for those that see living creatures. All zombies that moved remain active for the next hour, whether they see living creatures or not.

The walkie-talkies on the table are fully charged and have a charge life of three hours. The current charge will be drained by nine o'clock. Recharging them requires turning on the generator. The DO also has a key box mounted in the cabinet that holds several sets of keys. This box is locked, but the DO has a key to it in his pocket. This lock can also be picked one raise on a Lockpicking roll. One of the keys in this box fits every building, door, and lock on the post, with the exception of the NBC Lab, the Clinic, and the PX. The keys have numbers engraved on them. They also have keys for the Battalion Headquarters' vehicles, which are parked in the Motor Pool.

There are a few zombies located downstairs. In S-2 (Room J) the characters can find a trio of zombies standing around a topographical map of the camp and surrounding areas. This map is spread across the middle desk.

Some of the Battalion staff officers were discussing the coming maneuvers (Room G). This placed

five zombies sitting round the conference room table. Several clipboards and files clutter the table as well.

Upstairs there are a few items of use to the characters. Walking quietly up the metal steps is difficult. Characters modify their Stealth roll by -2. If they do not attempt to be quiet, all remaining zombies upstairs hear the characters, not to mention the DO. The characters see three desks as soon as they reach the stop of the stairs. A zombie sits in a chair behind each desk. None are facing the stairs, so it is possible to turn around and go back. This could create a bottleneck and cause noise if the characters

to the rear do not understand what is happening up front.

Both the CO and sergeant major have a good view of the parade ground from their offices. The CO raises Rottweilers, and Rex, his favorite pooch, accompanies him everywhere. The dog has become a zombie too and waits curled up on the floor. His former master sits at the desk. Behind him an infantry officer's saber adorns the wall. There is also a set of golf clubs in the corner.

In the next office the characters find the zombie, formerly known as the Sergeant Major. The Sergeant Major keeps a Bowie knife in his desk. The knife has a compass set within its pommel. If a character comes upstairs the Sergeant Major takes the knife and attacks.

If the zombies from an upstairs office move downstairs, the zombies in the upstairs clerical station follow them. If the CO leaves his desk, the dog zombie accompanies him. Just because the occupants of one office can hear the characters, does not mean that the other offices hear them as well. They also cannot see each other and they do not follow the other zombies downstairs, unless they hear some noise.

Behind HQ is a shed, which holds a generator. The generator can provide power to HQ and the Medical Clinic across the street. The generator is quiet and does not attract the zombies' attention.

The zombies make a beeline for the loudspeakers.

Human Zombie (14)



Dog Zombie (1)

Camp Post Office (Location 7)

Read the following when the team approaches:

This is the smallest building on the block. A sign states that the building is the Camp Trepidation Post Office. The building is wooden, yet the door and frame are steel. You can see no windows.

If the characters try to enter the building they find the door locked. The locks to this building can be opened with a raised roll using the Lockpicking skill. The doors on this building are heavy. Once inside, read:

The far wall has a split door. The top half may be unlatched and opened, or the complete door may be opened. The wall to the door's right is completely covered in post office boxes. Looking to your right, you can see a postage machine and beyond it a large table. Various packing items can be seen upon that table.

The door is locked. Characters can pick or break down this door as well. Nothing in the back really helps the characters, but they can take a look:

A counter covers the wall to the right. A cash register, postage meter, and scale are set neatly on this work area. The postal employees have access to all of the post office boxes on this side. A desk is in the far corner. A couple of large wheeled bins fill the floor space between you and the desk.

Nothing of value is found here. Even the cash register is empty.

PX (Location 8)

If the team enters the PX from the south side, read:

Approaching this building, you see a large sign with the AAFES (Army and Air Force Exchange Service) logo. The building looks a little more modern than the antique wooden buildings that have dominated the rest of camp. It is an aluminum prefab structure with

windows set seven feet off the ground. The windows are 12 inches tall and go round the building.

The entrance has two glass double doors. Inside is a long hallway with more glass doors placed on both sides and another set of double doors on the opposite end. As you open the door you notice the floor is lightly colored linoleum with dark veins streaking across it. A glance to the door on your right gives the impression of a store. Looking to your left you spy several bookracks.

The bookstore door opens abruptly and a soldier exits the dark store. He is holding a wide thin paper bag. Staggering toward you, he growls and attacks.

The heroes need to pass a Notice roll, or this zombie attacks before initiative is dealt. There are five other zombies in the bookstore that follow him out. The PX has five zombies who hear the commotion from where they stand in the checkout lanes. The three zombies standing around the display case in the back of the PX hear the noise if the doors stay open for two rounds. The four zombies in the barbershop come out if a fight lasts three rounds in the hallway, while the pair in the cleaners comes over after the fourth round.

Heroes entering the mall through the north door can make it a lot further into the building without a fight. The zombies in the cleaners and the barbershop are not looking at the doorway, so the characters need only be quiet. Conversation-level noise can be heard outside the doors to these shops.

The Laundromat is empty, as most soldiers have just arrived this weekend. A fire extinguisher is affixed to the wall between the washers and dryers. The cleaners hold nothing special for the characters, unless they want to wear somebody else's BDUs. The barbershop has everything you would expect to find in this establishment, including a pair of straight razors.

The store has a variety of items for sale including all equipment that does not require a license and cost less than six wealth. No weapons are available here outside of a Swiss pocketknife.

Human Zombie (20)

Bachelor Officer Quarters

Across the parking lot are three two-story wooden buildings. They appear identical and look to be living quarters. These buildings are raised up on piers. Three steps lead up to the porch and the front door. A side door is located further down the south side of each building. There is a ladder to the north of the front door that leads to a second floor emergency balcony. This balcony can be reached through a second floor window.

The enlisted men characters may feel nervous about going into the officers' area, and you can encourage this. It does not bother the Homeland Security characters. The hallways of these buildings are Spartan. The kitchen appliances are old and use gas ovens, burners and grills.

The buildings are very close. Zombies may respond to noises from the adjacent building. Make sure you note that the BOQ#2 catches fire (below) unless the team prevents it. The zombies do not respond to noises associated with fire, though as the building falls apart, zombies may investigate those sounds. Once BOQ#2 is burning, it adds +15 to the Listen checks between BOQ#1 and BOQ#3.

BOQ 1 (Location 9)

The hallway is dark for the most part. You cannot see the end of the hall. The first door to your right is open. A shadowed figure stands just inside the door.

If the characters shine a light or make any noise, the zombie in the doorway notices them. He is the XO (1st Lieutenant) for Company C and he has the company keys in his pockets. The zombie in the shower cannot hear any other combat in the building outside of the latrine while the shower is running. The same is true of anyone hearing a battle take place in the latrine. The characters can hear the shower running outside either of the two western doors on the south side on a successful Notice roll. Once they open the door to either of these rooms, the shower noise can be heard quite easily. The zombie who is reading the newspaper at the kitchen table hears any combat in the hallway.



Two zombies are upstairs, hanging out by the pool table. One is holding a cue stick, which the zombie swings as a weapon. They hear any fighting in the kitchen and go to investigate. They cannot hear any fights coming from the area of Charlie Co. XO's room.

Human Zombie (5)

BOQ 2 (Location 10)

This building may be in trouble real soon. Four officers were frying burgers when the nerve agent killed them. The stoves are gas powered and the grill is still working on those burgers. Around 19:30 hours (7:30 p.m.) the kitchen fills with smoke. At 20:00 hours (8:00 p.m.) the smoke pours out the kitchen window. At 20:30 (8:30 p.m.) fire breaks out in the kitchen and smoke fills the rest of the building. The zombies just stand there and burn, as they have not been given instructions on how to handle this situation.

Every 30 minutes the fire spreads an additional 18 feet over the building. Unless the reservists intervene, the entire building goes up in flames. By morning nothing remains. The fire does not spread to other buildings.

The characters can prevent the fire before 20:30 (8:30 p.m.) by turning off the burner and sticking the frying pan into the sink. As soon as the kitchen is flaming, characters must use the fire hose to stop the blaze. Flames consume the hose area at 21:00 hours (9:00 p.m.).

Characters running around in the smoke can move at half speed only and may not run inside the smoky area. A Vigor roll must be made each round a character remains inside the smoke. Failure results in gaining a Fatigue Level. Each subsequent Fortitude save adds +1 DC as well as the amount of Constitution lost. When a character loses his entire Constitution, he falls immobilized. Heroes take 2d6 subdual damage each round they remain inside of the smoky building. Gas masks are not a substitute for the oxygen masks worn by fire fighters. Characters recover when they emerge from the building.

The door opens and an aroma fills the air. Something's cooking and maybe it's burning. A long hallway stretches to the front, but the end is too dark to see.

Two zombies are sitting upstairs. They respond to fights in the kitchen or attack anyone who enters this room. Otherwise they sit here and burn with the building.

Human Zombie (4)

BOQ 3 (Location 11)

This building is similar to the other two. One zombie is sitting on the end of his bed, where he was reading a magazine. Two other zombies sit in the kitchen, where they were eating supper at the time of their deaths. The kitchen zombies can hear combat in the magazine reading zombie's room, however he can only hear combat in the kitchen if his door is open.

Human Zombie (3)

Company Areas (Locations 12-35)

Two large blocks of buildings are set apart by a large parade field. In the dark, the buildings look ominous. This could be attributed to their age, as they were antiques when you and your buddies were born.

Each company uses a few two-story wooden barracks along with a one-story wooden building that functions as the orderly room. These buildings are arranged in two large blocks. One is north of the parade ground, while the other is south. Each of these blocks has two rows of six buildings. The second building from the right or left facing the parade grounds is an orderly room. The other twelve buildings on each block are the barracks.

The barracks have a downstairs latrine (common bathroom), open bay with bunk beds and lockers for the soldiers. On the opposite end are two private rooms for the senior NCOs (sergeants). Upstairs the layout is identical, except there is no latrine. There is a classroom and another room for a senior NCO instead. Fire extinguishers can be found at the top of the stairs and by both exits.

The orderly room is the company's office, used by the CO and the XO. The first sergeant and the clerks share a common space by the entrance. A small conference table is also located in this area. Fire extinguishers can be found by the door. Most companies have their keys located in the orderly room. These keys open the doors to the barracks (which are not locked), company Motor Pool bays, and the company Armory. Each company's locks are unique. Battalion Headquarters has a copy of these keys in the duty officer's key box.

**...the end
is too dark
to see.**

There are five companies in the 12th Bn, 224th Infantry. Alpha Company is a fully mechanized unit that includes a tank platoon and two platoons of mechanized infantry. This unit was prepared for a night march at the time of the accident, resulting in numerous men on the streets and in the Motor Pool.



Battalion Components

Every one of these men has been assigned to a company. There are five companies in the mechanized infantry battalion TO&E. Three companies make up the line units, which are responsible for engaging the enemy of the United States of America in combat. Combat Support Company provides support to these line companies by means of heavy mortars, reconnaissance, radar, and anti-aircraft. Lastly we have Headquarters Company, which provides the support to keep the fighting man at the top of his game on the battlefield. This company provides the cooks, medics, supply, communications and truck drivers that make the mission's success possible. Hey, soldier, pay attention!

The line companies are the maneuver elements of the battalion. They hold the ground on defense and engage the enemy when on the attack. Each company has smaller maneuver groups referred to as platoons. Each company has three line platoons for maneuvering and a heavy weapons platoon to provide extra punch and a headquarters company to maintain efficiency and supply the troops.

Within each platoon are smaller maneuver elements called squads. Squads also break down even further into teams. It is at this level combat is faced. Thanks to the training Uncle Sam gives these men, they have an excellent chance of engaging the enemy in tough physical combat and returning alive. Got that? Good, cause your player's are gonna be asking you questions, and I don't want you to make us look bad! Am I making myself perfectly clear?

Bravo Company is a motorized unit. All three line platoons are motorized infantry, while they also have a mortar platoon and headquarters platoon. At the

**...I don't
want you
to make us
look bad!**

moment they were getting moved into the barracks. Men were shining boots, organizing wall lockers, and writing letters home.

Charlie Company is also a motorized unit. Its TO&E is identical

to B Company. Second platoon had just called a formation, so quite a few of its men are on the street or on the way to the formation.

The Combat Support Company provided several diverse platoons for the battalion. These specialists included an antitank platoon, heavy mortar platoon, scout platoon, stinger section, and a headquarters platoon. The men were at leisure at the time of the attack.

The last company is Headquarters Company. This unit provided barracks and support for the men who work directly for Battalion Headquarters. A lot of mechanics and medics also live in this area. These men were in the middle of a wide range of activities at the time of attack.

Bravo Company

Bravo is a Motorized Company. It has three motorized infantry platoons, a mortar platoon and a headquarters platoon.

Location 12 is the barracks for third platoon. A zombie can be found in each NCO room, accounting for five zombies. Two zombies are in the latrine, one in the shower (which is running) and another in the middle stall. The rest of the zombies are in the bunk areas. Some were shining shoes, while others were making their bunks or emptying their duffel bags contents into their wall lockers. Sixteen zombies are downstairs, while thirteen are upstairs.

Human Zombie (36)

Location 13 is the mortar platoon barracks. Because they are a smaller platoon, the second floor does not have bunks or wall lockers set up. The company stores some odds and ends in this bay area. The NCO rooms are still used despite this. The mortar platoon was having a meeting in the upstairs classroom at the time of the accident.

Human Zombie (23)

Location 14 is the headquarters platoon. This barracks is set up differently as well. There are no double

Weekend Warriors

bunks on the first floor. The second floor bay has no bunks or wall lockers either. Instead a sand table depicting Camp Trepidation is located in here. All of the NCO rooms are in use. The accident left one zombie in the shower, while four others sat around a bunk playing cards.

Human Zombie (5)

Location 15 is first platoon barracks. Zombies occupy the NCO rooms upstairs, which accounts for three of them. Another zombie waits in the downstairs NCO room to the west. In the latrine, one zombie has a toothbrush in his mouth, while two stalls are occupied and two other zombies stand in the showers. Ten zombies are downstairs and another 16 are upstairs getting moved into the barracks.

Human Zombie (35)

Location 16 looks to have been busy at the time of the attack. Five zombies sit around the table, which is covered with a map and note pads. The clerk's desk and first sergeant's desk are also occupied. The company keys are in the COs office.

Human Zombie (7)

Location 17 belongs to 2nd platoon. At the time of the accident, the platoon sergeant had brought all of the men downstairs to advise them on their responsibilities for the next few months. He is in the middle of the floor with the rest of the men standing in front of the bunks.

Human Zombie (30)

Headquarters Company

Headquarters has three buildings for housing its Enlisted Men (The third is at **Location 35**). Keys are in the duty officer's safe.

Location 18 holds the medics assigned to the Battalion. Some of them work in the Clinic, while others accompany the Battalions in their training. There are a few mechanics housed in this barracks as well. These men were off duty at the time of the accident and they had gathered around a TV that someone had set up in the training room upstairs.

Twelve zombies are in the training room. Downstairs, two zombies were standing in front of the urinal, while another zombie was shaving. Three more zombies stand around a wall locker in the downstairs bay.

Human Zombie (18)

Location 19 houses the clerks, mechanics, and drivers of the battalion. The zombies are huddled around a radio in the upstairs bay. The radio ran on batteries, before the zombies smashed it to bits. The radio attracted 23 zombies before the noise stopped.

Human Zombie (23)

Alpha Company

Alpha is the smallest of the companies and the most mechanized. It consists of a tank platoon and two mechanized infantry platoons.

The third platoon lives in **Location 20**. The third platoon's Platoon Sergeant prepared to give them a field inspection prior to departing for the Motor Pool and a night march. The open area between the



Weekend Warriors

bunks on both floors is covered by field gear. It is all neatly placed and in immaculate repair. A zombie stands beside each set of gear. There are 18 men downstairs in the open bay and another 15 are located upstairs in that bay. A zombie with platoon sergeant's stripes is entering the side door.

Human Zombie (34)

Location 21 is the home of second platoon. Most of these men had left for the Motor Pool. One zombie is sitting in the middle stall of the latrine. Four other zombies stand on the stairs gripping duffel bags. These zombies get a +2 on their Fighting roll during the first round of combat, as they are moving downstairs with those heavy duffel bags adding to their momentum. The rest of this building is empty. **Note to GM:** *The zombies depicted on the stairwell on the first and second floor are the same individuals.*

Human Zombie (5)

The orderly room, **Location 22**, was a busy place at the time of the accident. The captain had his platoon leaders going over the exercise one more time. They crowded three chairs in the COs office plus the COs chair behind the desk. Each chair is occupied. The clerk sat at his desk, while the first sergeant chatted with his senior NCOs. That would place four zombies sitting round the table and another seated at the clerk's desk near the COs door. The keys are on top of the captain's desk.

Human Zombie (9)

Location 23 held the 1st platoon and headquarters platoon. The tankers of first platoon had already left for the Motor Pool. The headquarters staff did not have to go, and these are the men who died in the barracks. They are all located upstairs. A TV had been set up in the training room and 12 zombies are in here. The open bay holds six zombies who were shining boots, writing letters etc.. Two zombies are in the northeast corner room.

Human Zombie (20)

Nine zombies of the 2nd platoon stand on the street between **Location 21** and **22**. They have their

duffel bags piled on the curb. They were waiting for a ride to the Motor Pool at the time of the accident. These zombies are wearing helmets.

Human Zombie (9)

Charlie Company

Charlie Company is also a Motorized unit like Bravo Company. It has three motorized infantry platoons, a mortar platoon and a headquarters platoon.

Location 24 is empty. This was the 1st platoon barracks and they were preparing for a night patrol with weapons. Their platoon leader had a special meal prepared for them and they were all in the Mess Hall (location Q) at the time of the accident.

Location 25 is Charlie Company's orderly room. The captain had called in his officers and senior NCOs to inform them of a surprise maneuver. The entire company would act as an aggressor force against 1st platoon. Ten zombies are seated or standing around the table. The XO has the company keys. He died at the BOQ #1 (**Location 9**).

Human Zombie (10)

Second platoon occupied **Location 26**. They had just become aware of the surprise maneuver. Most of the men were getting their gear in order, filling up canteens, and hoping it would not take all night at the time of the accident. Eight zombies are standing around the sink area with canteens, while two sit in the stalls and yet another stands in front of the urinal. In the downstairs bay seven zombies were stuffing butt packs or searching their lockers. The upstairs bay has 12 zombies in a similar state as those downstairs. Both of the upstairs NCO rooms on the south end of the building have one zombie, while the NCO room besides the training room holds three.

**The entire
company
would act
as an ag-
gressor...**

Human Zombie (35)

Weekend Warriors

Location 27 is 3rd platoon's barracks. These men share the same status as 2nd platoon. They are now preparing to move out as well. There are five zombies holding canteens in this latrine, while all three stalls are occupied with a zombie. The downstairs bay had 14 zombies preparing, while the upstairs bay has five zombies preparing to leave. The training room holds four zombies who appeared to have been sneaking a smoke before going outside.

Human Zombie (31)

Location 28 provides shelter for the mortar platoon. They are almost ready to go, for the most part. They had a tough platoon sergeant who insisted that they beat the line platoons at everything. Thus 14 zombies stand around the open bay downstairs, where they were getting a quick inspection before going outside. One zombie sits in a latrine stall. Note the upstairs of this building has a door on the open bay that is locked. Battalion kept some supplies in here. Nothing of real value to the adventure, unless you want to give the characters some duct tape.

Human Zombie (15)



Location 29 is headquarter platoon's barracks. Most of the zombies in here at the time of the accident were mechanics. They were planning on a quiet evening watching the game at the time of the accident. The upstairs bay in this building is a larger training room. They set up a TV set that the five zombies are huddled around.

Human Zombie (5)

Outside on the streets in front of the orderly room (**Location 25**), the soldiers had started to group together for formation. There are three distinct groups for 2nd, 3rd, and the mortar platoon for total of 15 zombies. These zombies are wearing helmets.

Human Zombie (15)

Combat Support Company

Combat Support has a varied table of organization. It consists of a heavy mortar platoon, an antitank platoon, a reconnaissance platoon, a stinger section, and a headquarters platoon.

Location 30 is the mortar platoon barracks. These men were mostly watching the big game at the time of the accident. Thirteen zombies sit or stand around the training room, where they had been watching TV before the power went out. Four zombies were in the shower, while another sits in a stall inside the latrine. Five zombies gathered around a bunk in the downstairs bay, where they were playing *Last Rites of the Black Guard*, a roleplaying game by 12 to Midnight. The upstairs bay has a locked door and is used for storage.

Human Zombie (22)

The orderly room can be found at **Location 31**. A battery-operated radio on the clerk's desk had been playing the game at the time of the accident. Six zombies gathered round the smashed remains of the radio. The keys are locked in the CO's desk.

Human Zombie (6)

The antitank platoon is billeted in **Location 32**. They just returned from maneuvers and they were in the middle of cleaning up. Five zombies stand in the showers, while another sits on the bench. Two

Weekend Warriors

of the stalls hold a zombie each, while another pair of zombies stand in front of the urinal. Eight zombies were brushing off their gear, loading up laundry bags, or sweeping the floor. An NCO is in each of the rooms downstairs, taking care of their equipment. Five zombies are in the upstairs bay where they were cleaning their gear.

Human Zombie (24)

Location 33 holds the reconnaissance platoon. There are two zombies standing in the shower. In the downstairs bay five zombies are huddled around a bunk covered with poker cards. Eight other zombies are scattered about this bay. A zombie occupies each NCO room downstairs as well. Upstairs in the training room nine zombies were watching TV. The NCO room by the training room is occupied.

Human Zombie (28)

Location 34 holds the headquarter platoon, stinger section, and ground surveillance radar sections. There are two zombies in the latrine stalls and two more stand at the urinal. Six zombies are dressed to go support the troops on maneuver. They are standing near the side door. Seven zombies are upstairs in the training room where they had been watching TV. The upstairs bay is used as a training room.

Human Zombie (17)

Some picnic tables were set up in the open area between **Location 31** and **34**. Four zombies sit at one of these tables, dominos scattered among the foursome.

Human Zombie (4)

Headquarters Company (Location 35)

Battalion personnel, just like those in **Location 24**,

use this barracks. The main difference is that this is the female barracks. Two zombies are in the showers, one is in the stall, and another stands in front of the sink with moisturizer covering her face. Five zombies are in the bay conducting a variety of personnel activities. Two zombies are standing in the northeast NCO room. Three zombies are standing around the upstairs bay, while three more are in the training room where they had been watching TV.

Human Zombie (17)



Armory (Locations 36-40)

This is a two-story brick structure, one of the newest structures on the base. Several steel garage doors would provide enough space for a truck to back into the building. There is a smaller door for individuals to use. One of these doors is open— the middle to be precise. As you walk down the street you notice between each set of doors is a sign. It starts off with A Company, B Company, and C Company where you see the open door.

The other doors are locked and no zombies are located outside of Company C's arms room. The keys are located in the Battalion safe and in each company area, with the exception of Company C. The XO for Company C went to get something out of his BOQ (**Location 9**) before opening up the weapon racks.

Weekend Warriors

He died inside the door to his room and still has the keys, unless the characters have taken them. The doors can be opened with a successful Lockpicking roll with a die modifier of -6.

The garage doors are loud and their opening will attract zombie attention. They are also slow to open and close, requiring three rounds on

manual power. If electricity is restored (not likely) it takes one round to open or close under power. Each company stores their heavy weapons inside these two-story bays. No ammunition can be found with the weapons. However, there are plenty of ammunition boxes, more commonly referred to as magazines, to hold ammunition whenever the characters collect munitions. Every weapon has 10 boxes in the Armory. For example, A Company has 53 M16s and 530 boxes for those M16s.

There are windows that run along the top of the wall on the south side. These windows are made of double-pane glass, and sandwiches a thick wire lacing. These windows can be broken from the inside without too much problem. It would make a lot of noise, unless the heroes figure out a way to

muffle the sound. Out on the street these windows are 16 feet up from ground level, so it would be difficult to break in this way. If they create an opening, a hero can jump out, but they take 2d6 damage.



Armory

This is where

a soldier's weapon is stored. When a soldier reports to his unit, he is issued a weapon card. He exchanges this card for his weapon, when it is time for training. He returns his clean weapon at the end of any such training and receives his weapon card at that time.

Each company maintains its own weapon room. Weapons are always locked up when not in use. Items related to weapons may be found in here as well. Bayonets, cleaning kits, magazines, gas masks, and flak jackets can all be found within the armory.

You notice ammunition cannot be found here. That is not a SNAFU, but proper military procedure. You want ammunition go to the ammo dump. Make sure you have your paper work in order.

If the characters choose to enter C Company's Arms Room, read the following:

Passing through the door, there is a counter that covers most of the room in front of you. A set of stairs is directly ahead of you and it leads to a loft. Numerous weapon racks fill the center of the room, while wall lockers line the walls—upstairs and down. Out of the dark, two figures approach you.

Two zombies are in this room, and they attack anyone who enters. They go outside if they hear the characters chatting. A loud fight here attracts the zombies from the Mess Hall. The characters can close the door and lock it from inside. Once the door is shut the zombies stand comatose-like outside. If the zombies can hear the characters inside the room they attempt to break down the door. Mess Hall zombies notice characters on the street if they fail to hide as they move along the street in front of the Armory.

Human Zombie (2)

Camp Trepidation Incident



SAW - Squad Automatic Weapon

Often the last thing the enemy "saw".

When the characters have the time to look over the room contents, provide them with an inventory listing as provided in **Players Handout 7-11**.

Location 36: A Company has these items in its Armory.

- 13 M2HB machineguns without barrels. (Stored on the vehicles)
- 10 25mm cannon without barrels. (Stored on the vehicles).
- 10 TOW launchers without stands. (Stands on vehicles)
- 4 Dragon launchers without stands. (Stands on vehicles)
- 12 M249 machineguns.
- 8 M203 grenade launchers.
- 53 M16 assault rifles.
- 1 HK PSG1 sniper rifle.
- 27 Beretta 92F pistols.
- 53 bayonets.
- Night vision equipment for vehicles and individuals.
- 72 light-duty vests.
- 90 gas masks.

Locations 37 & 38: B Company and C Companies have the following items stored in their section:

- 41 M2HB machineguns without barrels. (Stored on the vehicles)
- 6 Dragon launchers without stands. (Stands on vehicles)
- 3 81mm mortars without tripods. (Tripods on vehicles)
- 18 M249 machineguns.
- 22 M203 grenade launchers.
- 110 M16 assault rifles.
- 1 HK PSG1 sniper rifle.
- 5 Beretta 92F pistols.
- 110 bayonets.
- Night vision equipment for vehicles and individuals.
- 117 light-duty vests.
- 117 gas masks.

Location 39: Combat Support Company has the following items stored in its Armory:

- 29 M2HB machineguns without barrels. (Stored on the vehicles)
- 5 25mm cannon without barrels. (Stored on the vehicles).
- 9 TOW launchers without stands. (Stands on vehicles)
- 4 Stingers
- 13 M203 grenade launchers.
- 106 M16 assault rifles.
- 27 Beretta 92F pistols.
- 106 bayonets.
- Night vision equipment for vehicles and individuals.
- 97 light-duty vests.
- 97 gas masks.

Location 40: Headquarters Company stores the following equipment in its bay:

- 25 M2HB machineguns without barrels. (Stored on the vehicles)
- 82 M16 assault rifles.
- 1 HK PSG1 sniper rifle.
- 8 Beretta 92F pistols.
- 82 bayonets.
- Night vision equipment for vehicles and individuals.
- 17 light-duty vests.
- 90 gas masks.

Mess Hall (Location 41)

Before you is one of the newer buildings. This is a brick one-story building with large windows providing good visibility. A sign on the corner indicates this is the Mess Hall.

This is a large mess facility that can seat 88 soldiers at one time. It has two serving lines with a large kitchen and bakery in the back. There is a large dish washing area and dry storeroom. The mess sergeant also has an office.

This building dates back to World War II.

As mentioned earlier, 40 soldiers of Charlie Company, 1st platoon were chowing down,

when the nerve gas hit. Ten more zombies worked the serving line and in the kitchen. These zombies are wielding kitchen knives, spatulas and one even holds a large frying pan. The men in the dining area have a good view of the street and should have no difficulty seeing anyone walking along the street. Characters who actively try to hide in the shadows along the building do not attract their attention. The Mess Hall provides a great view of anyone trying to enter the Armory. If characters do not attempt to hide in the shadows they are spotted automatically.

Human Zombie (50)

EM Club (Location 42)

This building dates back to World War II. The marquis in front looks out of place, though it has to be fairly old also. The display states this is the EM (or Enlisted Man) Club and Bingo starts at 7:00 on Monday nights.

Soldiers would come here for a drink and the chance to hear a live band on the weekends. The bar includes a small raised stage and a dozen tables set out underneath a disco ball. There is a well-stocked bar with a dozen cases of beer and two kegs in the taproom. An arcade is near the entrance, filling a small room with several video game machines. None of these are working now, as they have no power. A tailor also maintained a shop in the next room. This service provided custom clothing as well as sewing

patches onto uniforms. This is a very dark building and the characters must provide their own light to see clearly.

Four men were sitting around the bar chatting with the bar tender, who was a cute little blond lady at the time of the accident. The zombies attack with beer bottles.

Human Zombie (5)

Facilities Engineers (Location 43)

The building before you burns brightly in the night. The structure had been built with bricks, but it now is engulfed in flames.

This large building provided power to the base before the NBC Lab blew up and debris knocked out the transformers, which started the fire. Now flames engulf this building, the only source of light not operated by batteries in the area. The building also has a garage with a fire truck, which is now burning. The characters can find five fire extinguishers just inside the Emergency Center door. The zombies have been cooked in this building.

Gym (Location 44)

To your front is a metal prefabricated building with windows running all across the building, just below the roof. A large sign announces that this is the gym. On the far side of the gym you can see some tarmac with basketball goals and further on down are a pair of tennis courts.

A basketball court dominates the space inside the facility. There is also a weight room, as well as a sauna in the locker room. An office is located at the north end of the building. A wall locker is filled with sporting equipment there.

Inside the gym there are six zombies standing around the weight room. They attack swinging barbells and throwing weights.

Human Zombie (6)

Recreation Center (Location 45)

The next building you approach is the Recreation Center. It is constructed of wood, and in the dark appears vile with its large windows and gabled roof.

Soldiers go here to unwind. The first things characters notice going through the front doors is the checkout desk. From here they can go to the library, pool hall, coffee shop, game room, and meeting rooms. Behind the desk there are two trays holding pool balls. There are also keys to the meeting rooms, some paddles for ping-pong, and a number of board games.

In the library, characters find one zombie lurking amongst the bookshelves. The pool hall has more traffic, with eleven zombies standing around the room. They throw pool balls and swing cues two handed, until the stick breaks. A pool stick breaks if it fails a d6 Vigor roll. Zombies attempt to stab the characters with the broken cue. The room

**... in the
dark (it)
appears
vile with
its large
windows and
gabled
roof.**

has 24 pool sticks and 33 pool balls. Several tables are located in the coffee shop, and six zombies sit around them. None of them are armed. They may throw cups and plates at the characters. There are 24 cups and 30 small plates.

Six small tables and two large tables fill the game room. Four zombies sit around a table where a board game is set up. None have weapons. There are half a dozen meeting rooms. All contain a table surrounded by a few chairs. The door can be locked from the inside. No zombies are inside these rooms.

Human Zombie (22)

Military Police Barracks (Location 46)

A modern-looking building stretches down the road. It is only one story in height and made of brick with a sign in front that proclaims it contains the Provost Marshall. Another sign just to its right designates the barracks to belong to the 13th Military Police Company.

This facility is the only permanent party barracks on Camp Trepidation. These MPs watch a battalion come in for six months and leave as another battalion comes in. The Provost Marshall uses the west end of the barracks. It has a dispatch room, briefing room, the provost marshal's office and a pair of cells. Bars circle the entire cell, so that detainees cannot break through the walls. There is also an arms room, which contains ten Mossberg shotguns and 100 boxes of shot. The characters can also find 46 Berretta 93F in here, with 50 boxes of 9mm ammunition and 92 clips. A dozen flare guns are stored in here too. The MPs keep ten fire extinguishers in here for emergency. The MP Barracks has enough room to sleep 60, with four men to a room. There is a common latrine at the end of the barracks and the day room has a wide screen TV and four overstuffed couches.

Four zombies stand around the dispatch room. Each is carrying a Berretta 93F with an additional clip. They shoot all living creature entering the barracks. Twelve additional zombies are lounging about



This ain't no party!

Did I see you laugh, cupcake? Permanent party. Does this look like a disco to you? Permanent party is the term used for individuals permanently assigned to a unit and location. You, cupcake, are TDY. This means you are on temporary duty. Enjoy it while you can. Before you know it these six months are done and you have to return to your boring civilian life. That's right. You have to leave this boring military life behind.

the barracks rooms. An additional five zombies were sitting in the dayroom. The zombies in the barracks area are unarmed.

Human Zombie (21)

Rod and Gun Club (Location 47)

A sign states the small building before you is the Rod and Gun Club. A row of three picnic tables are set out in front of this building. An MP sedan is parked out front. You can see the profile of the vehicle's two passengers.

Soldiers would come here to shoot skeet, buy fishing licenses, and drink beer. Inside the dining room there are a half dozen tables. Behind the counter is a fry kitchen. In a room besides the kitchen are three double barrel shotguns (20 gauge) used for shooting skeet. There are several boxes of clay pigeons. Ammunition boxes found in this room includes 25 boxes of 20-gauge birdshot (1-3d4) and 10 boxes of 9mm target ammo (1d8 damage). Several cases of beer and whiskey line the wall, as well as the fishing gear that is sold here.

If the MP vehicle is parked here the zombies inside the vehicle attack the reservists. The driver attempts to run over the characters while the passenger fires his pistol. The windows are rolled up on the vehicle. The passenger does not care as he shoots through the windshield oblivious of the ramifications. Despite this, the vehicle occupants do not take any damage from flying glass. The two zombies inside hear this battle and they come outside to fight.

If the vehicle has left the characters can enter the Rod and Gun without hindrance. The two zombies come from behind the counter to attack the characters when they enter. These zombies are unarmed.

Human Zombie (4)

NBC Lab (Location 48)

This area is discussed in **Section 3: The NBC Lab.**

Motor Pool (Location 49)

A very long one-story building stands before your group. This structure is made of aged wood and really could use a new paint job. You can tell it is the Motor Pool, because rows upon rows of vehicles are parked across from it. As you get closer, you notice the building is divided into six Maintenance Bays—one for each company—as well as one dedicated to battalion maintenance. Each one has a door large enough to permit a tank to enter the building. Smaller doors allow foot traffic to enter each bay.

You can see dozens of HMMVWs and more than a few trucks. But the vehicles that stand out in the lot are the four Abrams and close to a dozen Bradleys. On the corner, a sign for the Ammo Dump points to the north.

These Maintenance Bays hold a wide variety of tools and vehicle parts. There are no zombies in the bays, which are all locked. Each bay has a fire extinguisher by the small door.

There are ten rows of parking slabs here. With the exception of Alpha Company, each unit has two rows of vehicles. Alpha only uses one row. Characters may also notice storage containers scattered about the area. These containers hold camouflage netting and tools. Armored vehicles store the barrels for the mounted machineguns and chainguns inside. Other stored items include vehicular radios, batteries of all sizes, flashlights, weapon stands and tripods, manuals and other gear. Each vehicle has a fire extinguisher on board. Turreted vehicles have two fire extinguishers, one by the driver and another in the turret.



Military Vehicles

The motor pool is where the companies park their vehicles. Here they perform routine maintenance to their vehicles. By keeping their equipment in ready shape, the men are ready to move out and support the mission its orders require. Each company has mechanics to help with this routine maintenance. For complicated repairs, battalion maintenance steps in. If these mechanics cannot handle it, then the vehicle is shipped off to the repair depot.

Army vehicles are different than civilian vehicles. Most hatched vehicles have large locks securing the hatches when the vehicle is not in use. To start a vehicle, no key is required, just push the ignition button and you are ready to move out. The same is true for Hum-Vees, except a chain runs through the steering column with a lock attached to it.



North of the Maintenance Bays are two ramps that facilitate the cleaning of vehicles. It includes two pressure hoses. The pressure hose knocks down anyone failing a Strength roll.

Player's Handout 12 provides the vehicle inventory. If the characters are being rushed through this area, they should not receive it. This list is for characters who can sit around for a moment and take stock of their situation.

Vehicles parked in A Co's row are:

- 4 Abrams tanks.
- 10 Bradley infantry fighting vehicles.
- 1 M113 armored personnel carrier.
- 4 HMMVWW
- 2 2-1/2 ton trucks.

Eighteen zombies stand around the Bradleys. They were preparing to go on a night road march when the gas hit. None of them are armed, and two of the Bradleys have wide-open hatches.

Human Zombie (18)

Vehicles parked in B Co's two rows are:

- 41 HMMVWW
- 2 2-1/2 ton trucks.

Vehicles parked in C Co's two rows are:

- 41 HMMVWW
- 2 2-1/2 ton trucks.

Vehicles parked in CS Co's two rows are:

- 4 M106 armored personnel carrier.
- 1 M577 armored personnel carrier.
- 32 HMMVWW
- 2 2-1/2 ton trucks.

Two zombies were cleaning a deuce and a half on its slab when the gas hit. They are unarmed. The truck is unlocked.

Human Zombie (2)

Vehicles parked in HQ Co's two rows are:

- 23 HMMVWW
- 10 2-1/2 ton trucks.

Ammo Dump (Location 50)

You have walked a half-mile north of the Motor Pool. Before you, there are dozens of containers surrounded by barbed wire. A barricade closes off the entrance to this area. A HMMVWW can also be seen parked along the road that circles the containers. To the rear of the Ammo Dump, Trepidation Rock begins its perilous ascent.

An electrified fence borders the Ammo Dump. The backup generator did not kick in, so it is not functioning. The containers are filled with munitions,

from 9mm bullets to tank rounds. Munitions can be found for every weapon stored in the Armory or used by the MPs. There are also antitank and antipersonnel mines, C-4 and other explosive devices stored in this area. The characters can find enough munitions to take over the state of New Mexico and probably Arizona too.



Container City

This is what we call container city. These huge containers may be quickly set upon a truck and moved with the rest of the Battalion. If required the battalion can unload these containers and then transport the munitions to Organizational Area where each company sets up before entering hostilities or maneuvers.

These containers hold 5.56mm, 7.62mm, and 9mm ammunition. I hope you grabbed some magazines in the armory. Otherwise we'll just call you one-shot Sally. There are 81mm mortar rounds as well as 107mm mortar rounds. We have three different types of antitank missiles as well Stingers. You like a bang? Right here we have hand grenades, mines, and claymores. If you want to do some damage—and I suspect you do—then you have come to the right place.

Weekend Warriors

The Ammo Dump always had MPs guarding it. Two zombies guard the gate, both armed with M16A2 rifles. Another trio of zombies sit in a HMMVWW, equipped with a mounted M2 .50 caliber machinegun. All of them are wearing helmets. The zombie on the .50 caliber is an alert dominated zombie. The HMMVWW is stationary at the moment with lights turned off. The M2 is loaded with a belt of ammo. Each belt has 100 rounds and the gunner has six additional belts at his disposal. Everyone in the HMMVWW also has an M16A2. Every soldier has a loaded clip in their rifle with four more in their ammo pouches. One odd thing regarding the vehicle is all of the mirrors have been smashed.

If characters spend too much time here after being noticed by the dominated zombie, a death shrieker investigates. This creature is overconfident and attacks no matter what the odds. Should the characters dispatch this death shrieker, another is sent to attack. He brings with him as many zombies as he can find.

Human Zombie (5)



Dominated Zombie (1)

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

Skills: Fighting d8, Intimidation d6, Notice d4, Shooting d6.

Pace: 5; **Parry:** 6; **Toughness:** 7.

Special Abilities

- **Claws:** Str.
- **Control Zombie:** The dominated zombie can control all zombies that it can communicate with. They follow orders without question or hesitation.
- **Fearless:** Dog zombies are immune to Fear and Intimidation.
- **Telepathy:** The dominated zombie can mentally contact all common zombies within 150 inches of the zombie.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage. Does not suffer from Wound Modifiers.
- **Weakness (Head):** Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.
- **Weakness (Mirrors):** The dominated zombie shares the Reanimator's aversion to mirrors. It cannot approach a mirror. If a minion is available the minion is used to destroy the mirror. While the dominated zombie does not approach mirrors, should the individual close in on a dominated zombie with a mirror it may fight as normal.

Movie Theater (Location 51)

The theater looks to be in good repair. To your surprise it advertises two screens. The marquis does not promote a film currently, rather it has written "Help Wanted, Inquire at the PX". A chill goes up your spine when you notice the "Night of the Living Dead" poster on the wall.

Inside the characters find a typical theater setup. The concessions are stocked with various sweets and the characters could pop some corn if the power worked. The soda fountain is offline at the moment. Inside the theater is empty as are the rest of the areas in the theater.

Section Three: NBC Laboratory

This has to be the most modern building you have seen on the post. It is made of brick and adobe, giving it a pueblo motif. A barbed wire fence surrounds the building and as you get closer you can here the buzz of electricity. The generator has kicked on in this building. The fire from across the street reflects off the “Danger – Do Not Touch Fence” signs. Then you notice that some light is seeping through the front door. Fortunately the fence gives way to the entrance of this facility. Your eyes may be playing tricks on you, but it looks like green lightning is flashing over on the east side of the building.

This facility has power, as its backup generator automatically kicked in when the base power went out. The generator has sufficient fuel to operate until 06:00 hours (6:00 a.m.) in the morning. There are only two ways to enter the lab. Characters may enter through the front door, or through the gaping hole the explosion created on the east side of the building. This hole is big enough for a medium size creature to pass through the electrified fence bordering the facility. Anyone touching the fence takes 6d6 damage each round. If they pass an Agility roll with a raise, they take only half damage. Creatures in contact with the fence must pass a Vigor roll or remain attached to the fence.

Entry

You open the door and bright lights accost your eyes. A quick glance and you notice there is a body-length revolving turnstile set along a glass wall. Two figures wearing MP armbands stand on the other side of the glass. They pull their service revolvers and fire.

This was a guarded entrance, which includes bulletproof glass (Hardness 12, Damage Type Blunt, Cutting). Two zombies sit behind the glass armed with pistols and two spare clips. They blast away brainlessly; not registering that there is a glass wall between them and the party. There is a fire extinguisher in their desk as well as visitor's tags and duct

tape. The zombies possess card passes that open the checkpoint. The characters have to break through the glass to enter the building.

Human Zombie (2)

Administrative Area

Several cubicle areas are set up here. No zombies are present, as the administrative personnel had the day off.

The characters find nothing of interest in this part of the building, unless they are looking for office supplies.

Checkpoint Bravo

Another barred gate with a bulletproof glass wall separates the characters from another pair of MP zombies. The pass card allows characters access through this gate. Another fire extinguisher can be found inside the guard's desk.

Human Zombie (2)

Upper Lab

As the door opens, smoke escapes from the room. The smoke puzzles you a bit, since it is green and pulsates. A trio of figures wearing lab coats walk out of the smoke. One look into their eyes and you are certain they are dead. From the basement, you hear screaming.

The smoke is escaping through a crack in the floor. Every few seconds the smoke pulses with a greenish hue. Three scientist zombies attack the characters. They are unarmed.

There is an elevator within this area, but it is out of commission from the explosion. The characters can see the basement 40 feet below them. The rubble has formed a wall along the eastern wall. It looks as if it could be descended without too much diffi-

Weekend Warriors

culty. A successful Climbing roll works just fine. Someone is screaming for help below.

Human Zombie (3)



Civilians— Almost as Frightening as an LT with an Idea

Let me tell you something, cupcake. I don't like this place.

Civilians have some of the dangest ideas on what to do with a soldier. Think we are some kind of wind up toy they can crank up and forget about.

I got no idea what's going on inside this building, but I do not like it. Yeah I said it again. What you gonna do, cupcake? I can't do nothing with a civilian, but I dang sure know how to take care of you.

Lower Lab

Read this for anyone entering the Lower Lab through the hole in the east side wall:

Electrical light illuminates the sky as you draw near a hole in the fence. A green flickering light reminds you of wild lightning, and smoke pours out exuding the same greenish hue. A closer look reveals that not only has the wall been penetrated, but so has the floor. From the basement, a bloodcurdling cry sends chills up your spine. The cry is one for help.

If the characters take their time to entering the building, they should have no difficulty. If they are forced to move a little faster due to pursuit or focusing on firing weapons, then entry is a little more dangerous. Characters must pass an Agility roll or they or they come into contact with the fence.

Once they get to the precipice, they must climb down to the bottom. It is a forty-foot drop, but because of the rubble the Climbing roll is modified by +2. Remember climb speed is one half the character's Strength each round.

Characters reaching the basement from the hole should be read the following:

Concrete rubble and steel rods bent into pretzels provide a means to climb to the basement level below. As you climb down, the screams continue. "Help! They'll kill me! Help!" Upon reaching the basement you look across what was a laboratory. Bodies litter the floor in broken piles.

A jagged emerald sphere hangs in the air. Green lightning emits sporadically from within. Across the room on a lab table, a man in a lab coat is kicking and screaming. Two zombies grasp for his throat and tear at his belly.

The reanimator lies on the table while controlling the two zombies appearing to attack him. He possesses a humanoid form and has put on a lab coat to further the deception. Six zombies lying down upon the floor appear to be permanently dead. The reanimator hopes the characters pass these six zombies, who then stand up to attack from the rear. Once the reanimator has lured the characters in a position away from the rubble slope, he casts obscure, enveloping as many characters as possible. Then the reanimator casts speed zombie on all dominant zombies present to attack the characters more effectively.

Camp Trepidation Incident



Dragon anti-tank system

This would have been extremely handy at the NBC lab.

He speeds the regular zombies if they are the only choice he has available. It wants to capture the characters alive so it can eat their brains, providing the reanimator with more knowledge of our world.

If the characters try to climb out of the basement, the reanimator flies up and tries to knock them off the wall. If his attack hits, the heroes may lose their grip and fall. Make a Climbing roll, or the characters fall taking 2d6 damage if they fall less than 30 feet. At 30 feet or higher the characters suffer 2d6+5 damage. The reanimator also calls for all zombies to come and wait around the NBC Lab, just in case he is defeated. If you can't win, at least take the good guys with you!

If a bullet or object touches the glowing sphere, read the following:

Upon contact, the bullet (or object) stops in mid air as if held. It vibrates, splitting into several pieces that momentarily deflect away from the green sphere. But in an instant the shards are sucked back into the green. Violent snaps of energy fill the air as the shards pierce the green opening. The smell of brimstone fills the air.

The large green rift is the gate the reanimator used to enter this plane. He aims to expand the gate. The heroes can close the rift if they detonate 500 pounds of C-4 in the basement. If a character touches the rift, he must pass an Agility roll modified by -4. Any other result means the character has been sucked into the rift and is dead, but passing the save means the character is shaken. This brief contact fills the character with a feeling of sickening and dread.

Human Zombie (6)



Reanimator (1)

Appendix A: Creatures

Zombies

Common Types

Human Zombie

Use the zombie as found in *Savage Worlds* on page 135. There is one change—these zombies have a weakness for fire extinguishers. See the Dog Zombie below to see how this weakness is defined.



Dog Zombie

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d6.

Skills: Fighting d6, Intimidation d6, Notice d6.

Pace: 6; **Parry:** 5; **Toughness:** 8.

Special Abilities

- **Bite:** Str+1.
- **Fearless:** Dog zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.
- **Size -1:** Dog zombies are relatively small creatures.
- **Weakness (Head):** Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.
- **Weakness (Fire Extinguisher):** Zombies that are sprayed with a fire extinguisher, must pass a Spirit roll or they are Shaken. They do not receive their +2 modification to recover from Shaken status when a fire extinguisher causes the zombie to be Shaken.

Common zombies possess no intelligence, however, they inherited an inner motivation or hatred. This drive taps into mundane memories allowing these zombies to walk, open doors and perform other simple motor tasks that they experienced in life. These base functions allow human zombies to drive and fire a weapon. What they lack is the need to do things well; therefore they have lost the skills and proficiencies they utilized in life.



Dominated Zombie Template

The “dominated zombie” is a template that can be added to any other living corporeal creature of this world (referred to from now on as the base creature). It uses the base creature's statistics and special abilities except as noted below.

Attributes: Smart and Spirit are reduced to d4.

Skills: With the exception of Climbing, Fighting, Intimidation, Shooting, and Throwing all skills are reduced by two dice type. Shooting is reduced by one dice type. No dice may reduce to less than a d4. For example, a soldier with Stealth d10 and Shooting d10 dies and the Reanimator dominates it. The dominated zombie has Stealth d6 and Shooting d8.

Pace: Reduce by one inch.

Parry: No change.

Toughness: +2(Undead)

Hindrances: Many Hindrances can be ignored after death. The following list plagues you even in death: Lame, Obese and Small. All other hindrances no longer affect the character.

Edges: Some Edges are lost. If the Edge required to receive an ability or skill has been reduced below the requisite level, that Edge is lost. The Arcane Background, Berserk, Fast Healer, Luck, and Great Luck, Noble, Rich and Filthy Rich Edges are lost. Power Edges and Social Edges are removed also.

Claws: Str.

Control Zombie: The dominated zombie can control all zombies that it can communicate with. They follow his orders without question or hesitation (as if they could).

Telepathy: The dominated zombie can mentally contact all common zombies within 150 inches of the zombie.

Fearless: Dominated zombies are immune to Fear and Intimidation.

Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half damage. Does not suffer from wound modifiers.

Weakness (Head): Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.

Weakness (Mirrors): The dominated zombie shares the Reanimator's aversion to mirrors. It cannot approach a mirror. If a minion is available the minion is used to destroy the mirror. While the dominated zombie does not approach mirrors, should the individual close in on a dominated zombie with a mirror it may fight as normal.

Reanimator



Attributes: Agility d6, Smarts d10, Spirit d8, Strength d12, Vigor d8.

Skills: Fighting d8, Guts d10, Intimidation d10, Knowledge(Necromancy) d12+3, Notice d10, Spellcasting d8, Stealth d10.

Pace: 5; **Parry:** 8; **Toughness:** 8.

Spells

- **Death Wave:** The reanimator can lash out at the living with a furious bolt of necromantic energy. This attack affects a Large Template centered upon his location. It strikes at all within range for 2d6 damage at the cost of 4 Power Points.
- **Obscure:** For two Power Points the Reanimator can create darkness. He can pick any place in sight as the center point and the Large Template can be used to determine the area of affect. This affect lasts for three rounds and may be maintained an additional round for each Power Point expended.
- **Speed Zombies:** Zombies move at double their pace and a raise negates the running penalty. This spell cost one Power Point and lasts for three rounds and may be maintained for additional rounds at the cost of one Power Point.
- **Zombie:** The reanimator can create undead. He can turn a corpse into a zombie for 3 Power Points.

Power Points: 15.

Special Abilities

- **Bite:** Str+1.
- **Claw:** Str.
- **Control Undead:** Reanimators can control all undead within a mile radius.
- **Demon:** +2 Armor (dense skin). +2 Toughness. Demons never suffer from poison or disease. Does not suffer Wound Modifiers. Demons have Low Light Vision.
- **Dominate Undead:** The reanimator may dominate up to five zombies at a time. The reanimator treats this as a free action.
- **Fear:** Anyone that sees the reanimator must make a Guts check at -2. When the victim passes the check, it need not make another one for this creature for the next 24 hours.
- **Flight:** Reanimators have a Flying Pace of 8", with an acceleration of 4".
- **Immunity:** Reanimators are not affected by radiation.
- **Weakness (Mirrors):** The reanimator has an aversion for mirrors. It cannot approach a mirror. If a minion is available the minion is used to destroy the mirror. While the reanimator does not approach mirrors, should the individual close in on a reanimator with a mirror it may fight as normal.

The reanimator is an evil creature seeking to eradicate life where it finds it. This evil being eats the brains of its victims to understand language, history and other knowledge the dead may have held. Animating, controlling and dominating zombies is an ability the reanimator uses to defend itself. Attacking a reanimator directly is a dangerous proposition as it brings out the fear in a persons heart and can inflict damage with just a glare when angered. One thing the reanimator fears is a mirror and it forces its minions to destroy every mirror that it becomes aware of. The reanimator avoids a mirror and the individual who holds it to the point of fleeing.



Death Shrieker

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

Skills: Fighting d6, Guts d8, Intimidation d6, Notice d8, Stealth d8.

Pace: 3; **Parry:** 5; **Toughness:** 5.

Special Abilities

- **Bite:** Str.
- **Claw:** Str-1.
- **Demon:** +2 Armor (dense skin). +2 Toughness. Demons never suffer from poison or disease. Does not suffer Wound Modifiers. Demons have Low Light Vision.
- **Fear:** Anyone that sees a death shrieker must make a Guts check at -2. When the victim passes the check, it need not make another one for this creature for the next 24 hours.
- **Flight:** Death shriekers have a Flying Pace of 12", with an acceleration of 5".
- **Immunity:** Death shriekers are not affected by radiation.
- **Weakness (Radio Static):** The death shrieker flees from the sound of radio static.

These creatures accompanied the reanimator through the rift and into our world. They make an awful cawing noise, which is the source of their name as it sends shivers down the spine of the stoutest soul. This can be combined with a Cause Fear attack that sends their enemies fleeing, while they peck and at their victim's heads. They also make these cries to attract zombies, who follow the noise wherever the death shrieker leads them. Death Shriekers exert no control beyond this and common zombies attack the birds if they come too close.

Appendix B: Weapons and Equipment

Weapons

Barbells and weights, Str damage with an additional +1 per 25 pounds added beyond the first 25 pounds, weight varies.

Beer Bottle, Str-1, break d4 Vigor roll (for additional +1 damage), .5 lb.

Beer Bottle, broken, Str-2, .25 lb.

Bowie Knife, 3/6/12, Str+1, ROF 1, 2 lb.

Candleholders, Str-1, .5 lb.

Cups and plates, 2/4/8, Str-1, ROF 1, .5 lb.

Double Barrel Shot Gun (20 gauge), 12/24/48, 1-3d4, ROF 1-2, 3 lb., Shots 2.

Flashlight, Str-1, 2 lb.

Golf Club, Str-1, 2 lb.

Pool ball, Str-1 1 lb.

Pool cue, Str, break d6 Vigor roll, .5 lb.

Pool cue, broken, Str-1, .25lb.

Saber, Str+2, 3 lb., Min. Str. d6.

Straight razor, Str, 1 lb.

Equipment

Fire Extinguisher: Affects zombies like a Hold Monster spell. Zombie gets a gets a Spirit roll or becomes shaken. The fire extinguishers discharges in a 10'cone and each comes with five charges at full capacity. This does not affect the reanimator or the death shriekers.

M2HB uses the M2 Browning (.50) stats

TOW 100/200/400, 4d8+2, ROF 1, No Burst, AP 50; 1 action to reload (a trained two man crew can fire every turn).

Dragon 50/100/200, 4d8+2, ROF 1, No Burst, AP 40; 1 action to reload (a trained two man crew can fire every turn).

M249 Machinegun uses the M60 stats.

HK PSG1 sniper rifle uses the Barrett (.50) stats.

Beretta 92F pistol uses the Glock (9mm) stats.

Stinger 100/200/400, 4d8, ROF 1, Medium Burst Template, AP6; 1 action to reload (a trained two man crew can fire every turn).

81mm Mortar minimum range 100, 150/250/400*, maximum range 1700, 3d8, ROF 2, Medium Burst Template, AP4.

107mm Mortar minimum range 280, 350/450/600*, maximum range 2200, 4d8, ROF 2, Medium Burst Template, AP6.

*The ranges are given for line of sight targets. Maximum range may only be engaged with an observer. The first round always uses long-range modifiers. If this round's impact is spotted by the observer it may be adjusted and accuracy is adjusted by the medium range modifier. Once a target is engaged, any other guns that are set up with the adjusting gun may fire for effect, also using the medium range modifier.

M113 Gavin: The Gavin used to be the Army's main ride on to the battlefield. Now it is used in very specialized roles and by many third world nations.

Acc/Top Speed: 5/24, Swim 1/3; Toughness: 14/13/12 (4/3/2);

Crew: 2+11; Cost: Military Only

Notes: Amphibious, Night Vision; Heavy Armor; Tracked.

Weapons:

1 M2HB Machinegun on top pintle mount mount (300 rounds)

M106 107mm Self-Propelled Carrier: This is the Mortar Carrier for the US Army. It uses an M113 chassis with modifications to provide a firing platform for the 107mm Mortar.

Acc/Top Speed: 5/24, Swim 1/3; Toughness: 14/13/12 (4/3/2);

Crew: 2+4; Cost: Military Only

Notes: Amphibious, Night Vision; Heavy Armor; Tracked.

Weapons:

2 M2HB Machinegun on top pintle mount mount (2,000 rounds)

3 M107mm Mortar sits on a plate that can rotate 360 degrees (69 rounds)

Appendix C: Common Skill Checks and Procedures

Breaking and Entering

Disable Alarm

Alarm	Success
Vehicle Alarm	Repair
Armory Alarm	Repair -6

If either check result is 1 or less the alarm goes off.

Pick Locks

Lock	Success
Civilian Vehicle Door Lock	Lockpicking
Military Vehicle Lock	Lockpicking -4
Building Door Lock	Lockpicking -2
Armory Door Lock	Lockpicking -6
Motor Pool Bay Lock	Lockpicking -4
Ammo Container Lock	Lockpicking -4

Breaking and Entering

Object	Toughness	Damage Type
Exterior Doors, Wooden Buildings	8	Blunt, Cutting
Exterior Doors, Modern Buildings	8	Blunt, Cutting
Exterior Doors, Armory and Containers	10	Blunt, Cutting
Walls, Wooden Buildings	4	Blunt, Cutting
Windows, Common	1	Blunt, Cutting
Windows, Armory	7	Blunt, Cutting

Appendix D: Player Handouts

Player Handout 1

You are ordered to report to Camp Trepidation, NM where you will join the 12th Bn. 224th. You are to report by 1800 to the Battalion Headquarters on _____.

Player Handout 2 (Lt.)

You are ordered to report immediately to the Department of Homeland Security, where you will be permanently assigned.

The Department of Homeland Security attaches you to Section Zulu. Section Zulu would take this time to brief you on your responsibilities to it and the American people.

1. This section does not exist.
2. You will use the cover of a military attaché in charge of coordinating the use of military assets with the Border Patrol along the southwest border of the United States.
3. You will support other Section Zulu operatives on a need to know basis.
4. If you feel the need to ask questions we can reassign you ASAP.
5. The President knows, therefore you do not need to.
6. You are authorized to kill anyone who would interfere with your mission.
7. You may take your life and your family will still receive death benefits.

New orders to be followed immediately. A Section Zulu operative must be inserted into Camp Trepidation, NM. You are to insure he has access to the Camp Trepidation NBC Laboratory. A security pass is included in the attached envelope. Once the operative has completed his part of the mission, you will see that he returns to Washington, DC for debriefing by the Office of the Secretary of Homeland Security.

Player Handout 3 (Intel Officer)

You are ordered to report immediately to the Department of Homeland Security where you will be permanently attached.

The Department of Homeland Security attaches you to Section Zulu. Section Zulu would take this time to brief you on your responsibilities to it and the American people.

1. This section does not exist.
2. You will use the cover of military attaché in charge of coordinating the use of military assets with the Border Patrol along the southwest border of the United States.
3. You will support other Section Zulu operatives on a need to know basis.
4. If you feel the need to ask questions we can reassign you ASAP.
5. The President knows, therefore you do not need to.
6. You are authorized to kill anyone who would interfere with your mission.
7. You may take your life and your family will still receive death benefits.

New orders to be followed immediately. You will switch the hard drive on Dr. Momad El Ahmed's computer located in the Camp Trepidation, New Mexico NBC Laboratory. Retrieve all journals that El Ahmed keeps. We believe he keeps written journals in his office and in the basement laboratory. Try to be discreet. The box you received has a replacement hard drive, journals, and a security pass. Keep these on you at all times. Do not allow anyone else to have El Ahmed's hard drive or journals. Take it with you wherever you go, whether it is Washington or Hell. The information should be delivered to Washington, DC where the Office of the Secretary of Homeland Security will debrief you.

Player Handout 4 (Operator)

You are ordered to report immediately to the Department of Homeland Security where you will permanently attached.

The Department of Homeland Security attaches you to Section Zulu. Section Zulu would take this time to brief you on your responsibilities to it and the American people.

1. This section does not exist.
2. You will use the cover of military attaché in charge of coordinating the use of military assets with the Border Patrol along the southwest border of the United States.
3. You will support other Section Zulu operatives on a need to know basis.
4. If you feel the need to ask questions we can reassign you ASAP.
5. The President knows, therefore you do not need to.
6. You are authorized to kill anyone who would interfere with your mission.
7. You may take your life and your family will still receive death benefits.

Amendment to orders to be followed immediately. You will escort a team of two other operatives on this mission. You will assist in the insertion of the Camp Trepidation, New Mexico NBC Laboratory. You will use any means necessary to enter the lab and exit. You will be discreet. Support them to your fullest ability. We cannot inform you at this time regarding their mission. They should be returned to Washington, DC where the Office of the Secretary of Homeland Security will debrief all of you.



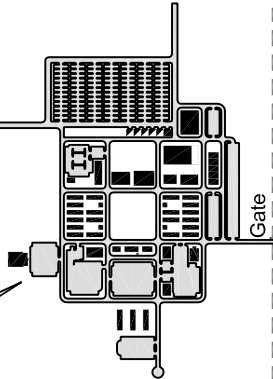
SCALE IN FEET



Trepidation Rock

Ammo Dump

Camp Trepidation:
Main Facilities



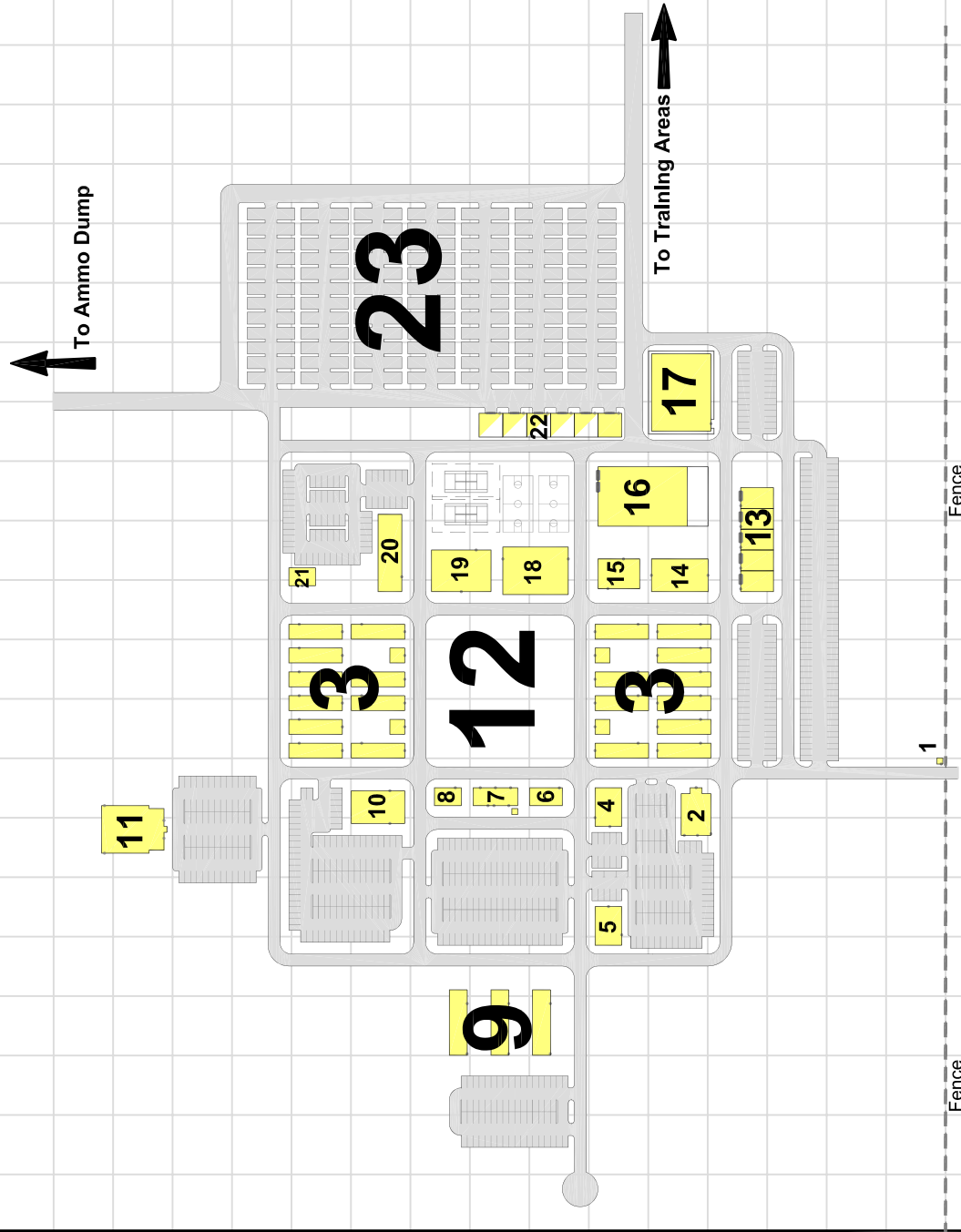
Gate

MAP OF CAMP TREPIDATION



12 TO MIDNIGHT

www.12tomidnight.com



MAP OF CAMP TREPIDATION: MAIN FACILITIES

SCALE: 1 SQUARE = 100 FEET

- | | | | | |
|----------------------------|--------------------------------|-------------------------|---|------------------------------|
| 1. Guard Shack and Gate | 6. Supply | 11. Movie Theatre | 16. Facilities Engineering | 20. Military Police Barracks |
| 2. Chapel | 7. Battalion Headquarters | 12. Parade Field | 17. Nuclear/Biological/Chemical (NBC) Warfare Lab | 21. Rod & Gun Club |
| 3. Enlisted Men's Barracks | 8. Post Office | 13. Armory | 18. Gym | 22. Maintenance Bays |
| 4. Officer's Club | 9. Bachelor Officer's Quarters | 14. Mess Hall | 19. Recreation Center | 23. Motor Pool |
| 5. Clinic | 10. Post Exchange (PX) | 15. Enlisted Men's Club | | |

CAMP TREPIDATION

CHARACTER'S MAP HAND-OUT

Players Handout 6

Debriefing the Dead

Down on your luck? Ready to bury that character? Well, take a look at this classified information. (If you were alive and read this we would have to kill you, but since you're already decomposing—go ahead!)

An evil being, the reanimator, orchestrated all of the day's events. He became aware of Camp Trepidation when he sensed their early research with flesh reanimation. The US Army wanted soldiers who would fight and continue fighting even after they were dead. You know Uncle Sam—trying to get blood from a grape. Only problem the Army found in their early tests is the zombies wanted to kill every living thing, and not just the enemy! They also tended to stand idly around if they could not identify a target.

Your arrival coincided with that of the Reanimator. This demon possessed one of the scientists on the base, prompting him to create the explosion you saw in the camp. The explosion released a deadly nerve gas, which was followed up by the Army's reanimation gas. In moments, everyone on the base died and reanimated. Fortunately, the nerve gas was not a persistent agent or you would have died sooner. The reanimation gas has a life of 12 hours, which is why you are still in the game.

What? Yes, you are still playing. Don't let your neighbor know. It's our little secret. You are not only a zombie, but you are a Dominated Zombie—an uber-zombie in other words. The Reanimator noticed your death so he has linked with you, allowing you to access many of your previous skills, edges and hindrances. You can still talk, though your speech has a tendency to slur. You can also control zombies in your periphery. Won't your friends be surprised when I say it is your turn?

Now whose brains will you eat first?

Help you GM out and convert your character to a dominated zombie. Follow these steps:

1. Remove all of your wounds.
2. Ability scores change by:
 - a. Reduce Smarts to d4.
 - b. Reduce Spirit to d4.
3. Skill are adjusted as follows:
 - a. Climbing, Fighting, Intimidation, and Throwing do not change.
 - b. Shooting skill is reduced by one die type.
 - c. All other skills are reduced by two die types.
 - d. No die type may be reduced to less than d4.
4. Zombies pace is reduced by one inch.
5. Increase your Toughness by +2.
6. The Intel character still suffers from the affects of Obese. All other character Hindrances are no longer in affect.
7. The Luck Edge is removed from the Medic and Sniper. The Medic also loses the Level Headed Edge. The Intel character no longer has the Hard to Kill Edge. The LT loses all of his Edges. The Grenadier cannot use the Dead

Shot Edge.

8. The following special abilities are now available:

- a. Claws: Str.
- b. You can control all the zombies you see and touch outside the presence of the Reanimator.
- c. You are not scared of anything, impervious to fear affects.
- d. Add a +2 to your roll when recovering from Shaken status.
- e. Damage does not affect you like it used to. Called shots have no added affect, while bullets and piercing attacks only do half damage. Wound modifiers do not apply to you either.
- f. You have telepathy with all undead within 1,000 feet.

9. Weakness. You have two weaknesses that affect you.

- a. You will avoid mirrors. Dominated zombies cannot stand the sight of mirrors.
- b. Shots to the head add +2 damage and piercing attacks do normal damage.

10. Ask the GM to replenish your bennies. You should have three.

Weekend Warriors

Players Handout 7

Alpha Company Armory Inventory

- 13 M2HB machineguns without barrels. (Stored on the vehicles)
- 10 25mm cannon without barrels. (Stored on the vehicles)
- 10 TOW launchers without stands. (Stands on vehicles)
- 4 Dragon launchers without stands. (Stands on vehicles)
- 12 M249 machineguns.
- 8 M203 grenade launchers.
- 53 M16 assault rifles.
- 1 HK PSG1 sniper rifle.
- 27 Beretta 92F pistols.
- 53 bayonets.
- Night vision equipment for vehicles and individuals.
- 72 light-duty vests.
- 90 gas masks.

Players Handout 8

Bravo Company Armory Inventory

- 41 M2HB machineguns without barrels. (Stored on the vehicles)
- 6 Dragon launchers without stands. (Stands on vehicles)
- 3 81mm mortars without tripods. (Tripods on vehicles)
- 18 M249 machineguns.
- 22 M203 grenade launchers.
- 110 M16 assault rifles.
- 1 HK PSG1 sniper rifle.
- 5 Beretta 92F pistols.
- 110 bayonets.
- Night vision equipment for vehicles and individuals.
- 117 light-duty vests.
- 117 gas masks.

Players Handout 9

Charlie Company Armory Inventory

- 41 M2HB machineguns without barrels. (Stored on the vehicles)
- 6 Dragon launchers without stands. (Stands on vehicles)
- 3 81mm mortars without tripods. (Tripods on vehicles)
- 18 M249 machineguns.
- 22 M203 grenade launchers.
- 110 M16 assault rifles.
- 1 HK PSG1 sniper rifle.
- 5 Beretta 92F pistols.
- 110 bayonets.
- Night vision equipment for vehicles and individuals.
- 117 light-duty vests.
- 117 gas masks.

Players Handout 10

Combat Support Company Armory Inventory

- 29 M2HB machineguns without barrels. (Stored on the vehicles)
- 5 25mm cannon without barrels. (Stored on the vehicles).
- 9 TOW launchers without stands. (Stands on vehicles)
- 4 Stingers
- 13 M203 grenade launchers.
- 106 M16 assault rifles.
- 27 Beretta 92F pistols.
- 106 bayonets.
- Night vision equipment for vehicles and individuals.
- 97 light-duty vests.
- 97 gas masks.

Players Handout 11

Headquarters Company Armory Inventory

- 25 M2HB machineguns without barrels. (Stored on the vehicles)
- 82 M16 assault rifles.
- 1 HK PSG1 sniper rifle.
- 8 Beretta 92F pistols.
- 82 bayonets.
- Night vision equipment for vehicles and individuals.
- 17 light-duty vests.
- 90 gas masks.

Players Handout 12

Motor Pool Inventory

Vehicles parked in A Co's row:

- 4 Abrams tanks.
- 10 Bradley infantry fighting vehicles.
- 1 M113 armored personnel carrier.
- 4 HMMVWW.
- 2 2-1/2 ton trucks.

Vehicles parked in B Co's 2 rows:

- 41 HMMVWW.
- 2 2-1/2 ton trucks.

Vehicles parked in C Co's 2 rows:

- 41 HMMVWW.
- 2 2-1/2 ton trucks.

Vehicles parked in CS Co's 2 rows:

- 4 M114 armored personnel carrier.
- 1 M577 armored personnel carrier.
- 32 HMMVWW.
- 2 2-1/2 ton trucks.

Vehicles parked in HQ Co's 2 rows:

- 23 HMMVWW.
- 10 2-1/2 ton trucks.

Appendix B: Characters

Driver

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d4, Driving d12+2, Fighting d6, Guts d6, Healing d4, Knowledge(Tactics) d6, Notice d6, Repair d6, Shooting d8.

Charisma: 0; **Pace:** 6"; **Parry:** 5; **Toughness:** 5.

Hindrances: Doubting Thomas, Loyal, Vow (Serve the Commander-In-Chief).

Edges: Ace, Dodge, Steady Hands.

Gear: Battle Dress Uniform (BDUs), knife.

Grenadier

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

Skills: Climbing d6, Fighting d8, Guts d6, Healing d4, Knowledge(Tactics) d6, Notice d6, Shooting d10, Survival d6.

Charisma: 0; **Pace:** 6"; **Parry:** 5; **Toughness:** 7.

Hindrances: Doubting Thomas, Loyal, Vow (Serve the Commander-In-Chief).

Edges: Brawny, Dead Shot, Nerves of Steel.

Gear: Battle Dress Uniform (BDUs), knife.

Intel

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d4, Guts d4, Healing d4, Investigation d4, Knowledge (Computers) d8, Lockpicking d10, Notice d6, Repair d8, Shooting d6, Survival d4.

Charisma: 0; **Pace:** 5"+1d4" run; **Parry:** 5; **Toughness:** 6.

Hindrances: Obese, Quirk (Always loudly smacks chewing gum), Vow (to serve Homeland Security).

Edges: Ambidextrous, Hard to Kill.

Gear: Battle Dress Uniform (BDUs), Beretta 92F pistol, hard drive, knife, lock picks, multipurpose tool.

IT

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

Skills: Climbing d4, Fighting d6, Guts d6, Healing d4, Knowledge (Tactics) d6, Notice d6, Shooting d6, Survival d6.

Charisma: 0; **Pace:** 6"; **Parry:** 5; **Toughness:** 5.

Hindrances: Doubting Thomas, Quirk (Officer-Elitist), Vow (Serve the Commander-In-Chief).

Edges: Command, Common Bond (Because of elitism he will only share this with the Intel or Operator characters), Fervor, Hold the Line, Inspire.

Gear: Battle Dress Uniform (BDUs), Beretta 92F pistol, knife.

Medic

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d4, Fighting d6, Guts d6, Healing d12+2, Knowledge(Tactics) d6, Notice d6, Shooting d6, Survival d6.

Charisma: 0; **Pace:** 6"; **Parry:** 5; **Toughness:** 5.

Hindrances: Doubting Thomas, Loyal, Vow (Serve the Commander-In-Chief).

Edges: Healer, Level Headed, Luck.

Gear: Battle Dress Uniform (BDUs), knife.

Operator

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

Skills: Climbing d6+2, Driving d6, Fighting d4, Guts d6, Healing d4, Investigation d4, Knowledge (Computers) d6, Knowledge (Tactics) d4, Lockpicking d6+2, Notice d6, Repair d6, Shooting d6, Stealth d8+2, Streetwise d4, Survival d4.

Charisma: 0; **Pace:** 6"; **Parry:** 5; **Toughness:** 5.

Hindrances: Doubting Thomas, Overconfident, Stubborn.

Edges: Thief.

Gear: Battle Dress Uniform (BDUs), Beretta 92F pistol, knife, lock picks, multipurpose tool.

Recon

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

Skills: Climbing d6, Fighting d6, Guts d6, Healing d4, Knowledge(Tactics) d6, Notice d8+2, Shooting d6, Stealth d8, Survival d6, Throwing d6, Tracking d6.

Charisma: 0; **Pace:** 6"; **Parry:** 5; **Toughness:** 5.

Hindrances: Doubting Thomas, Loyal, Vow (Serve the Commander-In-Chief).

Edges: Alertness, Danger Sense, Fleet-Footed, Quick.

Gear: Battle Dress Uniform (BDUs), knife.

Rifleman

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

Skills: Climbing d6, Fighting d8, Guts d6, Healing d4, Knowledge(Tactics) d6, Notice d6+2, Shooting d10, Survival d6, Throwing d6.

Charisma: 0; **Pace:** 6"; **Parry:** 5; **Toughness:** 5.

Hindrances: Doubting Thomas, Loyal, Vow (Serve the Commander-In-Chief).

Edges: Alertness, Rock and Roll, Sweep.

Gear: Battle Dress Uniform (BDUs), knife.

SAW Gunner

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

Skills: Climbing d6, Fighting d8, Guts d6, Healing d4, Knowledge(Tactics) d6, Notice d6, Shooting d10, Survival d6.

Charisma: 0; **Pace:** 6"; **Parry:** 5; **Toughness:** 7.

Hindrances: Doubting Thomas, Loyal, Vow (Serve the Commander-In-Chief).

Edges: Brawny, Rock and Roll, Steady Hands.

Gear: Battle Dress Uniform (BDUs), knife.

Sniper

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6.

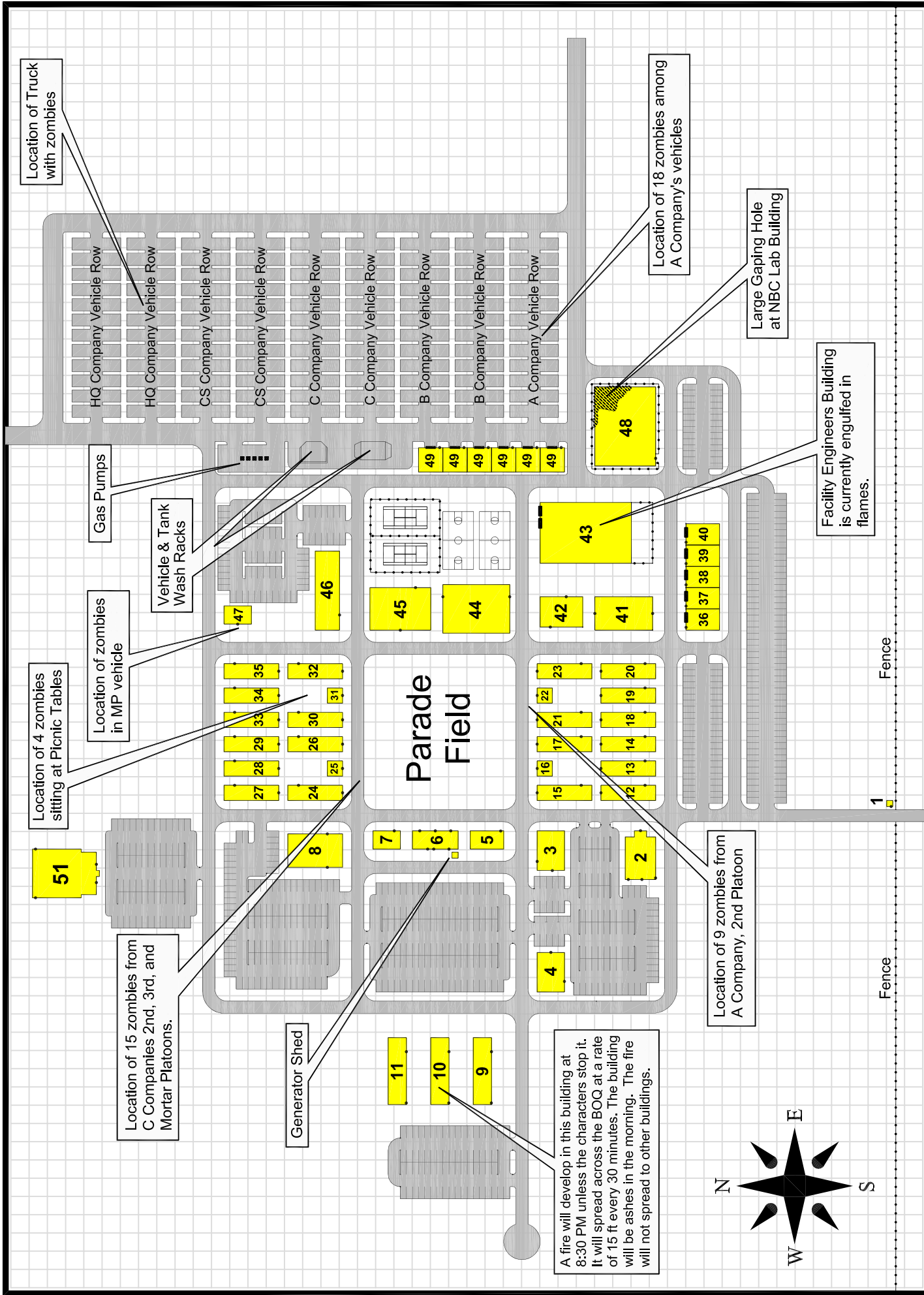
Skills: Climbing d6, Fighting d8, Guts d6, Healing d4, Knowledge(Tactics) d6, Notice d6+2, Shooting d10, Stealth d10, Survival d6.

Charisma: 0; **Pace:** 6"; **Parry:** 5; **Toughness:** 5.

Hindrances: Doubting Thomas, Loyal, Vow (Serve the Commander-In-Chief).

Edges: Alertness, Luck, Marksman.

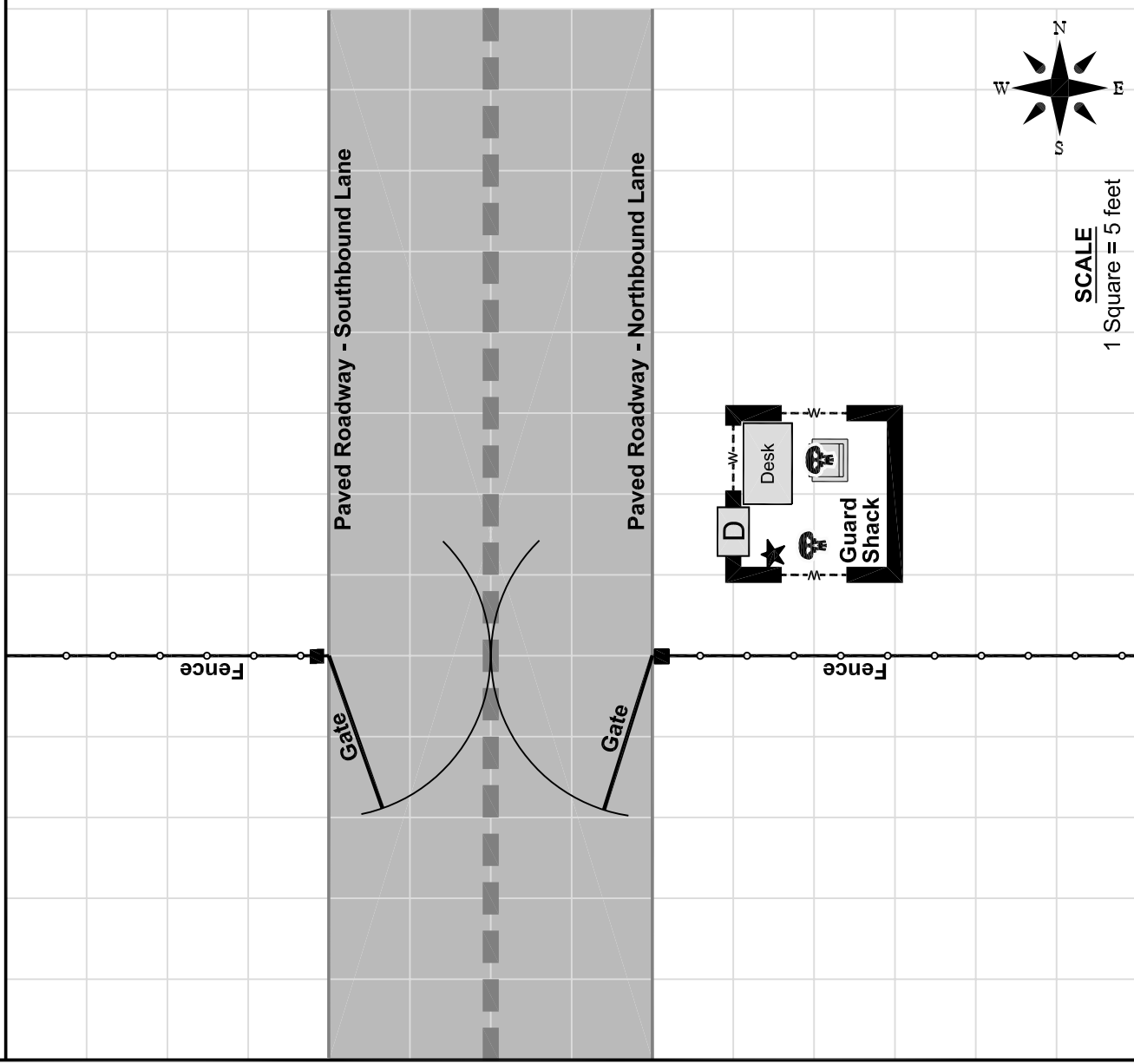
Gear: Battle Dress Uniform (BDUs), knife.



MAP KEY

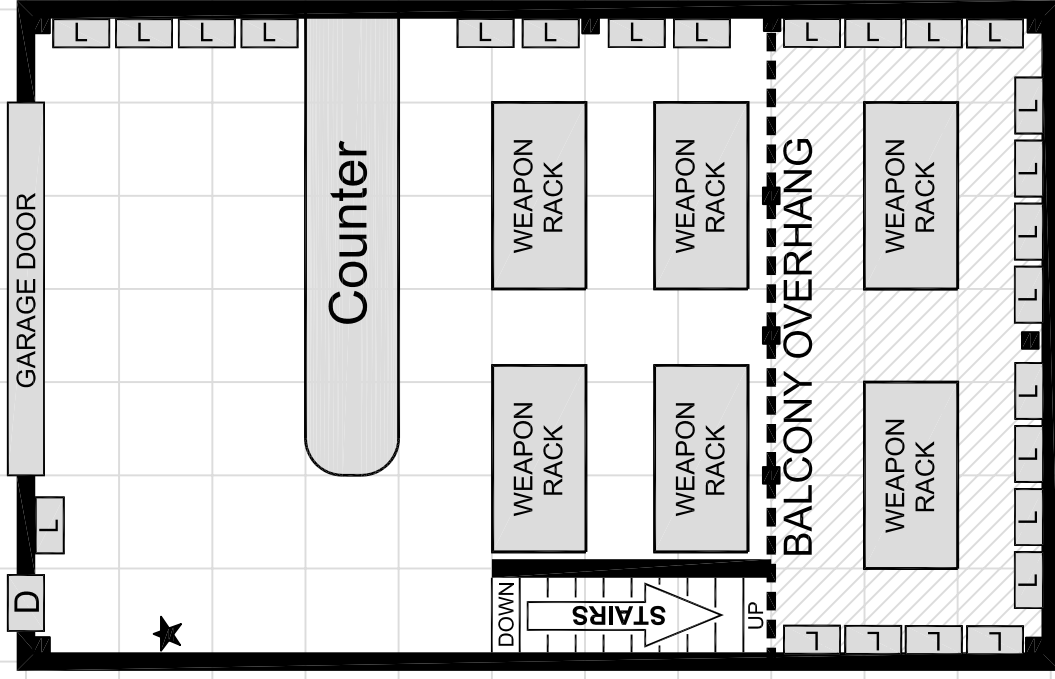
- Structural Support (typically a 4"x4" wood column)
- Window
- Zombie (Initial Location)
- Zombie Body (Lying Dormant)
- Zombie Dog (Initial Location)
- Location of Fire Extinguisher
- Door
- Fire Escape Ladder
- Safe
- Concrete Barrier
- Concrete Slab and Ammo Crate
- Filing Cabinet
- Revolving Door
- Chest-of-Drawers
- Barber's Chair
- Re-Animator
- Wall Locker
- Foot Locker
- Chair
- Toilet
- Sink
- Shower Head
- Podium
- Altar
- Water Cooler
- Washing Machine
- Dryer

LOCATION 1: THE GATE

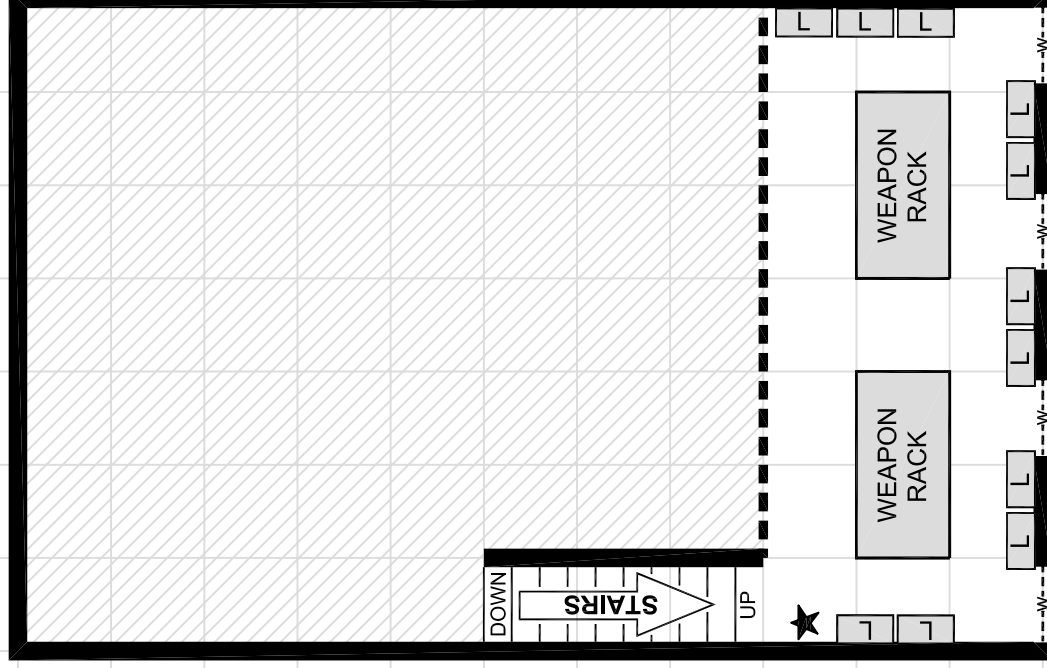


LOCATION 39: ARMORY (CS COMPANY)

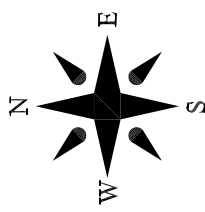
FIRST FLOOR



SECOND FLOOR



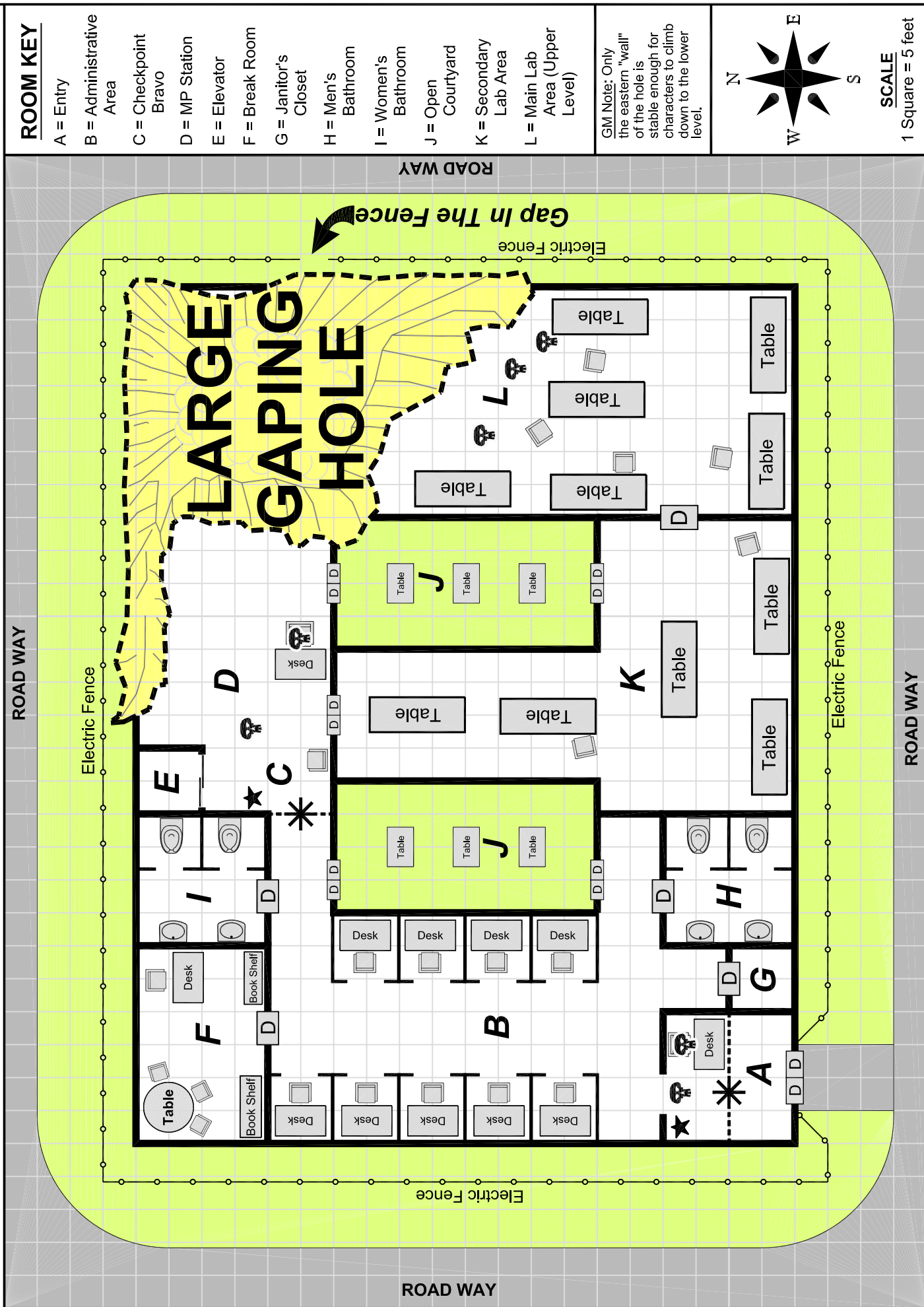
NOTES



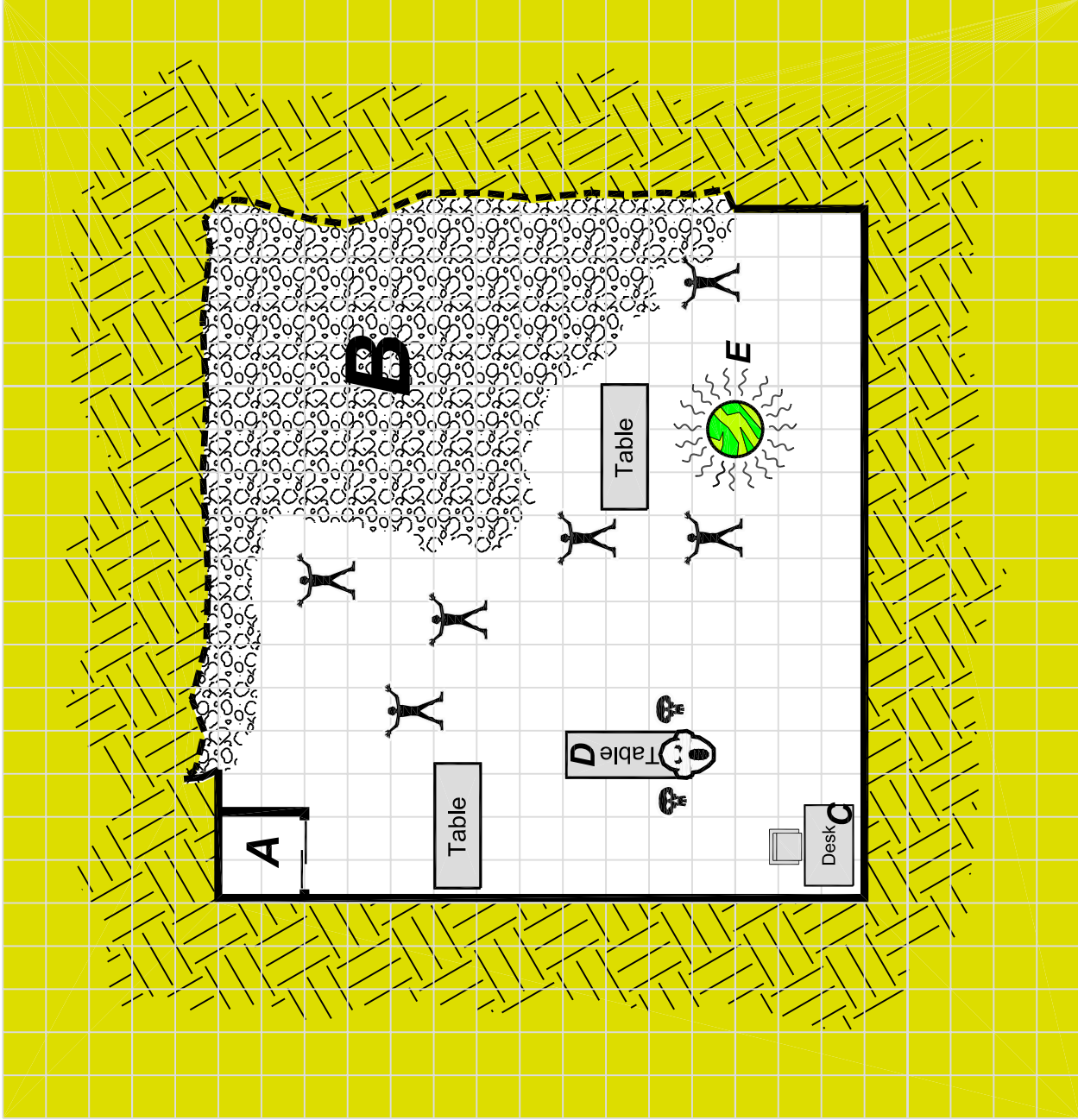
SCALE

1 Square = 5 feet

LOCATION 48: NBC LAB BUILDING (UPPER LEVEL)



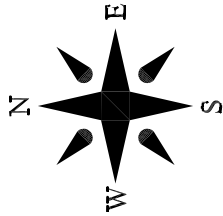
LOCATION 48: NBC LAB BUILDING (LOWER LEVEL)



ROOM KEY

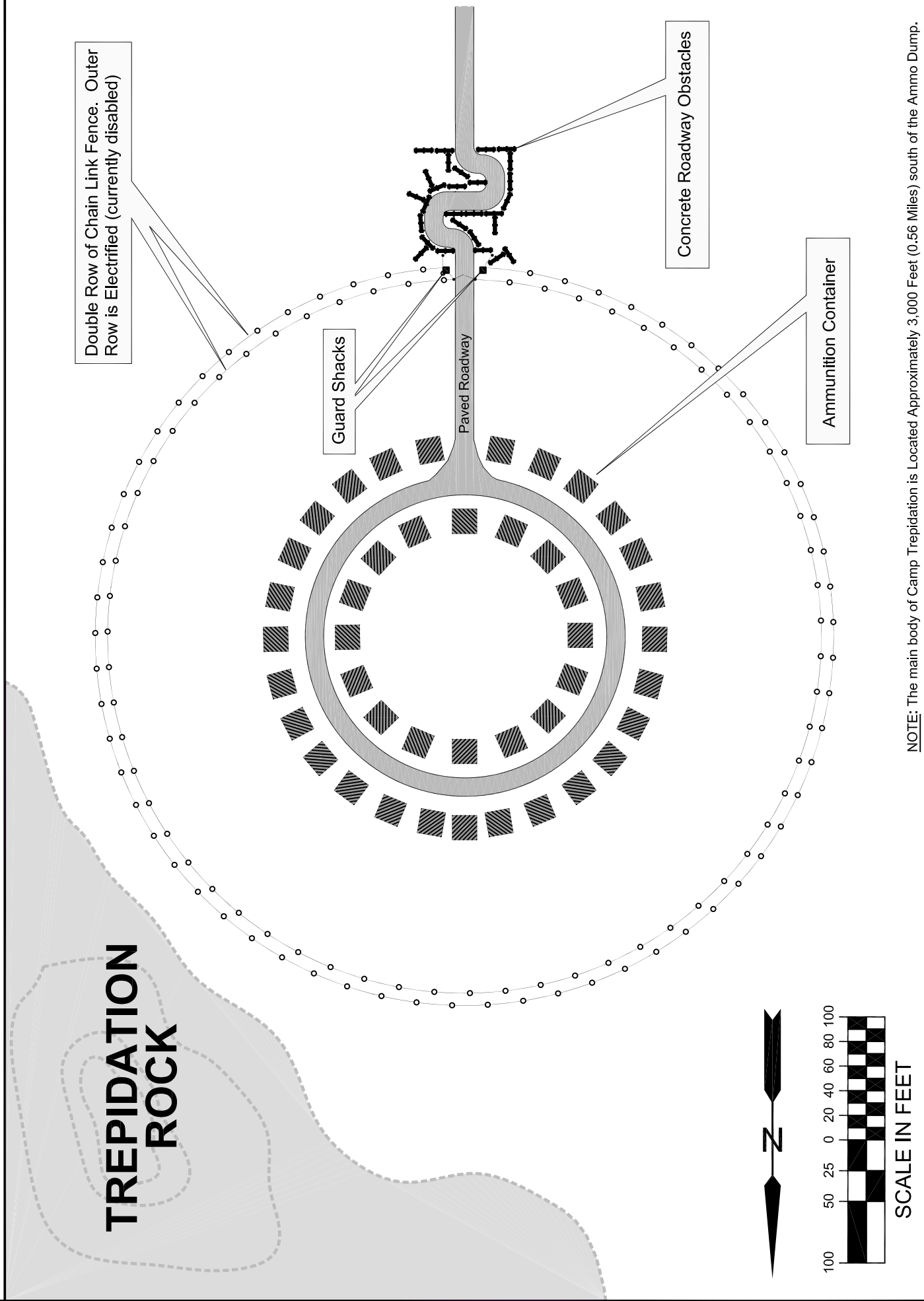
- A = Elevator
- B = Rubble beneath Hole from Upper Level
- C = Location of Lab Computer
- D = Location of Screaming Man in Lab Coat
- E = Location of Glowing Green Sphere

GM Note: Only the eastern "wall" of the hole is stable enough for characters to climb down to the lower level.

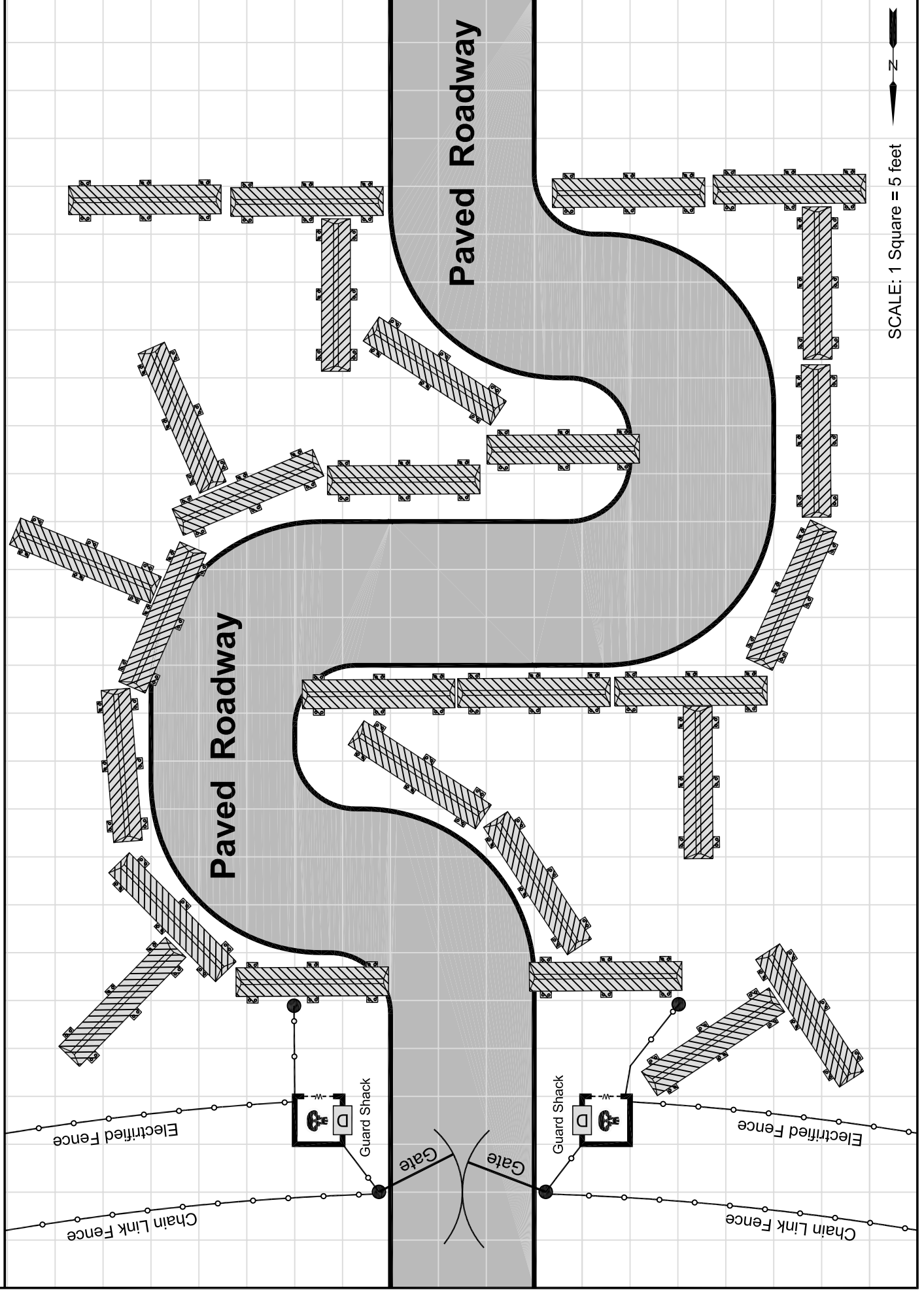


SCALE
1 Square = 5 feet

LOCATION 50: AMMO DUMP (MAP 1, OVERALL AREA)



LOCATION 50: AMMO DUMP (MAP 2, GATE ENTRANCE)





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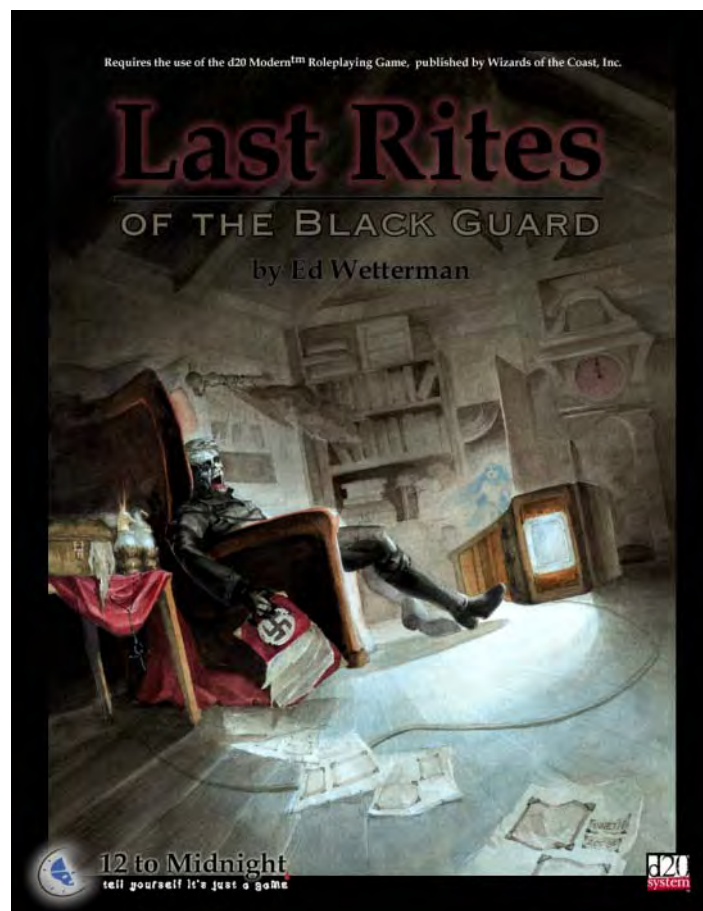


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Character Cards

NAME		ALLEG/RACE		INIT
Recon		US Army		3
DEF	BASE 19 TCH 19 FLT 19	CLASS/LEVEL Fast 3/ Infiltrator 2		
STR 12	INT 10	FORT 2	SPD 30 ft.	
DEX 16	WIS 12	REF 8	VIS Normal	
CON 12	CHA 12	WILL 2		
Skills				
Bluff	+1	Move Silently..	+9	
Diplomacy..	+1	Search.....	+3	
Hide	+9	Sense Motive...	+1	
Listen	+4	Spot.....	+1	
Languages				
Special/Notes				
 				

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NAME		ALLEG/RACE		INIT
Lt.		US Army		1
DEF	BASE 13 TCH 13 FLT 12	CLASS/LEVEL Charismatic 5		
STR 12	INT 10	FORT 4	SPD 30 ft.	
DEX 12	WIS 13	REF 4	VIS Normal	
CON 12	CHA 16	WILL 4		
Skills				
Bluff	+11	Move Silently..	+1	
Diplomacy..	+11	Search.....	+0	
Hide	+1	Sense Motive...	+1	
Listen	+1	Spot.....	+1	
Languages				
Special/Notes				
 				

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NAME		ALLEG/RACE		INIT
Intel		US Army		1
DEF	BASE 13 TCH 13 FLT 12	CLASS/LEVEL Smart 5		
STR 12	INT 16	FORT 2	SPD 30 ft.	
DEX 12	WIS 12	REF 2	VIS Normal	
CON 12	CHA 10	WILL 4		
Skills				
Bluff	+0	Move Silently..	+1	
Diplomacy..	+0	Search.....	+11	
Hide	+1	Sense Motive...	+1	
Listen	+1	Spot.....	+1	
Languages				
Special/Notes				
 				

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NAME		ALLEG/RACE		INIT
Operator		US Army		1
DEF	BASE 13 TCH 13 FLT 12	CLASS/LEVEL Smart 3/ Techie 2		
STR 12	INT 16	FORT 2	SPD 30 ft.	
DEX 12	WIS 10	REF 2	VIS Normal	
CON 12	CHA 12	WILL 5		
Skills				
Bluff	+1	Move Silently..	+1	
Diplomacy..	+1	Search.....	+11	
Hide	+1	Sense Motive...	+0	
Listen	+0	Spot.....	+2	
Languages				
Special/Notes				
 				

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Weekend Warriors

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Character Cards

NAME		ALLEG/RACE		INIT
Medic		US Army		1
CLASS/LEVEL				
Dedicated 3 / Medic 2				
DEF	BASE 14	TCH 14	FLT 13	TMP
STR	12	INT	12	FORT 6
DEX	12	WIS	16	REF 2
CON	12	CHA	10	WILL 7
SPD 30 ft.				
VIS Normal				
THE GAME MECHANICS				
Skills				
Bluff	+0	Move Silently	+1	
Diplomacy	+0	Search	+1	
Hide	+1	Sense Motive	+6	
Listen	+9	Spot	+9	
Languages				
Special/Notes				
UNCONSCIOUS				

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NAME		ALLEG/RACE		INIT
Rifleman		US Army		1
CLASS/LEVEL				
Strong 3 / Soldier 2				
DEF	BASE 14	TCH 14	FLT 13	TMP
STR	16	INT	10	FORT 6
DEX	12	WIS	14	REF 4
CON	14	CHA	10	WILL 3
SPD 30 ft.				
VIS Normal				
THE GAME MECHANICS				
Skills				
Bluff	+0	Move Silently	+1	
Diplomacy	+0	Search	+0	
Hide	+1	Sense Motive	+2	
Listen	+5	Spot	+4	
Languages				
Special/Notes				
UNCONSCIOUS				

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NAME		ALLEG/RACE		INIT
Rifleman		US Army		1
CLASS/LEVEL				
Strong 3 / Soldier 2				
DEF	BASE 14	TCH 14	FLT 13	TMP
STR	16	INT	10	FORT 6
DEX	12	WIS	14	REF 4
CON	14	CHA	10	WILL 3
SPD 30 ft.				
VIS Normal				
THE GAME MECHANICS				
Skills				
Bluff	+0	Move Silently	+1	
Diplomacy	+0	Search	+0	
Hide	+1	Sense Motive	+2	
Listen	+5	Spot	+4	
Languages				
Special/Notes				
UNCONSCIOUS				

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NAME		ALLEG/RACE		INIT
Rifleman		US Army		1
CLASS/LEVEL				
Strong 3 / Soldier 2				
DEF	BASE 14	TCH 14	FLT 13	TMP
STR	16	INT	10	FORT 6
DEX	12	WIS	14	REF 4
CON	14	CHA	10	WILL 3
SPD 30 ft.				
VIS Normal				
THE GAME MECHANICS				
Skills				
Bluff	+0	Move Silently	+1	
Diplomacy	+0	Search	+0	
Hide	+1	Sense Motive	+2	
Listen	+5	Spot	+4	
Languages				
Special/Notes				
UNCONSCIOUS				

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Monster Cards

DELAY or READY	NAME		ALLEG/RACE		INIT																
	DominatedZombie, Human		Reanimator		0																
	DEF	BASE	TCH	FLT	TMP																
	14	10	12																		
	CLASS/LEVEL Undead 2d12+3																				
	STR	16	INT	-	FORT																
					0																
	DEX	10	WIS	10	REF																
					1																
	CON	-	CHA	1	WILL																
					3																
																					
Skills																					
	Climb	5	Jump	4	Spot																
					1																
	Drive	2	Listen	1																	
<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Slam</td> <td>+4</td> <td>BI</td> <td>1d6+4</td> </tr> <tr> <td>Knife</td> <td>+4</td> <td>P</td> <td>1d4+3</td> </tr> <tr> <td>M2HB</td> <td>+2</td> <td>Ba</td> <td>2d12</td> </tr> </tbody> </table>						Attack (#)	Bonus	Type	Damage	Slam	+4	BI	1d6+4	Knife	+4	P	1d4+3	M2HB	+2	Ba	2d12
Attack (#)	Bonus	Type	Damage																		
Slam	+4	BI	1d6+4																		
Knife	+4	P	1d4+3																		
M2HB	+2	Ba	2d12																		
HP/AP																					
27																					
Special/Notes																					
Control all zombies within 1000 ft.																					
 																					
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DELAY or READY	NAME		ALLEG/RACE		INIT												
	Zombie, Human		Reanimator		0												
	DEF	BASE	TCH	FLT	TMP												
	12	10	12														
	CLASS/LEVEL Undead 2d12+3																
	STR	14	INT	-	FORT												
					0												
	DEX	10	WIS	10	REF												
					1												
	CON	-	CHA	1	WILL												
					3												
																	
Skills																	
<table border="1"> <thead> <tr> <th>Attack (#)</th> <th>Bonus</th> <th>Type</th> <th>Damage</th> </tr> </thead> <tbody> <tr> <td>Slam</td> <td>+2</td> <td>BI</td> <td>1d6+3</td> </tr> <tr> <td>Knife</td> <td>+2</td> <td>P</td> <td>1d4+2</td> </tr> </tbody> </table>						Attack (#)	Bonus	Type	Damage	Slam	+2	BI	1d6+3	Knife	+2	P	1d4+2
Attack (#)	Bonus	Type	Damage														
Slam	+2	BI	1d6+3														
Knife	+2	P	1d4+2														
HP/AP																	
8																	
Special/Notes																	
Move or attack action only.																	
 																	
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DELAY or READY	NAME		ALLEG/RACE		INIT												
	Zombie, Dog		Reanimator		1												
	DEF	BASE	TCH	FLT	TMP												
	13	11	12														
	CLASS/LEVEL Undead 4d12+3																
	STR	17	INT	-	FORT												
					1												
	DEX	13	WIS	10	REF												
					2												
	CON	-	CHA	1	WILL												
					4												
																	
Skills																	
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Attack (#)	Bonus	Type	Damage														
Slam	+6	BI	1d6+4														
Bite	+1	P	1d6+3														
HP/AP																	
31																	
Special/Notes																	
Move or attack action only.																	
 																	
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DELAY or READY	NAME		ALLEG/RACE		INIT																
	Death Shrieker		Reanimator		2																
	DEF	BASE	TCH	FLT	TMP																
	15	13	11																		
	CLASS/LEVEL Outsider 4d8																				
	STR	10	INT	10	FORT																
					4																
	DEX	14	WIS	14	REF																
					3																
	CON	10	CHA	8	WILL																
					6																
																					
Skills																					
	Balance	6	Listen	9	Spot																
					9																
	Hide	9	Move Silent	9																	
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Attack (#)	Bonus	Type	Damage																		
Slam	+4	BI	1d4																		
Bite	-1	P	1d4																		
Claws	+1	P	1d3																		
HP/AP																					
22																					
Special/Notes																					
Cause Fear 3X per day at 7th Level. Fly (Gd).																					
 																					
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Weekend Warriors

Monster Cards

DELAY or READY	NAME Reanimator				ALLEG/RACE Evil		INIT 0
	DEF	BASE 19	TCH 10	FLT 19	TMP	CLASS/LEVEL Outsider 9d8+9	
	STR 18	INT 16	FORT 7		SPD 30/Fly 40 ft.		
	DEX 10	WIS 12	REF 6	GRAP 13	VIS D		
	CON 12	CHA 15	WILL 7				
Skills							
Balance		12	Hide		12	Listen/Spot	
Bluff		14	Intimidate		14	Move Silent	
Attack (#)		Bonus	Type	Damage			
Slam		+13/+8	BI	1d6+4			
Bite		+7/+2	P	1d6+1			
Claw		+7/+2	P	1d4+1 (x2)			
HP/AP							
61							
Special/Notes							
 Animate Dead 3X/day at 5th lvl. Darkness at will at 5th lvl. Dominate Dead up to 5 zombies. Cause Fear 1X/hour at 7th lvl. Hast Zombie 3X/day at 5th lvl. Mass Inflict Light Wounds 1X/day at 5th lvl. 							
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