

Hunters Books Presents...

WHITE OUT

by christopher j. de la rosa



a scenario for Outbreak: Undead..

WHITE OUT

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Outbreak:Undead..

Introduction

Two remote research stations the "Hudson" in Alaska and "Moosehead" in Canada, both prospected in almost the same territory, near the Alaskan/Yukon border for gold, and other precious ore. Situated a mere 60 miles from each other, they both disappeared along with their research teams, never to be heard from again after the winter of '86 in the wake of a particularly fierce blizzard. The stations were in service for nearly 10 years between them, and their crews had an astonishing combined 250 years worth of wilderness experience. Their disappearance was as sudden as it was unexplained. No one really knows when they went missing as concerns about the team were only raised after they were over a month overdue for a crew rotation. After numerous search parties were launched, all that could be discovered were the old sites, long since burned to the ground. No remains were found. Theories range from a fire that burned the station down that drove them to the wilderness to die, to aggression between the two camps, which was common knowledge, but never thought to be homicidal. What was most perplexing was that both stations disappeared around the same time. Granted, it was during a very harsh Arctic Circle winter, but both stations were fully equipped to feed and house their crew for nearly 8 months

to a year, depending upon how food was rationed. The Moosehead-Hudson Mystery, as it came to be called, became somewhat of a tourist attraction in the Yukon, particularly as a supplement to their normal tourist draw of natural splendor, and is often told as a sort of cautionary tale about the forces of nature and man's role within the grand scheme of the natural order.

The truth, of course was not so simplistic, nor was it truly a classic tale of man vs. nature. The events that wiped the two research stations off the map were, for those involved, the closest thing to an icy hell as could possibly be imagined.

My name is McGregor and by the time you read this, I will probably be dead...

Scenario Rules

In this scenario, you play as the crew from the Research Station "Hudson". There are some additional rules in order to more fully realize the scope of this campaign: Expanded rules for environmental modifiers for intense cold and weather, changes to Morale as it involves the stronghold, an expanded view on a critical resource 'Fuel', and a slew of new zombie threats that can even be adapted to other campaigns of your own design. This is done because this scenario features not only the threat of the undead, but the threat of mother nature herself!

Ice/Cold

The presence of ice and cold will be a constant danger to the characters exposed to the harsh conditions of Alaska as winter bears down upon them. This takes the form of more than just mere environmental modifiers.

Each day (20 Time) make a check based on the environmental modifiers (i.e. if the total environmental modifiers are +4 Difficulty, then the d% would have to turn up a 20 or less). If this check is successful, then the temperature drops enough to increase the environmental modifiers by 1 (see the following section on Temperature). If this check fails, the temperature remains constant. If the failure is a catastrophe, the temperature increases enough to reduce the Difficulty by 1.

Note that the lowest temperature possible by this scenario's standards will only be maintained during a Blizzard. If a Blizzard ends while the modifier is at +5, the temperature will raise enough to be a +4 Difficulty.

If for whatever reason the temperature is warm enough to not require any additional Environmental Modifiers, then the temperature will not increase further.

Temperature

This scenario features 'Temperature', which will serve as the basis of not only general survivability, but will constitute as an 'Environmental Modifier' at certain extremes. Articles of cold weather gear can offset these penalties in addition to granting a bonus to 'Per - Survival' or 'Str - Endurance' checks.

Temperature (Fahrenheit/Celsius/Kelvin) - Modifier - description

Temperatures lower than these temperatures are considered un-survivable:

- 112/-80/193 +5 Difficulty
- 94/-70/203 +4 Difficulty
- 49/-45/228 +3 Difficulty
- 22/-30/243 +2 Difficulty
- 32/0/237 +1 Difficulty

Temperatures greater than this do not constitute environmental modifiers (excluding extreme heat, which will not be covered here). The campaign starts with the temperature being just warm enough to not warrant additional Environmental Modifiers for temperature.

A 'Str - Endurance' check for cold weather can prevent these Environmental Modifiers from having any effect on any other check that the characters might have to take that would be negatively impacted by the Environmental Modifiers from Cold. Make this check at the beginning of each Encounter and every period of Time exposed to the elements.

Blizzard

The weather will begin to intensify as the blizzard approaches. Starting at the beginning of the campaign, during each Time, roll a d%, the chance of the blizzard whipping up and causing additional environmental modifiers, and slowing travel, will be 20% per 'Part' of the scenario... which means that by Part 5, the blizzard will have arrived and will be present 100% of the time. During the blizzard the following rules come into effect:

- Movement is reduced by half.
- Characters that move and flee a zombie encounter, or for any reason require a 'Per - Navigation' check, it will be increased in Difficulty equal to the environmental modifiers. Unlike normal fleeing rules, the blizzard is so disorienting that getting lost in one will increase lost time by 1 Time per DoF.
- Continue rolling the check to determine whether or not the blizzard will roll in. The blizzard will dissipate (temporarily) by failing the check.
- 2 Sustained Noise.
- Automatically decrease the temperature

enough to warrant an increase of the Environmental Modifier by +1. If the Blizzard ends by rolling a catastrophe, the modifier persists even if the blizzard is over, otherwise, the Environmental Modifier goes away when the Blizzard ends

Snow

Snow is a soft surface which makes travelling across it far more laborious than it would on solid ground. This is reflected in the reduced rate of travel that characters have.

A character is unable to move faster than half speed (only able to move 1/2 a mile per Time) when moving through snow.

Weather

Wind/Snow +1 Difficulty
High Winds/Blizzard +2 Difficulty

Frostbite

A character will sustain damage whenever they are forced to make a 'Per - Survival' check if they are exposed to cold. Failing this check will inflict 1d10 Damage per DoF in the 'Per - Survival' check. A character can substitute a 'Str - Endurance' check as normal, but the difficulty will be increased by the Environmental Modifier for temperature. Damage from frostbite will count as a Flesh Wound that effects the extremities first (hands, feet, nose).

Morale

Unlike most strongholds that maintain a population, Morale will be based solely upon the actions and events that feature the primary cast members. Different behaviors will manifest at certain levels of Morale and certain traits will likewise emerge. This will take the form of either solidarity at high levels, or will become a descent into paranoia and madness. This is generally reserved for doing this campaign with fewer players than there are cast members.

- Keeping the station unheated. Requires an 'Empathy' check or 1 Morale will be lost. This check is made after 5 Time and each 5 Time thereafter with a +1 Difficulty modifier.
- The death of a crew member (Marc

counts, as does Jasper).
• Getting lost.

Starting Morale:

Easy: 7
Moderate: 5
Hard: 3

Morale and NPC Behavior:

7+ - Agreeable
4-6 - Uneasy
2-3 - Hostile
0-1 - Violently Hostile

Food

Because there is no Population to consume food, for this scenario, all Food will be consumed by the cast and it is not necessary to divide how much a player character eats compared to how much a Population counter eats. For this reason, 1 Food will feed one character for 1 day, or they can ration for 1 Food per 2 days, but this requires a 'Willpower' check and its success will increase all Strength based checks by 1 due to the poor nutrition. Food is also given to sled dogs, but it is preferred that they consume from 'Food, Dog Meat' supplies. For humans to eat 'Food, Dog Meat' requires a 'Willpower' check. Not that eating the dog's food in-and-of-itself causes this, but resorting to eating the dog's food is a sign that things are not well and an Empathy check may be required in order to prevent the loss of Morale. Otherwise it is the same.

Food can also given to sled dogs, but it is preferred that they consume from 'Food, Dog Meat' supplies first.

Fuel

Fuel in this scenario is extremely important. It must be carefully rationed between using it to heat the station, drive snowmobiles to go on missions, or to use as an effective weapon against the undead by creating Molotov Cocktails.

Snowmobile: 1 CU of fuel will allow 10+d6 miles to be travelled on a snowmobile. The fuel tank can hold 8 CU worth of fuel.

Molotov Cocktails: 1 CU of fuel and 1

Resource can be used to create 3 Molotov Cocktails.

Station: 1 CU of fuel allows for the station to be heated for d6+4 Time. If the station is unheated, then the inhabitants will begin to take Difficulty penalties for Cold, but will not need to make 'Per - Survival' checks unless the station is damaged. The insulated station will reduce the penalties from cold, however. Keeping the station unheated for too long will demoralize the crew.

Fuel can also be used to power the generator. See the Gear section for details as to how.

'Fuel, Kerosene' can only be used for Molotov Cocktails and to heat the station. It cannot be used to fuel the Snowmobiles.

Risk

Risk in this scenario does not tally and reset after an 'All Out Defense' mission as normal. Instead, each point of Risk adds +1% to all subsequent Encounter E% checks. In this way, reducing Risk, as well as finding ways to minimize accumulating Risk is extremely important. For the most part, 'All Out Defense' missions are scripted encounters in this scenario, although a GM can make a Trailing Zombies roll against players that stay in their stronghold for too long. Considering the Stronghold level is a mere 11, the chance of even low Risk resulting in an 'All Out Defense' mission is extremely high. However, should a GM roll a successful Trailing Zombies roll, then success in an 'All Out Defense' mission can reduce Risk normally.

Noise

Noise will add to Risk normally, but it will not always do so during a blizzard. See the 'Blizzard' rules for more detail. Otherwise, the Noise rules are the same.

Polar Night

This scenario takes place during the winter of the upper latitudes of the Northern Hemisphere. As a result, there are many days without a true sunrise or 'day' to speak of. While there is often enough light to do normal activities, in this scenario, there is a blizzard bearing down upon the characters, and whatever little light there is is quickly blotted

out by snowfall. As a result, day periods are considered twilight instead of actual 'day' Time periods for purposes of calculating Risk and environmental modifiers.

Scenario/Survival Points (SP)

Success in this campaign will be determined by Scenario/Survival Points (SP). Players earn Scenario/Survival Points by completing Victory Conditions and Victory Sub-Conditions. Each Victory Condition will earn the players 3 SP and each Victory Sub-Condition will earn the players 1 SP. There are many factors that will add to the players' SP total at the end of the campaign, which are best left to the GM's knowledge only. The players will get different endings to the scenario based on the number of SP they have earned. GMs can award or penalize the players' SP for reasons not in the the campaign notes. The players earn SP as a team, although there is nothing wrong with some good-natured rivalry between players to see who can earn the most SP individually.

Additional Scenario Options

Extended Survival

A variant on this scenario is to increase the span of time between "Parts". Each chapter can be its own session, with the characters surviving for however much Time it takes. Either that or the Time can be increased several times over in order to force characters to manage food and fuel supplies.

Solo

This scenario can be played solo, where a player takes control of one character and the other characters react based on the Morale of the Stronghold.

Map of Surrounding Area



Cast

Crew Roster for the 1986 Hudson Research Station

Characters may add the relevant bonuses for taking on the roles of the following characters.

Arnold McGreggor (46)

Former bush pilot, serves as communication liason between the station and the outside world. Very handy with electronics. A general handyman with considerable survival experience.

Bonus: +20 to Survival, Type bonuses allowed to 'Electrician' character Type.

Heather Halsey (32)

On-site nurse, former air force combat medic. She had originally planned to be a doctor after her tour of duty, but a severe case of PTSD sidelined her normal plans as she sought a greater peace in the Alaskan wilds.

Bonus: +5 to Survival, Type bonuses allowed to 'Nurse' and 'Military' character Type.

Quinton Thompson (38)

Geologist and amateur photographer. Quinton is learning the finer points of dog sledding from his friend Marc.

Bonus: +10 bonus to 'Per - Drive (Dogsled), Balance', +10 to Survival, +10 to 'Str - Climb', Type bonuses allowed to 'Photographer' character Type.

Arlene Kaspersky (39)

Full-time geologist, rugged individualist, widow. Her former husband perished in a logging accident. She has a son that attends college in Colorado.

Bonus: +5 bonus to 'Willpower', +25 to Survival, +10 to 'Per - Balance', +15 to 'Str - Climb', Type bonuses allowed to 'Researcher' character Type.

Douglas Asher - (26)

Ex-con. Navigating and working this station proved the most profitable and reliable employment he could get. He serves as a general laborer.

Bonus: Type bonuses allowed to 'Handyman' character Type. 'Caged Wisdom' and 'Lone Wolf' skills

Paul A. Phillips - (36)

Thrill-seeker, combat veteran. Before and after his tour of duty in the Vietnam War, his employment history contains jobs that rank among the most dangerous jobs on the planet from combat, to commercial crab fishing to logging. He remains an avid sports fisherman and hunter.

Bonus: +15 bonus to 'Per - Survival', +25 to 'Str - Endurance', Type bonuses allowed to 'Military' character Type.

Marc DuFee - (40) NPC

The well-liked second in command at the Hudson station. He departed 2 days ago by dogsled to check on the Moosehead station. His fluency in French and English would allow him to communicate with all members of the Moosehead station. He has an affinity for dog sledding, and he did it competitively until his favored point dog, Scout, died last summer. He is in the process of training Scout's replacement, Jasper, who now lives at the station. Jasper is almost as well liked as Marc himself.

Bonus: Marc cannot be a player character, but has the 'Bilingual - French, English' skills and gets a +30 bonus to both 'Per - Survival' and 'Per - Drive (Dogsled)'

Jasper (1)

Marc's year-old sled dog in training. He has become the unofficial mascot for the Hudson station, and is under Marc's strict training regiment to be his next point dog, but other station members can't resist slipping Jasper some table scraps from time to time. Jasper is the only sled dog allowed to live inside the station while the others live in a separate kennel outside.

Bonus: Jasper cannot be a player character.

Gear

Camera

CU: 1

Requires 'Film'

While getting a good shot can be hard in such conditions, documenting these events can still prove extremely helpful. This is used for the 'Documenting' mission.

Cold Weather Gear

CU: 2

Defense: +5

BR%: +35%

This heavy gear protects against harsh cold. It grants the following bonuses/penalties:

- +25 to 'Per - Survival' checks in cold weather.
- +50 to 'Str - Endurance' when resisting effects from cold.
- +1 Difficulty for all 'Str - Leaping, Climbing, Swimming' checks due to the extreme bulkiness of the gear.

Dogsled

Size: 3

Noise: 0

Cargo: 6

Fuel: special

Passengers: 2 (+1 per 3 unused Cargo)

Speed: Can travel 5+d6 mi per Time

Special:

Sled Dogs - The dogsled is pulled by a team of highly trained Sled Dogs. If the dogs are killed or injured, the sled cannot be pulled.

Film

CU: 0.5

Value: 2

Used with a 'Camera'. Allows for 5 attempts of the 'Documenting' mission with a 'Camera'.

Generator

CU: 4

Degradation: 1

The generator will provide power to the station and all its appliances and devices for 1 Time for each Degradation roll. 1 Fuel can be spent to remove all Degradation points. A powered station can provide illumination at night and allows characters to use the radio for 'Breaker Breaker' missions. A GM can devise other limitations to a character's actions without

being powered by a generator. An active Generator increases Viability by 2.

Goggles

CU: 1

When worn, decrease the Environmental Modifier penalties for Weather by 1 (as per pg. 5).

Heater

Size: 2

The heater has ducts running the length of the station to provide warmth. It will use 1 Fuel per Time active.

Ice Axe

CU: 2

Lethality: 30

FC: 1

Durability: Medium

This vicious looking pair of lightweight axes grant a +20 Strength bonus to 'Str - Climb' when scaling icy surfaces. They must be used as a pair to grant this bonus. Individual axes can be used as weapons, which would reduce their CU to 1, but they will be unable to grant a bonus to climb icy surfaces as normal unless used in pairs. Using these as weapons counts as 'Gross Misuse'.

Field Journal

CU: 1

Value: 2

Allows for attempts of the 'Documenting' mission. These are documenting eyewitness accounts, so they are less reliable, adding +1 Difficulty to any 'Documenting' missions taken using a Field Journal. Only 1 attempt at the mission is allowed per 10 Time.

Sled Dogs

Size: 1

Strength: 15

Health: 40 (Team total)

Special:

Team

Sled dogs are treated as a team, so they share a Health total and have a collective Food

requirement.

Dog Sleds

These dogs are bred and trained to pull sleds across icy terrain. A sled dog team consumes d3 Food per day. This is increased to d3+2 food per day if they are used to pull the sled.

Mush!

Sled dog teams can be pushed to go faster. A Dogsled can travel an additional d6 miles per Time, but the Food requirement is increased to d6+2 as opposed to d3+2.

Living

Sled dogs are 'Living', so follow the rules as such. Their combination of intelligence and training is what prevents the 'Lost' rule that usually applies to faster moving vehicles.

Scent

Sled dogs have highly developed senses of smell and can be used to increase the chance of a 'Per - Spot' check of their drivers by +20% if they are not moving. This bonus cannot be used during a blizzard.

Snowshoes

CU: 1

Allows a character to move faster through the snow when on foot. They are allowed to move at normal speed through the snow while

wearing these.

Snowmobile

Size: 2

Noise: 4

Cargo: 6

Fuel: 1 per Time (8 capacity in the fuel tank)

Passengers: 2 (1 driver + 1 passenger)

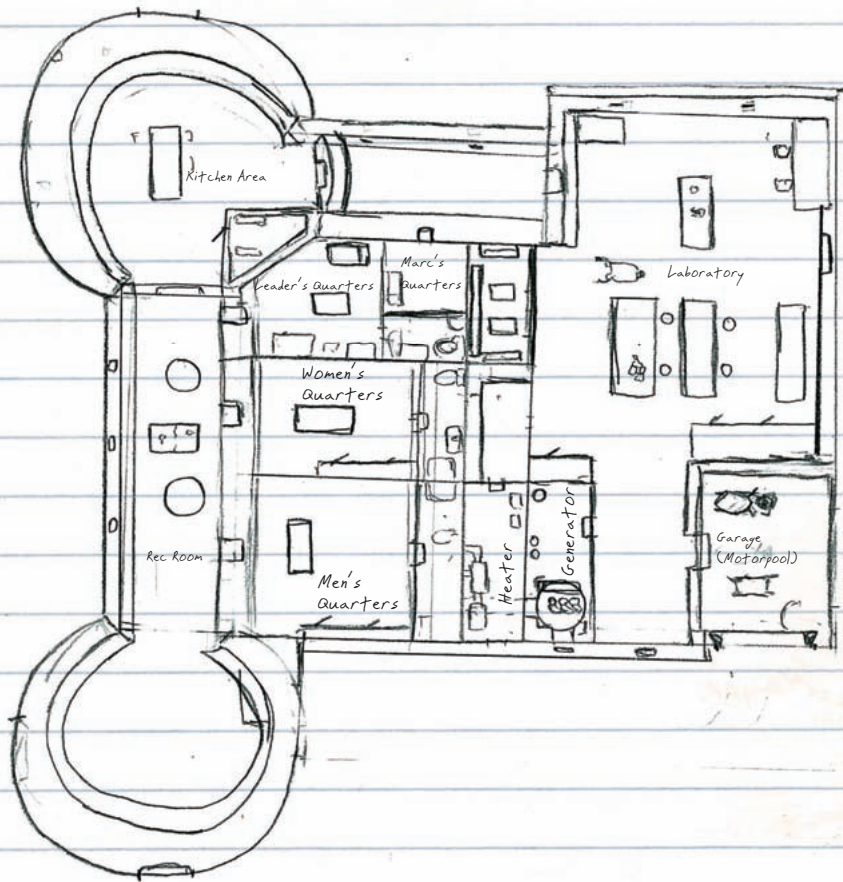
Speed: Can travel 10+d6 mi per Time


Special:

Lost

Getting lost with the ability to move fast is an especially bad combination. Getting lost with a failed 'Per - Navigation' check when using a snowmobile will add an additional d3 Time per Degree of Failure in a 'Per - Navigation' check instead of just the normal 1. If this is done during a Blizzard, this is increased to d6 Time per Degree of Failure. Fuel will be used normally during these periods of Time.

Hudson Station




Dog Kennel



Exterior Storage

Bestiary

Standard

Frozen

If encountered in the wild during a blizzard, they will move so slow as to appear to be frozen in place. They are deployed as 'sleepers' for this reason if encountered during a blizzard. They otherwise follow the same rules as they do in the Core Rulebook.

Keelut

These beasts look like massive hairless wolves with the flesh on their muzzle nearly stripped to the bone. They are dangerous individually, but they are almost never encountered in such a way regardless.

Keelut have the same rules as 'Hellhounds' of the Core Rulebook with the following exceptions:

Size: 1

Strength: 15 (d10 damage)

Special:

Vicious - The increased damage is reflected above

Bane (Fire)

Alpha - One Keelut of the pack in the Encounter is the 'Alpha'. It has the 'Pounce' horror trait and has +10 Strength.

Template

Disembowled

These are victims of Irdlirvirisissong (same rules as Grotesque from the Core Rulebook).

Unique

Nightmare, Caribou

The large, antlered beasts make for even more fearsome opponents after they have been turned to zombies.

The Nightmare, Caribou has all the rules of a 'Nightmare' of the core rulebook with the following exceptions:

Attacks: 0-2 DoS (Kick, as Nightmare entry), 3+ DoS Gore (2d6 piercing damage, +1d6 damage per DoS beyond 3).

Nightmare, Moose

One of the largest of the land mammals of the north, the moose is nearly seven feet tall at the

shoulder, with wide antlers and an incredible amount of muscle. Needless to say, among Nightmares, the moose is the most dangerous variety.

The Nightmare, Moose has all the rules of a 'Nightmare' of the core rulebook with the following exceptions:

Size: 4

Strength: 60

Attacks: 0-2 DoS (kick, as Nightmare entry), 3-4 DoS Ram (6d6 bludgeoning damage), 5+ DoS Crush.

Special:

Crush - The Crush attack is not as frequently fatal as with other Beasts, so the character gets a +50% chance to their BR% to resist it. If they pass, they are not killed, but cannot make any actions other than 'move' next turn.

Gore, Ram attacks

Ursus, Small - (black bear)

The Black Bear is a smaller variety of Ursus. It has all the rules of an Ursus but with the following exceptions:

Size: 2

Strength: 40

Attacks: 0-4 DoS (Maul, 2d6 slashing damage), 5+ DoS (Bite, 6d6 damage)

Ursus - (brown bear)

The Brown Bear is the kind of bear described in the Core Rulebook. No additional rules are necessary.

Special

Fire

In this scenario, an encounter with 'Fire' is treated as an opponent, defeating it will extinguish the flames.

Size: Swarm

Strength: special

Perception: n/a

Speed: n/a

Attack: special

Defense: equal to Size

Special:

Size - A fire will use swarm rules to determine its intensity and how to extinguish (kill) it. A fire's starting size is 0 + 1 per DoF in whatever attack using a flame weapon was made. Count

it as a stationary opponent that is deployed where the failed attack was made.

Strength - A fire will not have 'strength' to make attacks. Rather it inflicts 1d6 damage per Size per turn of those close enough to try to attack it, whether or not they attack it.

Spread - a fire that is in a location where there is fuel to consume (furniture, etc) will grow 1 Size after the resolution phase. The chance of this is equal to 10% per Round per Size of the fire. If fire is ever unable to 'Spread', it will begin to exhaust all of its fuel and will eventually die down. Make the check described earlier for this rule, but if it is successful, the fire will be reduced in Size equal to 1 per DoS.

Smoke - Fire that reaches Size 3 will begin to produce enough smoke to obscure vision, creating an environmental modifier of 1 for all checks, as the presence of fire will affect all SPEW attributes. If in the same room as the fire that is large enough to generate smoke, the fire will inflict an additional point of damage per Size due to smoke inhalation. This can be prevented by either using their action to stay beneath the smoke or by taking additional environmental modifier penalties to all their actions equal to the Size of the fire.

Fuel - Fire that is fed or reaches fuel will automatically increase in Size equal to 1 per CU of fuel it consumes. A fire that consumes fuel is also immune to attacks equal to 1 turn per CU of fuel it consumes.

Immunity - Fire is immune to all conventional attacks except being doused with water or fire extinguishers.

Douse - A container containing 1CU of water can be made to attack fire by dousing it. The lethality is equal to 10 per CU of water doused on it. All those wishing to combine their efforts to increase the chance of success must declare it in their Intent phase. If the amount of water being used is greater in CU than the Size of the flame, then even if the check does not indicate that it was extinguished, the fire will be unable to 'spread'. This means that the check to spread will instead be made to see if the fire begins to exhaust its fuel as per 'spread' rules.



Bane - Fire Extinguisher

Engulfed - If a fire ever reaches Size 10, then it cannot be extinguished by any means other than dedicated firefighting machinery. In this scenario, it means the room or location will continue to burn until it is reduced to ashes.

Structure Damage - If left to burn for 1d10 + Structure turns, then the fire will reduce the stronghold's 'Structure' by 1. At the end of that number of turns, roll the amount of turns again before more Structure damage is done.

Encounters - Because 'Fire' is an opponent, an encounter that has all other opponents killed will not end the encounter and it will continue to draw attention. The encounter will continue so long as there is Fire, rolling additional E% if necessary if the normal number of turns pass before another E% is made. This represents zombies being drawn to the commotion and blaze of the fire raging out of control.

One Big Monster(s)

The pair of One Big Monsters (OBMs) in this scenario are quite unique in that the characters will have little to no chance of actually destroying them. Obviously, a GM can include such missions and give their players such means in order to destroy them, which would give this scenario significant replay value, but as it is, the two OBMs of this scenario serve as only powerful bogeymen to keep players moving. They also represent the chaotic force of nature that they are up against. Even braving the blizzard, they are still subject to the chance encounter of these powerful creatures if they venture where no man was meant to tread.

The two creatures are the Aipaloovik and Irdlirvirisssong. They need not be named to your players, they are more for GM reference. They serve their purpose equally well being nameless forces of nature.

Aipaloovik (ay-puh-loo-vick)

This creature lives in deep waters. It is an evil monster that is bent on destruction and death and takes particular delight in it. It is the elemental force of nature that embodies the raw destructive power of water. The Aipaloovik has never been seen directly. Its power has been felt by many, however. It manifests in the form of naturally occurring water hazards such as waves, riptide, waterspouts etc. but what may escape initial detection at first, is that these are conscious forces of the Aipaloovik sent to kill those who trespass in its waters. It is unknown whether or not any method exists to destroy the Aipaloovik, but surviving its attacks is possible.

Type: Unique (OBM)
Size: unknown
Attack: special

Strength: special
Damage: special
Defense: G - 0/R - 0
Virus: 0
Speed: fast (Lv. 4)
Perception: high (Lv.4)
Sense: V/H/Li

Special:

Attacks: The Aipaloovik unleashes one attack per turn. The percentage chance of the attack missing is equal to the number of feet traveled in a single turn. The attack will have a base chance of success of 95%

0-1 DoS - Waterspout - The Aipaloovik creates a waterspout that reduces movement by 25% next turn. A 'Per - Balance, Drive' check can be made to avoid this effect. A suitably dramatic burst of ice, and groan from beyond can be utilized in order to let the characters know that they are being hunted.

2-3 DoS - Wave - The Aipaloovik creates a wave of water (and ice) that threatens to drown their target. The character is immediately required to make a 'Per - Balance, Drive' check or they will be drenched. This will require a 'Str - Endurance' check in order to avoid freezing and having their movement reduced by 50%.

4 DoS - Force of Nature - The Aipaloovik creates a combination of elemental hazards that disorient and harm their targets. Characters hit with this take 3d6 damage and have their movement reduced by 50% next turn.

5 DoS - Riptide - The Aipaloovik successfully gets their prey in the water and proceeds to drag them downward into the icy abyss. The character must pass a 'Str - Endurance (swimming)' check with full environmental modifiers added to difficulty. This will begin to drown a character should they fail.

Combat - The Aipaloovik cannot be fought in the conventional sense, but it will be unable to attack a character not on the frozen lake or in the water. They will also allow a character

to flee the encounter after d6 consecutive failed attacks on the part of the Aipaloovik... although, it does not give up. The Aipaloovik is simply biding its time and waiting. Subsequent successful E% in their watery territory will indicate that the Aipaloovik has returned in order to surprise the characters and hopefully succeed where it failed earlier.

Irdlirvirisissong (The Dancing Giant)

A humanoid giant, that has a peculiar rhythmic dancing gait that is almost humorous to see considering its size and obviously lethal capabilities, but resist the temptation to watch (let alone laugh at) Irdlirvirisissong.

Type: Unique (OBM)

Size: 4 (6)

Attack: 15

Strength: 50

Damage:

- 1 DoS - Slash - 1d6 slashing damage,
- 2 DoS - Crush 1d10 bludgeoning damage,
- 3 DoS - Gore 1d10 piercing damage,
- 4 DoS - Charge - 2d10 bludgeoning damage,
- 5 DoS - Crush - special

Defense: G - 1/R - 1

Virus: 0

Speed: fast (Lv. 4)

Perception: high (Lv.4)

Sense: V/H/Li

Special:

Crush - Landing this attack will require a character to take a BR% check or be killed instantly in a horrific fashion. Succeeding the BR% check will not avoid the attack entirely. They will instead only take 3d10 damage.

Dancing - A character must succeed a 'Willpower' check in order to resist laughing at or otherwise enraging the Irdlirvirisissong. Failing this check will cause the Irdlirvirisissong to become enraged.

Enraged - If ever the Irdlirvirisissong is enraged, all characters must make a 'Str - Endurance' check or they will take 2d6 damage that cannot be reduced by defense and will cause internal injury. They will feel as if their insides are being frozen because that

will be exactly what happens. The enraged Irdlirvirisissong will also get a +35 bonus to their Attack.

Stalker - Successful E% with the Irdlirvirisissong will require a 'Per - Spot' check from the survivors. Failing this check will initiate an encounter with the Irdlirvirisissong. Irdlirvirisissong gets a surprise round and is deployed in melee range of one of the survivors. If the 'Per - Spot' check is successful, the beast is seen trying to sneak up on the survivors and the encounter will be evaded. The Irdlirvirisissong will harass the survivors in the same way for each period of Time thereafter, as if the same E% result was rolled until a 'Per - Spot, Navigation' check is successful by 3 or more degrees of success, or after making a 'Per - Sneak' check after spotting it.

Missions

Revised Missions

All-Out Defense

An All-Out Defense mission does not feature as giant a wave of zombies in the same sense as the core game. Instead, one of any number of threats befall the station, which can include zombies. The greatest danger in this scenario is the structural integrity of the research station being compromised, as the number of zombies encountered is comparatively few.

Special:

All-Enclosing

Because of the construction of the station, Rifle weapons cannot be used to thin out the number of attackers before the start of the encounter. Indeed, it is likely that the survivors will not be aware that they are being attacked until their attackers are literally pounding on the doors.

Reinforce Point

A specific entry point can be fortified to require additional degrees of success for a zombie to Breach. During the Time in between zombie attacks, a character may attempt a 'Per - Fortify' check on a single entry point. Each degree of success will consume 1 Resource and require that zombies make checks with that many degrees of success in their Breach check in order to enter the house. The point cannot be reinforced greater than the Structure of the building, which in this case is 3.

Entry - Doors

Any zombie that starts their turn within 5' of a door with 0 Reinforcement may freely enter the house.

Entry - Windows

Any zombie that starts their turn within 5' of a window with 0 Reinforcement may enter the house, but spend a turn 'Prone' as they crawl through the window. Only one zombie at a time can enter a window.

Breach

Zombies that achieve degrees of success in their 'Str - Breach' check, but not enough to break all of the reinforcement given to a window or door will strip away that many reinforcements to that window or door. Simply succeeding in a Breach check when only 1 reinforcement is present, it will prevent a zombie from entering that turn, but can enter on subsequent turns. Zombies that make Degrees of Success in excess of the entry point's reinforcement will immediately enter, but will be 'Prone' as normal should they be entering through a window.

Barricade

The tables, cabinets and refrigerator can all be moved in front of doors and windows to provide +1 Reinforcement. This still cannot exceed the Structure of the building. They require 'Str - Lift/Pull' to move into place. Barricades are not destroyed when zombies make successful Breach checks against them, rather they are toppled. Toppled barricades can be lifted back into place with a successful 'Str - Lift/Pull' check.

Run!

Because the nature of the enclosure is to keep out not only wild animals, but the weather, it was not intended to be a fortress against an attack. For this reason, All Out Defense missions will not have the 10d10 Round requirement before abandoning the station is an option. In nearly every circumstance, fleeing the stronghold will increase the danger the survivors are put in by exposing them to the elements, let alone risking exposure to what hunts them. A stronghold will only have a Time requirement if the Structure is reduced to 0 before or during the All-Out Defense mission.

Equipment Manufacture - Bait/Noisemaker

A character can construct 'Bait' out of food or dog meat. This will lure any carnivore beast or zombie by increasing the DoS of an E% by 1. This bait will last until it is consumed by the beasts lured to it. This can also be used as a prerequisite for any 'Trap' mission taken.

Prerequisites: 1d3 Food, 1 Resource
Time: n/a

Objective: none
Success: construct 1 Bait item
Failure: n/a

Special:

Noisemaker

This is actually useful for communicating over long distances, but using such an item will require an E% to be made that can only result in encounters with zombies or zombie beasts. Normal animals will not be attracted to the sound. Noisemakers do not require Food in order to construct.

Scout

Same as Core Rulebook, but requires additional 'Travel' rules utilizing either Foot, Dogsled, or Snowmobile.

New Missions

"Breaker, Breaker"

The station tries to make contact with the Canadian Moosehead station or Ft. Murray.

Prerequisites: CB Radio, Generator

Time: special

Objectives: Cumulative 10% per Time spent attempting.

Success: Communication is re-established with either Moosehead or Fort Murray.

Failure: White noise...

Special:

Blizzard

If this is attempted during a Blizzard, this Objective is reduced from by 5% per Time.

Generator

The generator must be functioning each Time that this mission is attempted.

Relay Station

The odds of success of this mission is altered by the functioning of the relay station in the mountains behind Hudson station. See 'Repair Raido Relay Station' mission for details.

Documenting

A character can have the option of documenting the events of this scenario. They may journal or take photographs.

Prerequisites:

Either a journal or a Camera with Film

Time:

1 Time for Photography, 1d3 Time for Field Journal entries

Objective:

Perception check with any type specific bonuses for photography, writing or science.

Success:

A relevant journal entry is written or extraordinary photograph is taken. This may add bonus Scenario Points.

Failure:

Nothing.

Repair Heater

The heater has been damaged or is not working properly. In order to bring it to working order, it must be fixed before the inhabitants freeze to death.

Prerequisites:

Damaged Heater, 1d3 Resource.

Time:

d10+5 Time

Objective:

Perception check with any repair-specific bonuses

Success:

The heater is returned to full function. A headshot will result in "Good as new" or "Good Enough"

Failure:

The heater remains broken. A catastrophe will initiate the "This is more serious than I thought..." rule.



Special:

“Good as new”

The heater functions with such efficiency that it now generates heat for 1 additional Time per CU of Fuel spent.

“Good enough”

The heater was not as broken as initially thought. Reclaim 1 Resource spent in the Prerequisite.

“This is more serious than I thought”

The outlook is grim. Roll for this mission’s objective again. If the roll is a failure, this mission cannot be attempted again and the heater cannot be repaired.

“Jury Rig”

A character can reduce Time or Resource cost by 1, each reduction will increase the Difficulty of the objective by 1.

Repair Stronghold

An attack or accident severely crippled the stronghold and major repairs need to be made.

Prerequisites:

Stronghold that has taken Structure damage, 1d6 Resource + 1 per total lost Structure Points.

Time:

1d3+1 Time

Objective:

Perception check with any bonuses for repair or maintenance specific to the kind of repairs being made.

Success:

1 Structure is repaired.

Failure:

The Structure is not repaired, but the Resource can be used for subsequent attempts at this mission.

Special:

Weather Damage

During a Blizzard, there is a chance that the weather will destroy what hasty repairs have

been made. A blizzard will destroy 1 Structure worth of repairs with a consecutive 10% per Time a blizzard lasts to a maximum of 80%.

Repair Radio Relay Station

The station at the top of the mountain behind Hudson serves as a radio relay for the remote valley station as well as Moosehead. The weather has taken its toll on it. The station still functions, but it is nowhere near to full capacity. Traveling to repair it might help the station pierce the interference of the oncoming blizzard in order to maintain contact with both Fort Murray and Moosehead station.

Prerequisites:

Travel 10 miles up the mountain to the relay station at the peak, 4 Resource

Time:

Once at the station, it will take 4d10 Time in order to fix.

Objective:

Perception check with any repair-specific bonuses for electronics.

Success:

The relay is now functioning at a much greater capacity. 'Breaker Breaker' missions now have a chance of success of 20% per Time spent.

Failure:

The station is not repaired. The check can be attempted again, and the Resource can be re-used.

Special:

CB Radio

The Radio Relay Station has a fully functioning CB Radio. Players can use it while in the station and can raid it for parts when they leave. The parts take up 2CU and will allow a +50% bonus to any repair missions made on any station's broken radio. This will also render the CB Radio at the station useless.

Broken

A harsh version of this scenario can have this power station knocked out entirely at the beginning of the scenario, which forces this mission to be taken if any 'Breaker Breaker' mission is to be attempted.

Zombies

The cause of the disturbance was that large zombie beasts took residence near the station and killed the crew. The crew and the beasts that killed them will be found at the station as zombies. One zombie beast Size 3 or greater will be on the E% Table at 3 DoS or greater.

Electrical Danger

The very damaged relay uses high voltage. An attempt at this mission and failing will inflict 1d10 damage per Degree of Failure in the objective worth of electrical damage.

Breaker Breaker

'Breaker Breaker' missions can be taken at this relay station as if taken at Hudson station. Such missions taken at the station will allow communication with both the Hudson, Moosehead and Fort Murray. There will also be a flat bonus of +25% to the objective of such missions taken at the relay station.

Fire!

A fire has broken out in the station! It must be extinguished quickly before it burns to the ground!

Prerequisites:

Use of 'flame weapon' inside the station (make check using the lethality of the weapon, if successful, the room catches fire). Or a catastrophe in any mission or attack in the room with the Heater or room where fuel is stored.

Time:

Special

Objective:

Douse the flames. See Bestiary section for rules on battling fire.

Success:

The fire is extinguished

Failure:

The station burns to the ground.

Special:

Douse

A character may make a check to extinguish 'Fire'. This is done by making an Attack roll with a bonus for using 'Fire Extinguishers'.

GM Notes For Scenario

Bleak

Unlike other Encounter % based mission options, a failed E% will not produce any encounter whatsoever. It will only mark the passing of time where nothing notable is found.

Travel

A character can travel a certain amount of distance based on what mode of transportation they use. See the 'Gear' section for the rules for each. The options are as follows:

Snowmobile

The loudest, but quickest way to travel in this scenario. A character can travel 10+d6 miles per CU of fuel used.

Foot

The slowest and among the most dangerous mode of transportation, but not requiring anything other than food and raw courage. A character can travel 2+d3 miles by foot per day. This also is the only way that particularly hazardous methods of travel can be accomplished, such as climbing or swimming.

Dogsled

A reliable way to travel, instead of spending fuel, 1d3 Food per day can be spent to travel

Distances:

Hudson to Moosehead (via Lake)
60 miles

Hudson to Moosehead (via Mountains)
40 miles

Hudson to Radio Relay Station (via Forest/
Mountains)
10 miles

Weaponry

In this scenario, dedicated weaponry is very scarce. Aside from the one hunting rifle they have and its limited ammunition, characters will have to use improvised weaponry that will most likely be constructed from the Resource at the station. Characters will have to make do with this weaponry or the molotov cocktails made from their supplies of fuel.

Tundra

Standard Zombie: Keelut

Number of Stanard Zombies per Encounter:
d3+3 (additonal rules for pack hunters)

Encounter Length For Standard Zombies:
1d6 Turns, re-rolling 5's and 6's, add resutls

Encounter %: 50 E%

E% Degrees of Success	Encountered	E% Degrees of Failure	Encountered
0-2	Standard	all	nothing
3	Standard (2x), Caribou		
4	Caribou (2x), Moose		
5	Musk Ox, Ursus		
6+	Ursus		

Mountains

Standard Zombie: Frozen

Number of Stanard Zombies per Encounter:
d3+3

Encounter Length For Standard Zombies:
1d6 Turns, re-rolling 5's and 6's, add resutls

Encounter %: 50 E%

E% Degrees of Success	Encountered	E% Degrees of Failure	Encountered
0-2	Standard	all	nothing
3	Standard		
4	Standard, Keelut		
5	Mountain Goat, Keelut, Ursus, Black Bear		
6+	Ursus, Brown Bear		

SCENARIO BREAKDOWN..

Victory Condition

To complete Parts 1-5

Victory Sub-Conditions

See individual section entries.

Zombies

Standard:

Frozen

Str: 20 Dam: d6 Def: G - 0/ R- 0 Vir: 1 Spd: Med (lv 3) Per: Med (lv 3)

Sense: V/H (15% each) = +30 E% modifier

Template Zombies:

Beasts (dependent upon Region)

Disembowled (Grotesque zombies as per Core Rulebook)

OBM:

Aipalooovik - Aquatic beast that drags those that try to cross the lake to their deaths.

Irdlirvirisissong - Humanoid beast, that if heard, should be avoided. To be seen is almost certain death.

Has a peculiar rhythmic dancing gait that is almost humorous to see considering its size and obviously lethal capabilities, but resist the temptation to watch (let alone laugh at)

Irdlirvirisissong. It's best just to run.

Stronghold Level: 11

Stronghold (Hudson Research Station)

Consumables

Resource: 30

Food: 240

Dog Meat: 50

Fuel: 75

Fuel, Kerosene: 100

Structure - 4	Population - n/a	Viability - 0
Science - 5	Culture - 2	Morale - special

Special:

Resource Catalog (Hudson Research Station)

Degrees of Success for 'Per - Search' - Name of item that can be purchased - (Degradation)

0 - Rifle Rounds - 2, Food - 0.5

1 - Cold Weather Gear - .5, Bolt Action Rifle - 3, Snowshoes - 1

2 - Rolls of Film - 1, Survival Kit - 1

3 - Ice Axe - 2, First Aid Kit - 2

4 - .45 Magnum - 4, .45 Magnum rounds - 1

5 - GM discretion (any additional gear from the Core Rulebook you want to include)

Part One - The Line is Dead

This isn't good. This isn't good at all. There is a storm bearing down on the Hudson Research Station a week before the crew rotation. There is plenty of food, but it's an inconvenience. Cabin fever is a mild way of describing the tension between the crew. The prospect of staying another week as the storm passes with these people is not exactly an idea that sits well with anyone. The tension has been replaced with an uncomfortable fear for the storm that bears down upon the station. Normally, communication with the Moosehead station further north is in order to get a better idea on the weather, but they have been silent. Communication with the nearby Fort Murray has been intermittent at best.

Marc, one of Hudson's station crew left two days ago by dogsled to check on Moosehead. He hasn't returned yet.

GM's Note:

This is the time to let the players explore their characters. They can take several actions and as a GM, you can set limitations or let them freely explore the station and perhaps the surrounding area. Once the Victory Condition is met, Part 2 starts.

Victory Condition(s)

- Survive for 40 Time (2 days)

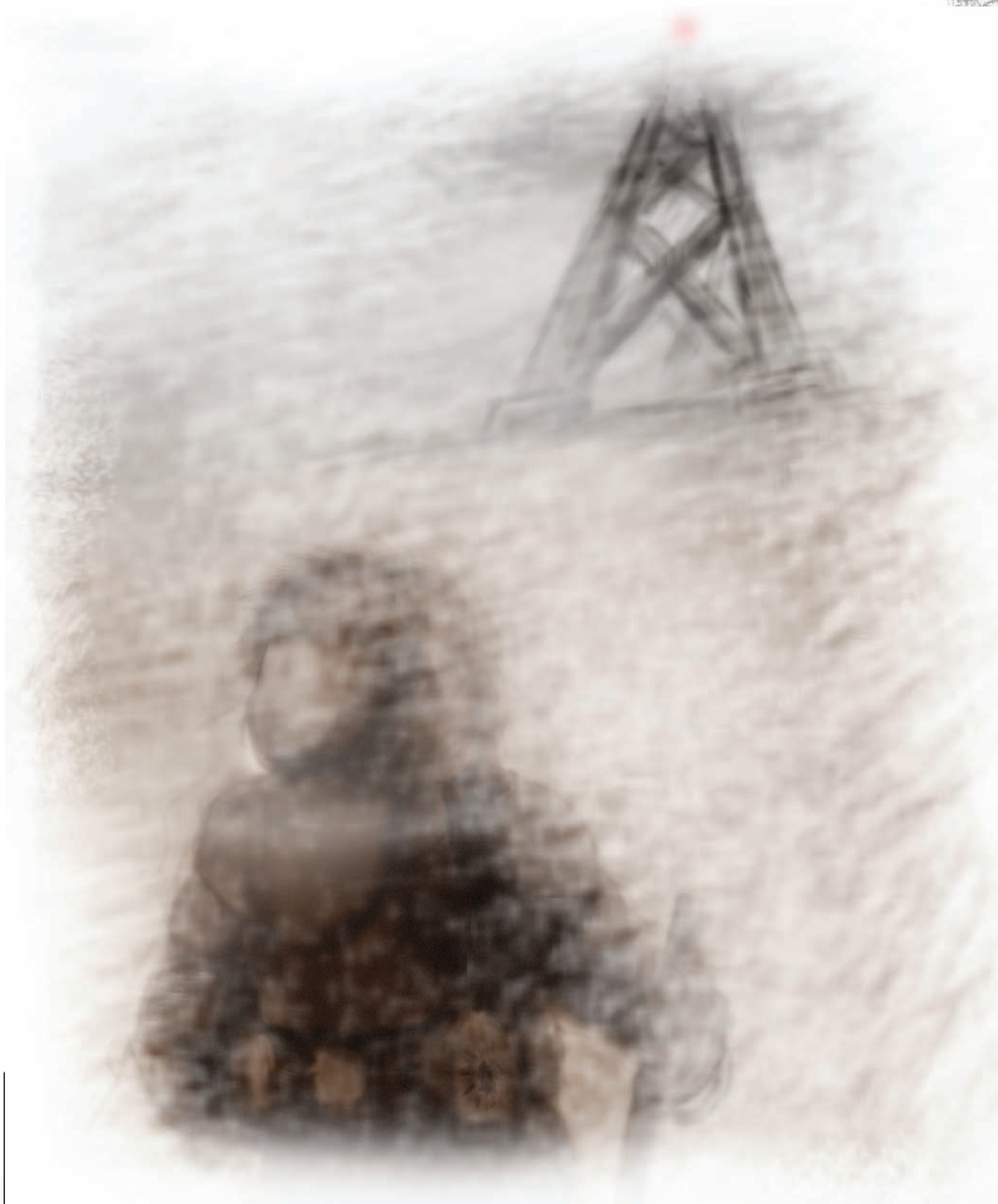
Victory Sub-Conditions

- Repair CB Radio - This will allow for more effective 'Breaker, Breaker' missions.
- Complete the 'Repair Relay Station' Mission.

GM's Note, Relay Station:

See the 'Missions' section on the mechanics of how to run the mission.

Isolated on top of a mountain, the only thing that can be seen from the valley below is the pulsing red light to signal low flying planes. A long trail snakes along the front of the mountain, but the weather makes finding the cinder block and cement building with the tower reaching towards the white sky a nearly impossible feat.



Part Two - Marc's Return

Through the wall of white, a distant figure can be seen riding in from the North. Marc's voice can be heard frantically yelling "Mush! Mush!", driving the sled dogs in from the storm at their back. The crew of the Hudson wait at the doors and windows as Marc arrives. He staggers in and flops to the ground. It takes a moment for the crew to realize that Marc is bleeding from multiple wounds, the blood frozen in crystals to his clothing hastily donned. Heather Halsey rushed in to assess his injuries. "Wolves" he says, "Dead" and coughs up blood before passing out.

The crew look at each other puzzled, but Heather snapped everyone back to attention and had them carry Marc to the kitchen. The table's former contents were hastily shoved off and Marc's body was laid on top of it. Heather takes a closer look and sees the wounds... bite marks.

Characters make a 'Per - Listen' check if successful, continue reading:

The frantic barking and yelping of the dogs grabs their attention... investigating they see the dogs still helplessly strapped into the sled reins being attacked by what appear to be wolves with most of their fur molted off.

Run an Encounter against 3 'Keelut'.

If the Keelut are defeated before they kill all the sled dogs, the characters still have access to the 'Dog Sled' mode of transportation. If the characters do not hear the dogs barking or didn't kill the Keelut in time to save the dogs, the sled will be unavailable. Not hearing the dogs will cause the characters to discover the bodies of the dogs mutilated and a faint trail of blood in the snow leading into the wall of white of the blizzard. (-1 Morale)

Victory Condition(s)

- Kill 15 Keelut, may require characters to actively leave the station and hunt them.

Victory Sub-Conditions

- Establish communication with Moosehead or Fort Murray
- Patch up Marc ('Per - First Aid' check)
This allows for the release of additional information from Marc below.

Communication

Moosehead - Frantic rescue request. In addition to a fire, they yell that they are under attack... by "snowmen?"

Fort Murray - Weather reports a massive storm is headed towards the station faster than predicted. The storm will make travel between Fort Murray and the research stations impossible. Request to check on the status of Moosehead, transmissions have been cut due

to weather interference.

Marc - He was chased almost from day one by the (keelut). They chased him the length of the valley and across the lake. He was chased on the lake as well. The (keelut) seemed to stop pursuing him as he was on the frozen lake, but something else took chase after him.

"For two days I was chased. By something under the ice... I didn't even need to tell the dogs to keep going. They heard it. The ice cracked and erupted behind us. We had to keep moving or we could have been dragged under. I couldn't even make it up to Moosehead. I finally was able to backtrack back to here...across the steppes, I saw a dancing giant..."

Marc passes out after this.

GM's Note:

If the characters failed to recussitate Marc and have not yet repaired the CB Radio, encourage them to try to fix it and re-establish communication with Moosehead and Fort Murray. If the characters failed to repair it up until now, then allow an automatic success to reveal enough information to encourage them to move on to Part 3.

Part Three - Riders on the Storm

Something is clearly amiss. Those creatures that attacked the sled dogs and Marc appear to be wolves, but they do not look quite like wolves. They appear diseased. Moosehead is in trouble, but there are packs of these monsters between Hudson and Moosehead (and who knows what else).

Victory Condition(s)

- Reach Moosehead station

Victory Sub-Conditions

- Establish Communication with Fort Murray
- Find a trail through the mountains, bypassing the lake
- Blaze a trail across the lake

Communication

Fort Murray - ...silence

The Mountains - While the lake can be circumnavigated by cutting through the mountains, they will have to face 'Frozen' as Standard zombies (the former inhabitants of Fort Murray), Keelut will be Template. The OBM Irdlirvirisissong begins to harass the characters.

The Lake - A wide frozen expanse, a longer route than the mountains, but Keelut will only harass the characters until they reach the lake, upon which the Aipaloovik will begin to stalk them.

GM's Note - Sled Dogs

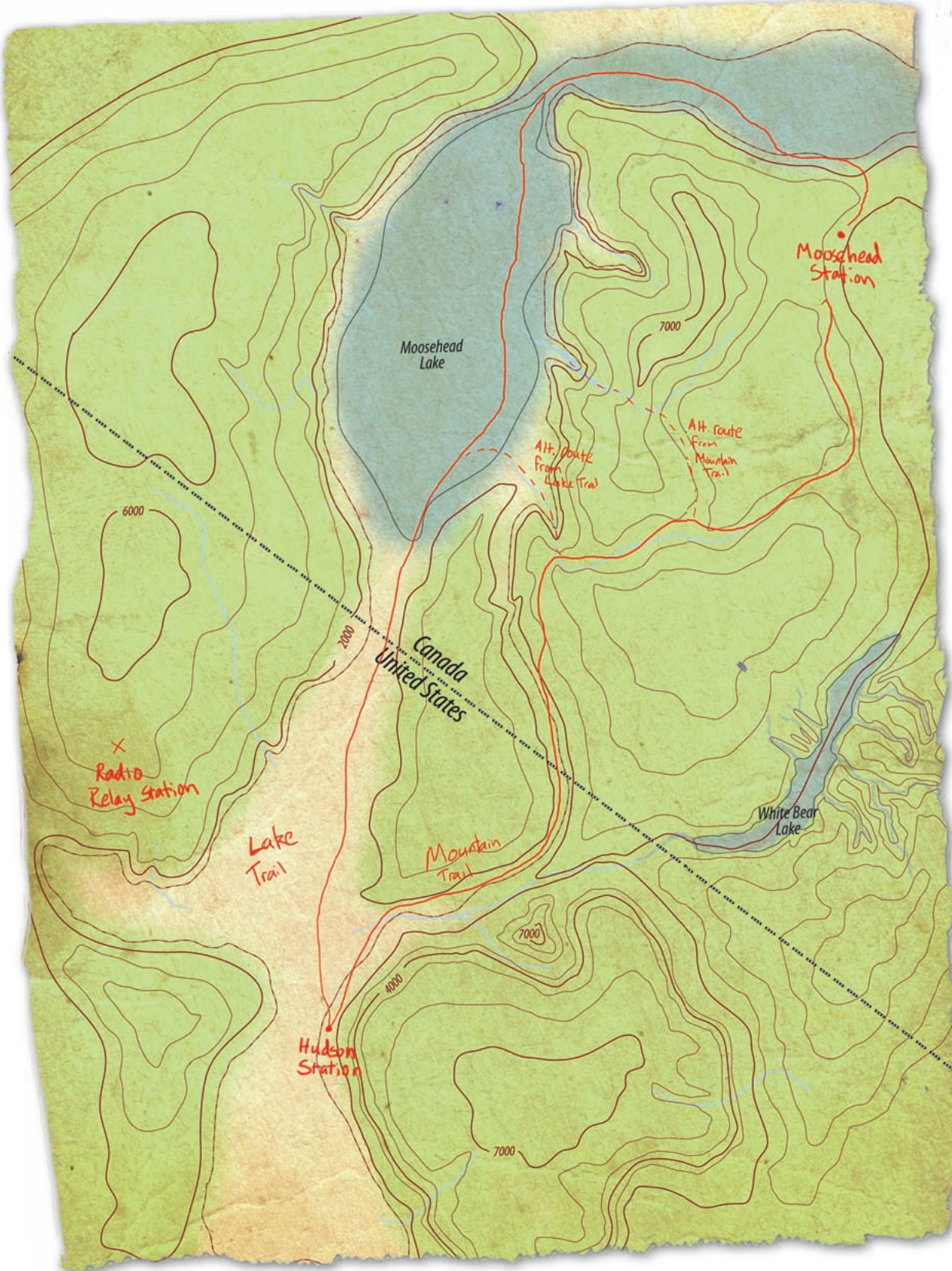
Whether or not the characters gathered the relevant information from Marc, the sled dogs have already seen the horror that lay ahead of both paths. Their behavior will indicate this.

GM's Note - Aipaloovik

The Aipaloovik will only attack them once they've gone a quarter of the way across the lake... it will not attack immediately. In order to lull the characters into a false sense of security, continue making E% checks, but declare that no encounters result, no matter the result of the check.

Failure

Failing to reach the Moosehead Station in 20 Time or under will result in the players having a 5% chance per Time after 20 of discovering the station smouldering and all of the inhabitants mysteriously missing. (-1 Morale)



Part Four - Moosehead

Upon arrival at Moosehead, the flames that consume it can be seen through the sheet of white from the incoming blizzard. Shouts and gunshots can be heard.

Victory Condition(s)

- To rescue the inhabitants from Moosehead base (survive All-Out Defense of Moosehead) and return to Hudson Station

Victory Sub-Conditions

- Recover data from their site (Tapes)
- Rescue Population from Moosehead
- Extinguish Fire that rages at Moosehead

Moosehead Station

Friend from Foe

Upon arrival, unless a noisemaker is blown to signal their arrival, the characters will be shot at by those they came to rescue. They are panicked. The survivors there have weapons with FC: 3 and have an Attack of 25. They will also roll an additional die for Panic as per normal rules and will take environmental modifiers to their shots. If the characters get close enough to be heard or they fire back or use a noisemaker, then the survivors will stop shooting at the characters.

Population

There will be 1d3+1 Population at the Moosehead station.

Upon reaching the station, trigger an All-Out Defense mission using Frozen as standard. The survivors count as Population counters.

Resource

Searching the Moosehead station will yield Resource. Considering that the Hudson station and Moosehead stations are superficially the same, the resource catalog for Hudson can be used to purchase Resource gathered from Moosehead station. If the station is burned down, or the fire is not extinguished, Resource cannot be gathered.

Return Trip

Characters follow the same rules as they did for 'Part 3' and have the same options for travel, but a successful 'Per - Navigation' check will reveal the 'White Bear Trail' as an option for the return trip. The White Bear Trail does not have OBM encounters of any kind, but Keelut and Frozen will be a threat normally.

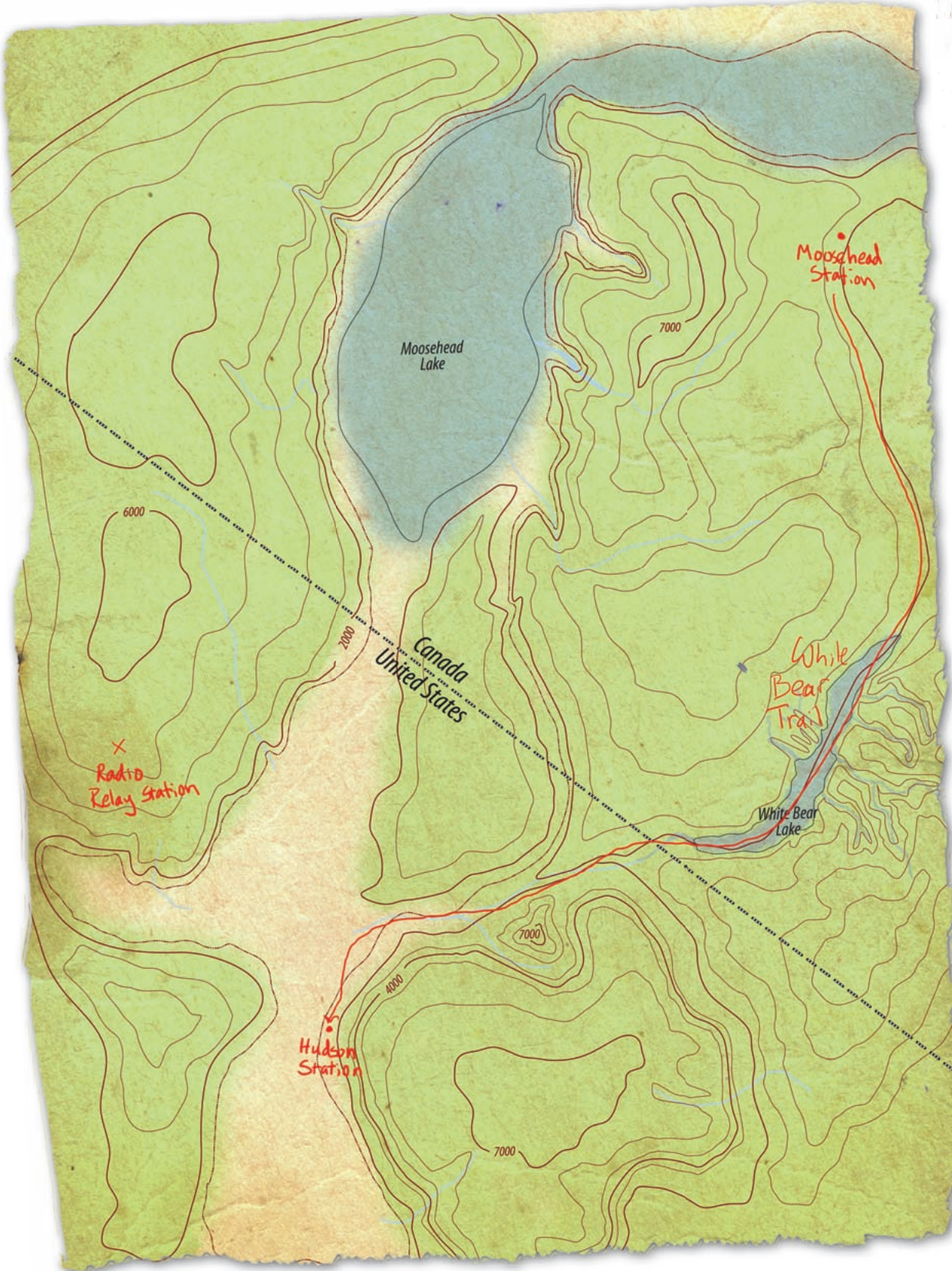
White Bear Trail

White Bear Trail is over the frozen White Bear River and White Bear Lake. It was too steep to go up for the trip to Moosehead, but ideal for the return trip. Add a bonus +1d6 Miles per Time when travelling downhill on White Bear Trail. White Bear Trail is approximately 50 miles long.

Failure of Part 3

Failing to arrive at the station in time as per the Victory Condition of Part 3, the survivors will encounter an 'All Out Defense' in the ruins of the Moosehead station.





Part Five - White Out

After returning from Moosehead the characters and survivors (if any) struggle to contact Fort Murray for rescue. Meanwhile all that they struggled to outrun will begin to catch up with them. On top of this, the blizzard that only threatened the characters before now rolls in and masks out the sky with a sheet of white.

Victory Condition(s)

- Survive long enough for rescue... should it come (GM's discretion). Should rescue arrive there will be a set amount of Time the characters have to survive. This could be days... making the amount of Time needed to survive equal to the roll of multiple d10's.

Easy: 5d10+20 Time

Moderate: 10d10+20 Time

Hard: 30d10+20 Time

Victory Sub-Conditions

- None

Final Encounter

Blizzard

The blizzard will be in full force. The only place where characters will not suffer environmental modifiers is inside the Hudson Station itself. Vision within it will be severely impaired unless the Generator is running to provide power to the lights.



Scenario Points

Scenario Points determine the kind of ending the characters have earned.

Scenario End Bonuses:

- +1 SP per surviving player character
- +1 SP per Pop of rescued survivors from Moosehead
- +1 SP per Morale at the end of the scenario
- +1 SP per Victory Sub-Condition fulfilled
- +1 SP per photo of note taken by a character
- +3 SP per Victory Condition fulfilled

Endings

0-10 SP - Disaster - The survivors battle the Keelut and the Frozen as the blizzard batters the Hudson Station. One by one, the survivors succumb to their wounds as the endless wave of attackers batter the crude defenses until they give way. A stray molotov cocktail ignites a can of fuel that erupts into a ball of flame that consumes one wall... then another. In short order, the entire station is consumed in flames. The survivors stagger out and bring weak and clumsy blows against their enemies as their strength fails them. Killing the last keelut and burying their ice axe into the skull of the last 'Frozen' the survivors collapse to their knees and see more shadows coming in from the white out. Struggling to their feet, the survivors brace themselves and their grip tightens on their weapons and brace themselves... a shadow, a dancing shadow approaches.

11-19 SP - So Close - A pile of dead keelut and 'frozen' lay at the feet of the survivors. The corpses are piled and burned with some of the remaining fuel. On the side of the building breaking the energy of the storm. There is no help coming. The remaining survivors gather their things and decide to strike out for Fort Murray. After days of travel, killing the odd 'keelut' that trailed them until they crest the mountain overlooking Fort Murray. They scramble down the hill, so happy to see it. As they near it, their hope is dashed as a gunshot erupts from the towers of the base. Being utterly without cover, the survivors are one after another shot where they stand. The final survivor feels a hot sting as one bullet tears through their leg. The survivor collapses to their knees and their lack of energy combined with the blood loss begins to blur their vision. The silhouettes of many human shapes approach and surround the survivor. Too tired,

the survivor could barely summon the energy to care. The body of their friends lay nearby and frozen in the Hudson station. A grin creeps across the survivors face, ripping off the mask just as the people surrounding open fire.

The soldiers close in on the remaining survivor that bleeds his life onto the snow, "We were followed almost from day one... they're your problem now" the survivor manages to say before being silenced by a final round. Beyond the wall of white, the distant howl can be heard; a sound new to the soldiers. A new threat now faces them. A threat they know that those they had just killed had failed to survive...

10 Years Later...

Monty picks through the Alaskan forest, his rifle in hand. A light trail of blood allows his dog to purposefully stride through the pines towards the mountain. White mounds of snow still speak of the winter of months ago and cling to the mountaintops. Monty follows his dog deeper and deeper into the woods towards the mountains. Something catches his eye. An ice axe, now corroded and useless is buried into a tree. Upon closer inspection Monty sees a nylon bag hanging from the handle of the axe. Curious he takes it and opens it... reaching inside he finds a plastic case with old floppy disks and several undeveloped rolls of film. From among the rocks, Monty heard his dog bark frantically and it is joined by the barks and snarls of another beast. Monty readies his rifle as a howl pierces the thin mountain air.

20+ SP - Fort Murray - After days of evading the roving packs of beasts, the survivors make their way over the mountains; leaving behind two smoldering stations. The survivors' ice axes are slick with blood as they near Fort Murray. As they approach the fort, distant gun reports can be heard. The Polar Night barely lit the scene of Fort Murray under attack. Survivors quickly took cover among the sparse tree line. They grasp their weapons tightly as they prepare to continue their fight to survive. Risking a glance, the survivors look behind the tree and see the soldiers of Fort Murray do not appear to be firing at them. The survivors cautiously make their way towards the perimeter of the base. The same ice-covered zombies that harassed them at Moosehead station attack the base in droves.

Special Mission - All Out Defense (Fort Murray)

Success:

The survivors are reunited with what remains of Fort Murray. They went through an equally harrowing ordeal. The soldiers recounted how the entire base slowly succumbed to a virulent disease and at the same time were under attack by what appears to be frozen men and women. When asked when they could expect rescue, the soldiers went silent. There would be no rescue. The blizzard not only prevented all aircraft from coming anywhere near the base, the neighboring cities have been ordered not to send snowmobiles on the ground... they have been left to die. This sinks in and the survivors take stock of all they've been through. The soldiers mention that the blizzard is not going to let up and they're on their own. A piercing howl breaks the uneasy silence. The soldiers were unfamiliar with this threat... in a matter-of-fact tone, the survivor tells the soldiers "We were followed."

Epilogue

There are many possible endings that contribute to the Moosehead/Hudson Mystery. The denial of Fort Murray of any contact with either of the two stations is hotly debated as to whether or not it was a cover-up to hide a terrible secret... to either hide what they found or to deny it ever happened in the first place. Whatever came of the alleged rescue, one thing is for certain, the Hudson and Moosehead stations are gone, and the staff roster of Fort Murray at that time is strictly classified. This has done nothing but increase the mystery surrounding the events of the Winter of 1986 and there are those who pursue the truth relentlessly: If there were survivors they may still be hiding, desperate to share their knowledge with the world that forgot them.