

THE SURVIVORS COME UPON A SMALL TOWN WHERE A NEW FORM OF HORROR IS ABOUT TO BE UNLEASHED UPON THE UNSUSPECTING RESIDENTS. MEANWHILE, A TEAM OF HUNTERS-SURVIVORS ARRIVES IN TOWN, HELL-BENT ON STOPPING THE CREATURES AT ALL COSTS.

A SLIVER OF HOPE

Over a month has passed since the initial outbreak and the rise of the Living Dead. Much of the world population has been decimated, dying to rise as flesh-eating ghouls. Major cities have been overrun, and even the smaller towns and suburbs are either roaming graveyards, or fortified survivor camps where outsiders are rarely welcome.

With fuel difficult to find, and the major roads and highways congested with abandoned vehicles, the characters have been forced to journey on foot. Fuel, though, is not the only supply that is badly needed, as they've been unable to find suitable food for days. Conditions are dangerous and growing worse, and the characters are definitely feeling the strain.

As the adventure begins, have the characters make Vigor checks for Hunger at a -2 penalty (as per the SWEX rules). Failure causes a Fatigue level.

The characters are in the suburbs and are attacked by a group of Shamblers (2 per character) that they have to either escape from or destroy.

After they deal with the Living Dead, about a mile further along have them each make a Notice Check opposed by Stealth d6 (the Hopewell Township Guards). On a success, they discover 4 guards

CORTEZ AND HIS TEAM

Alexandro Cortez and his team, as is stated within their stat blocks, work for a company called UniMed. No one on the team will mention UniMed, where it is located, or whom they work for, to the player group.

For more on Cortez and his team, UniMed, Ragers, and Ferals, be sure to pick-up War of the Dead: Chapter Two!

armed with hunting rifles pointing the barrels at them from within bushes. On a Failure, the character is surprised and does not get dealt an initiative card the first round.

Whether discovered or not, as the characters near the guards they rise to their feet with guns trained on the characters. The guards immediately tell the characters that they are trespassing on private property and would be best advised to turn around. Any character that was not surprised can attempt a Persuasion roll against the guards (who start at Hostile). If this One Sheet is being played after War of the Dead: Chapter Two, the characters can add a +1 bonus to a Persuasion attempt for having a child (Samantha, or her story replacement) with them. On a success, they'll learn that the men guard Hopewell, and they don't want strangers coming in and spreading illness. On a Raise, they'll also discover that the place is a survivor camp of about 100

people— all that's left.

Once the characters convince the guards that they aren't infected, and are in desperate need of food, the guards will escort them into the town area.

Hopewell really isn't so much a town, as it is approximately two miles of suburbs that have been partitioned off with various cars forming a makeshift fence, single-family homes, and some businesses (such as corner stores, a gas station, and a grocery store). The guards lead them to a single-family home not far from the perimeter, where they are introduced to Maggie Juzikowski. Maggie is an elderly lady in her late sixties, and the organizer that got the town created and the patrol guards formed. Her husband, taken in the early days of the infection, was a retired Army Captain, and Maggie learned a lot from her 40 years of marriage to him.

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Not quick to trust strangers, Maggie's reaction starts at Unco-operative, but a Persuasion roll and good role-playing can change her mind. The characters will have to convince her that they are not looking to endanger the town, steal supplies, and are not carrying the infection. As with the guards, if the group has a child with them, they will get a bonus to the Persuasion roll—a +2 in this instance.

Once Maggie accepts the characters, she'll offer them some food (mostly canned vegetables and hotdogs) and tell them that they can stay at the house next door to her, which has been abandoned for weeks.

HOPE GIVES WAY TO MURDER

As the characters are eating, or in the abandoned house getting some (most likely) guarded rest, they hear a terrible scream come from the street. Glancing out the window, they see a woman in her twenties running away from a man in his late forties. The man tackles her to the ground, and starts biting into her flesh.

Before the characters can react, two guards shoot the man in the back, killing him. If the characters investigate, they discover that his skin is pulled taut, and his eyes are incredibly bloodshot. In addition to the odd symptoms, the two shots to the back have killed him, indicating he was not a Sprinter. He won't rise as one of the Living Dead, either. Whether or not the characters discover that, though, depends on whether or not they shoot the corpse in the head.

Give the characters a few minutes to try to figure out what's going on, and then another attack takes place. This time, a man comes

diving through his front window and takes off down the street. A woman, about the same age, jumps through the window and chases after him. Whether the characters or the guards shoot her, the man will be rescued. He'll inform the characters that his wife had walked down to the grocery store about 6 blocks away, and when she came back, she had already been bitten. She had a bad fever and stumbled into the house. That was about an hour ago. He tried to take care of her, but then she suddenly changed—she became very aggressive and here eyes got all weird—and attacked him. After fending her off, he jumped out the window.

The characters and the guards will have to deal with several other outbreaks of Ferals as the town becomes widely infected.

THE HUNTERS ARRIVE

As the number of Ferals rise, a team of hunters arrives on the scene. There are 6 hunters, including a blind child. They are on motorcycles (2 of them), and in a heavily armed and armored motorhome with a jagged plow on the front and a human-sized cage attached to the back.

The team is lead by Alexandro Cortez. He will claim that they are on the trail of one of their own that got infected. They were taking down a small horde of Shamblers about 6 miles east when one of their own got bitten and became rabid. They followed his trail to Hopewell.

The story is, of course, a lie. The truth is that a member of their team was bitten by a Feral. The creature had been transported outside of the city controlled by UniMed—under orders from the corporation—so that Alicia could study its reaction away from an ur-

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ban environment. After the motorhome suffered a mechanical failure, the team was surrounded by a Living Dead horde. During the battle, the Feral was accidentally released and bit one of Alexandro's men. Although the team managed to get the motorhome running again and escaped, their teammate knew he was as good as dead and took off into the surrounding territory.

Alexandro and the others followed his trail to Hopewell.

The guards and Maggie will not trust them and will order them to leave. Alexandro will not be interested in their opinions, and will easily oppose the town and the characters. Not only is his team heavily armed, but also more than capable and have a motorhome-turned-tank on their side.

In the middle of any standoff, however, more Ferals start running the streets.

SWEEP AND CLEAR

Alexandro, his team, and the characters have to defeat the Ferals before they bite others and spread the infection. The characters might very well believe that the Ferals are a new form of infection from the Living Dead—that's fine. Let them. They should not discover the truth until War of the Dead: Chapter Two.

Although Alexandro and his team worked well with the characters, once the Ferals are eliminated (and their teammate is put to rest), he will leave the characters on their own. He'll order the motorhome to get out of town, and he and Dallas (on the other motorcycle) will follow. Alexandro doesn't want to kill any of the survivors in Hopewell, but will

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do whatever is necessary to make sure his entire team makes it out.

Once the team leaves, Maggie and her guards will order the characters out of Hopewell. Everything was peaceful until they arrived— they've brought only death and suffering with them.

Hopewell is more than willing to enter into a gunfight with the characters to force them to leave. The characters are once again forced on the road.

LIVING DEAD (SHAMBLER)

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

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

Skills: Intimidation d6, Notice d8

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

Special Abilities—

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

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

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

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

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

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

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

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

Tireless: The Living Dead do not suffer from Fatigue.

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

FERAL

A by-product of UniMed's accidental creation of Ragers, Ferals are humans with bloodshot eyes, taut skin, and extreme aggressive be-

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havior. The closest theory UniMed has thus far been able to make is a form of mutated, hyperactive rabies. Human's that become Ferals possess rudimentary brain function that seems entirely focused on biting other humans and spreading the symptoms.

Like Ragers, Ferals are not Living Dead and can be killed normally. Ferals also do not rise as one of the Living Dead.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6+2, Vigor d8

Skills: Fighting d6+2, Intimidation d6, Notice d4

Pace: 8 (d10 Running) **Parry:** 3
Toughness: 6

Special Abilities—

Berserk: Ferals are in state of permanent Berserk, as per the Edge. Modifiers from that state are already included in the stats.

Bite: A Feral causes Str+d4 damage when biting something.

Fear (-1): Ferals are rabid, insane humans with no regard for their own safety and only hungering to spread their infection, causing a Guts check at -1.

Fearless: Ferals are immune to Fear and cannot be Intimidated.

Fleet-Footed: A Feral has Pace 8 and rolls a d10 instead of a d6 when running.

SHAMBLERS IN COMBAT

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

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

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

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

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Improved Dodge: Shooting at Ferals suffers an additional -2, because of their speed.

Infected Bite: Anyone that suffers at least 1 wound (after soaking) from the bite of a Feral is infected and will become a Feral.

Quick: Ferals discard cards that are 5 or lower, and redraw until their card is 6 or higher.

HOPWELL TOWNSHIP GUARDS

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

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

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

Hindrances: None

Edges: Marksman

Equipment: Hunting Rifle
(Damage: 2d8)

MAGGIE JUZKOWSKI

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

Skills: Guts d6, Intimidation d6, Knowledge (Tactics) d6, Notice d6, Persuasion d8, Shooting d4, Taunt d6

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

Hindrances: Elderly

Edges: Charismatic, Strong Willed

Equipment: None

HOPWELL TOWNSHIP SURVIVOR

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

Skills: Notice d4

Charisma: +0 **Pace:** 6 **Parry:** 2
Toughness: 5

Hindrances: Yellow

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Edges: None

Equipment: None

DAMARIS CORTEZ



The daughter of Manuel Cortez, a scientist for UniMed that has since been turned into one of the Ragers, Damaris has been blind since birth. The subject of several genetic experiments overseen by her father to give her eyesight, Damaris instead developed a sixth-sense that often times warns her of danger. Now raised and safeguarded by her adult brother, Alexandro, her unique gift has proven vital in keeping her brother's team alive.

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

FERAL INFECTION

Anyone infected by a Rager or Feral (1 Wound or more after Soaking) is infected by the strain. The game mechanics are similar as for infection by Living Dead bite, as shown below.

One Wound: If the character only received a single wound, the bite isn't usually deep. Roll 1d4 to determine the number of days before the infection begins to affect the character.

Two Wounds: When a character receives 2 wounds from a Rager's or Feral's bite, the injury is usually enough that the virus has entered the bloodstream. Roll 1d4; the result is the number of hours before the infection starts affecting the character.

Three (or more) Wounds: If a character receives at least 3 wounds from a single bite, roll 1d4. The result is the number of minutes before the infection begins to affect the character.

Once the infection begins to affect them, they gain a level of Fatigue as the fever starts. They'll continue to gain a Fatigue level every 30 minutes until falling unconscious.

As soon as the fever begins, the character must immediately make a Vigor roll at a -1 for the first level of Fatigue. If the character succeeds, he must continue to make another Vigor roll at the end of every 30 minutes with the normal penalty for continued Fatigue. If the character fails the Vigor roll (or 30 minutes after he becomes Incapacitated from Fatigue), he has become a Feral. The character is gone, and the player is free to create a new one using the replacement character rules from the advancement section of the Savage Worlds rulebook.

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Skills: Guts d6, Notice d6, Persuasion d6

Charisma: +2 **Pace:** 6 **Parry:** 2
Toughness: 4

Hindrances: Anemic, Blind, Clueless, Young

Edges: Alertness, Charismatic, Common Bond, Danger Sense, Great Luck

ALEXANDRO CORTEZ



Much to his father's distaste, Alexandro has always had an appetite for the darker sides of life. After operating as a drug and arms smuggler between the United States and the Mexican Cartels, Alexandro went to work as an enforcer for the Cartel's interest in various U.S. cities. When the Living Dead outbreak occurred, though, Alexandro abandoned all operations and raced to UniMed headquarters to protect his family. After watching his father become one of the Ragers, Alexandro vowed to protect his sister at all costs. Knowing his training and talents could be put to good use for the corporation in exchange for their protection, Alexandro agreed to assemble a team from survivors living within UniMed's safe zone to serve as bodyguards for Alicia Stone.

Attributes: Agility d8, Smarts

d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d8, Guts d8, Lockpicking d6, Notice d6, Shooting d8, Stealth d8, Throwing d6

Charisma: +0 **Pace:** 8 **Parry:** 7
Toughness: 6

Hindrances: Overconfident, Responsibility to Others (Minor), Stubborn

Edges: Acrobat, Ambidextrous, Dodge, Fleet-Footed, Quick, Quick Draw, Thief, Two-Fisted

Equipment: Glock 9mm Pistol (x2, Damage: 2d6)

NEIL RUSSEL

Neil is in his late 40's and worked in the city as a mechanic before the outbreak consumed everyone. An expert marksman, and able to jury rig needed devices out of just about any material, he has proven extremely valuable to Alexandro's team while in the field.

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

Skills: Driving d6, Fighting d4, Guts d4, Notice d8, Repair d8, Shooting d8

Charisma: +0 **Pace:** 6 **Parry:** 4
Toughness: 5

Hindrances: Bad Eyes (Minor), Cautious, Curious

Edges: Alertness, Marksman, McGyver

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Equipment: Barrett .50 (Damage: 2d10, HW)

DALLAS PAXTON

A former Hollywood stuntman that was in UniMed's city on a film location when the outbreak occurred, Dallas is an expert driver and melee combatant. Preferring his dual short swords over firearms, he is a flurry of metal when combating the flesh-eating ghouls.

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

Skills: Driving d10, Fighting d8, Notice d6, Shooting d4, Stealth d8, Throwing d6

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

Hindrances: Big Mouth, Overconfident, Quirk (Chewing Tobacco)

Edges: Ace, Ambidextrous, First Strike, Florentine, Sweep, Two-Fisted

Equipment: Short Sword (x2, Damage: Str+d6)

ALICIA STONE

Before the outbreak, Alicia was a doctor working for UniMed in medical research. While trying to help corporate employees get to safety, she witnessed the children in the daycare facility rise from the dead as ghouls. Now working as a part of UniMed's research into

CORTEZ' MOTORHOME

ACC/TS: 10/24 **Toughness:** 14 (4) **Crew:** 1+5

Notes: Sleeps 6 people, Heavy Armor with slits over windows, Plow on the front does an additional +1d6 ramming damage.

Weapons: •M60D, pinte mounted at windows (Damage: 2d10, AP4, Snapfire)

For a three-dimension prop of the motorhome, pick-up a copy of War of the Dead: The Paper Dead.

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the origin of the Living Dead, she travels into the badlands beyond the environs of the city to observe, study, and when possible capture Living Dead specimens.

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

Skills: Healing d8, Knowledge (Biology) d8, Knowledge (Chemistry) d8, Knowledge (Medicine) d10, Notice d6, Persuasion d6, Shooting d4, Stealth d4

Charisma: +4 **Pace:** 6 **Parry:** 2
Toughness: 5

Hindrances: Haunted Memories (Minor, Living Dead Children), Loyal, Pacifist (Minor)

Edges: Jack-of-All-Trades, Scholar (Knowledge: Biology, Knowledge: Medicine), Very Attractive

Equipment: Medical Kit (+2 to Healing rolls)

CHINELLO MANDELL

Badly scarred in a fire in the first days of the outbreak, the entire right side of Chinelo's face is a mass of wrinkled and deformed flesh. A former member of the SCA that loved the great outdoors prior to the outbreak, Chinelo is famous for his ability to take down numerous Living Dead simultaneously with nothing more than his trademark spear.

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

Skills: Fighting d10, Guts d8, Shooting d4, Survival d8, Tracking d8

Charisma: -2 **Pace:** 4 **Parry:** 7
Toughness: 5

Hindrances: All Thumbs, Lamé, Ugly

Edges: Frenzy, Sweep, Trade-mark Weapon (Spear), Woodsman

Equipment: Spear (Damage Str+d6, Reach 1, Parry +1, 2-handed)

TERRY GITANO

Terry suffers from dwarfism, and stands no more than three-and-half feet tall. A friend of Chinelo's since years before the outbreak, he is extremely talented at getting into urban areas and finding much needed supplies for UniMed. Trained in the use of the Halberd (despite his size), Terry prefers to use his size and the weapon's reach in combating the Living Dead.

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

Skills: Fighting d6, Guts d4, Notice d6, Shooting d6, Stealth d8, Survival d6, Tracking d6

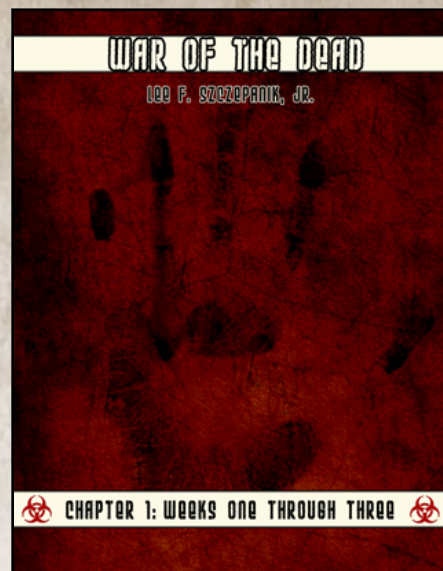
Charisma: +0 **Pace:** 6 **Parry:** 4
Toughness: 5

Hindrances: Loyal, Phobia: Rats (Minor), Small,

Edges: Brawny, Combat Reflexes, Quick, Scavenger

Equipment: Halberd (Str+d8, Reach 1, 2-handed)

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WHERE WERE YOU THE DAY THE EARTH DIED?

WAR OF THE DEAD: CHAPTER ONE- AVAILABLE IN ELECTRONIC FORMAT THROUGH THE PDF STORE AT WWW.DARINGENTERTAIN.COM, AND IN PRINT FROM OUR PARTNERS AT CUBICLE 7 ENTERTAINMENT.