

**THE SURVIVORS ARE WELCOMED INTO A SMALL TOWN, BUT QUICKLY
DISCOVER THAT THE FOOD THEY ARE BEING SERVED IS NOT ANIMAL
MEAT, OR EVEN HUMAN MEAT . . . BUT SOMETHING FAR WORSE.**

NEW ARRIVALS

It's been over a month since the initial outbreak and the rise of the Living Dead. The pandemic that has threatened to make the human race extinct hit the worldwide population at an unnatural, simultaneous rate. Within the first week, entire cities had fallen, the Federal Government had relocated to a secure facility in Colorado, and the military was in shambles as entire units became infected or went AWOL.

The world we once knew is dying, and rising again as flesh-eating ghouls.

With fuel difficult to find, and the major highways congested with abandoned and wrecked vehicles that make perfect waiting places for the Living Dead, the characters are on foot. In the past few days, food has been extremely difficult to find. As the adventure opens, have each character make a Vigor roll at -2 for Hunger. If the roll fails, the character suffers a Fatigue level.

It seems like every place you go, everywhere you turn, the Living Dead are there— shambling along the city streets and highways, trapped in abandoned vehicles, roaming the countryside. The horrific moan, voiced whenever they see the living, a sanity-fragmenting thing. Their torn and mutilated bodies, organs sometimes dragging upon the ground, gut-wrenching to behold. It's a nightmare that never ends.

The past few days, the nightmare has become even more dangerous. Your food ran out a little over a day ago, and your ammunition is dangerously low. Neither has been in any type of adequate supply in any of the towns you've stumbled upon. If you don't find both—and soon—you could very well end up shambling across the country side looking for warm flesh, yourself.

To make matters worse, the sky is heavily overcast, and the occasional flicker of lightning and roll of thunder threatens rain.

Allow the characters a little bit of action. As they continue on their way, in between towns and cities with the highway to their right and wooded areas off to their left, they come upon a small group of Living Dead Shamblers (2 per character). The survivors can either attempt to dispatch the creatures through normal combat, lead them off on a wild goose chase using a Trick (Smarts vs. Smarts), or attempt to sneak their way past them by making a Stealth check at a -2. Keep in mind that for any character who failed the Vigor roll for Hunger, there is an additional -1 penalty to all rolls from the Fatigue level.

Once the characters have made it past the Living Dead, they continue for another mile before they see a town in the distance. The place is a small, colonial-style affair complete with abandoned rail tracks that lead through the center of it. At one point before the rising, it might have served as one of those

tourist attractions that offered a quiet weekend off the beaten path. Now, strategically placed cars and barbed wire topped fencing form a makeshift perimeter around the town. Men armed with bladed weapons, shovels, and heavy metal poles serve as the perimeter guards. Husks of burned-out buildings remain as a testament to what had transpired here. Moreover, for the most part, the streets are devoid of people.

The characters can attempt Persuasion or Streetwise rolls to gain access to the town. On a success, they are introduced to Brian Cardiff, the Mayor. The town is called New Havenport.

A NICE LITTLE TOWN LIKE OURS

New Havenport was, indeed, once an idyllic tourist attraction before the Living Dead. Known for its architecture, Colonial-era replicas, and one of the few fully functional railroads, the town earned its keep serving those from out of town. That same, quaint lifestyle made it a prime target for the initial outbreak.

Within hours, a majority of the town's residents and tourists had become infected, turned into flesh-eating ghouls that then spread the so-called virus. The dozens that survived managed to cleanse the town of the Living Dead and fortify their position, but the initial battles against the creatures had taken a toll—fires consumed the buildings housing most of the food supply. Restaurants, Inns, and grocery stores went up in flames during the initial panic.

WAR OF THE DEAD

Left with the prospect of starving to death, and unable to bring themselves to devour their own, the remaining citizens of New Havenport embraced the ultimate definition of irony in their need for food—eating the Living Dead.

Although the townspeople hunted for the freshest prey—those that looked to be recently dead—as can be expected, consuming infected flesh had certain consequences. For some people, the infectious flesh shattered their minds—placing them in a blank mental state very similar to the Living Dead, with an insatiable hunger for living flesh, but with full biological functions. In other words, it turned people into a pseudo-Living Dead.

It's a secret they keep locked away in the small U-Store-It facility at the edge of town, hoping to eventually find a cure.

PLEASE, STAY FOR DINNER

Mayor Cardiff is friendly, but cautious—precisely what the characters should expect of a town leader in regards to new arrivals. He gives them a quick tour of the town, pointing out:

- There are only about 30 of them left in the town.
- The Police Station, where he introduces them to Sheriff Westerman.
- The General Store, where they can barter for some camping supplies from Bruce Keller.
- The Church, where Father Dorrin holds service and feeds the town.
- The Medical Clinic
- The Hotel

Sheriff Westerman is also friendly, but much more cautious. He eyes the characters up and down, and welcomes them to the town.

The Mayor takes them to the church, where Father Dorrin is making an afternoon meal. The meal is a beef stew, and any character that eats it must make a Vig-

or roll or gain a Fatigue level. If the first roll fails, then they must make another roll every hour until they fall unconscious. Once the character is rendered unconscious, a final Vigor roll must be made at -2. On a failure, the character has become one of the pseudo-Living Dead. Like with normal Living Dead, there is no cure, and should the character be killed by any means except trauma to the brain, will rise as one of the Living Dead.

Once a character succeeds at a Vigor roll, his body has rejected the infection from eating the meat. Doing so, however, does not make him immune to the infection.

Any character that is naturally immune to the infection (See: War of the Dead, Chapter One) is not required to make a roll when eating the stew.

Strangely, no other townspeople are present at the meal. Mayor Cardiff says that most people are afraid of strangers, and won't come out of their homes until he and Sheriff Westerman give the all clear.

After the characters are fed, Mayor Cardiff will offer them rooms at the hotel to rest. If any of the characters accept, and decide to later sneak through the town to gather information, a Notice check will reveal that they are being watched through barely opened curtains, from darkened windows, and from rooftops, by the townspeople. Anyone that goes near the U-Store-It hears the muffled moans of the Living Dead, and the pounding of fists against metal, from inside. Breaking into the facility will alert the Sheriff and he will arrive on the scene after two minutes. During that time, the characters discover over 40 of the Pseudo-Living Dead inside the building, locked in the roll-up door storage bins.

Whether the characters accept the rooms or not, the Mayor and the remaining citizens of the town do not intend to allow them to leave. The plan is to kill the characters and use them as food.

To escape the town, the characters will have to battle their way through the residents (5 per character), and any of the pseudo-Living Dead they might have allowed to get loose.

FOOD FOR THOUGHT

LIVING DEAD (SHAMBLER)

The most common of Living Dead, Shambler 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): Shambler 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 in War of the Dead, Chapter One).

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: Shambler 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.

(Pseudo-Living Dead only have the Bite special ability)

FOOD FOR THOUGHT

MAYOR CARDIFF

The elected official of New Havenport prior to the outbreak, Mayor Cardiff watched helplessly as over 95% of the town fell to the outbreak—including his own wife and two daughters.

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

Skills: Guts d6, Knowledge (politics) d4

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

Toughness: 5

Hindrances: Responsibility to Others (Major, See: War of the Dead, Chapter One)

Edges: None

SHERIFF WESTERMAN

Once the town deputy, Sheriff Westerman gained his current position when his former superior became infected and, literally, tried to take a bite out of crime. Overly cautious of outsiders, he is beginning to consider forming hunting parties to go out into the surrounding area, find survivors to bring back to town, and use them as a ready food supply.

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

Skills: Driving d6, Fighting d6, Notice d6, Shooting d6, Streetwise d6

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

Toughness: 6

Hindrances: Bad Eyes (Minor), Quirk (spitting on the ground in the middle of a sentence)

Edges: Combat Reflexes

Equipment: Glock 9mm (51 shots)

TYPICAL SURVIVOR

Whether on a cruise ship, in a town, or trapped in a warehouse with the characters, the typical survivor represents the everyday people struggling to exist for another day in a world where the Living Dead are rapidly becoming the dominant species.

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

Skills: Boating d6, Driving d6, Guts d6, Notice d6, Repair d6, Shooting d6

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

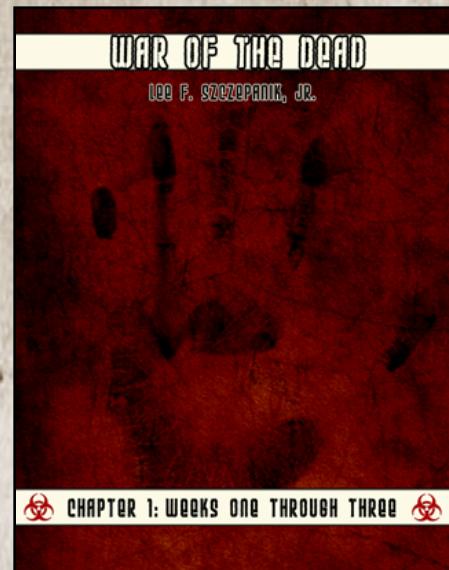
Toughness: 5

Hindrances: Yellow

Edges: None

Equipment: Various tools, makeshift weapons, or lengths of pipe (Str+d4 damage)

WAR OF THE DEAD



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.

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.