

# PROJECT GENESIS

(RPG ADVENTURE FOR WHEN DARKNESS COMES)  
BY DAVID CARL

## Notes to the Gamemaster:

First things first:

This When Darkness Comes RPG adventure is intended to bring role-playing gamers into the world of Twilight Creation's When Darkness Comes. While the following advice may be obvious, it is very important to emphasize the RPG elements of the game. Character interaction, character advancement, and vivid descriptions (role-playing elements) should stand out while die rolling, moving miniatures, and placing tiles (roll-playing elements) should simply be the vehicle for the story.

I am not saying that the rules are unimportant, and I strongly believe in the enjoyment of the WDC game mechanics. In this event, however, it is vital to present WDC as a role-playing game. This is the *only* Twilight Creations event listed in the RPG section of the convention sign-up book, and it is an opportunity to reach a new audience, role-playing gamers. In order to do so effectively, however, this event must appeal to the things that *they* are looking for in a game.

Bit of a Disclaimer:

Every gamemaster has a unique style. Some give vivid descriptions of *everything* the characters see or do. Others follow the rules to a "T," and emphasize strategy in combat. Some try to make situations as challenging as possible while still allowing the players to eke out a victory over their adversaries. Gamemasters have a multitude of different styles, but their goal is the same - to ensure that the players have fun.

This adventure walkthrough may seem strict in its presentation. It is almost a gamemaster "script" that could be read by a trained chimp. It is *not* intended to cramp *your* unique style. View this walkthrough as a compass rather than a roadmap, simply a springboard for *your* Project Genesis adventure.

Story Synopsis:

Project Genesis, in certain ways, is your basic zombie story. White Falls, a small college town in Michigan, is infested with zombies. They're tough; they're strong; knock them down and they get up again (usually). It's a fairly typical "Zombies!!!" situation.

The not-so-typical part of our story is the origin of the walking dead. C Ross Engleangle, MD, PhD was once a doctor in a metropolitan hospital. He was very upset by the number of patients that died waiting for transplants and decided to take matters into his own hands. He studied biochemistry and chemical engineering (eventually earning a PhD in both fields of study) and was given massive research grants in the fields of nanotechnology and biotechnology.

Dr. doctor Engleangle (as he is known to his students) succeeded in creating nanobots capable of the two primary goals of nanotechnology - positional assembly (sometimes called molecular manufacturing) and self-replication (the ability to create additional nanobots). He applied his research and medical knowledge to create human

organs controlled and animated by massive quantities of the microscopic robots.

The nanobots' programming and replication took place in a device Dr. doctor Englebangle called a "biocollar." This device gave prioritized commands to the nanobots and facilitated their replication (as needed). His experiments proceeded wonderfully. One of his favorites was the animated hand known as Shake. Shake walked around his glass aquarium, climbing, gripping, and doing other handy things. Shake facilitated a major breakthrough, however, when his biocollar fell off. Inexplicably, Shake continued to move around the aquarium, occasionally pausing at the biocollar (presumably for some replacement nanobots or updated commands).

C Ross Englebangle was, understandably, ecstatic. Unfortunately, his excitement led to a grievous error in judgment. Englebangle decided to animate an entire corpse, corpse #13 (of 30) from the research project. In order to produce enough nanobots for the animation of an entire corpse, he changed the priorities in the biocollar programming. The new number one priority... was replication.

The nanobots replicated until they successfully animated corpse #13. Then they continued replicating until they animated corpse #14 (a corpse with *no* biocollar). This process continued, to Dr. doctor Englebangle's delight, to corpse #30, and then it went even farther. The nanobots pieced together enough leftover parts and organs from corpses 1 through 12 to build several more complete "people."

That was when disaster struck. Unbeknownst to the small college town of White Falls, these technozombies just took their first human victim, C Ross Englebangle. After his death, the nanobots took over his newly dead body and began searching for a way to continue their replication. And so begins our story...

#### Event Preparations:

If possible, set up everything you need half an hour before the start of the actual event. The town of White Falls is well-known to the characters in the adventure, so feel free to set up the board ahead of time. While the exact position of tiles is not important, the following tiles should be separated by at least a couple of tiles:

- 1 Bar and Clinic
- 2 Clinic and Church/Graveyard
- 3 Church/Graveyard and Warehouse

Furthermore, the Church/Graveyard and Warehouse tiles should be the most "out of the way" since they are the destination of Scenario 2 and 3 respectively. Should the characters approach one of these buildings prematurely, feel free to bar their path with excessive enemies, NPC comments, or some other deterrent. A variety of layouts will work just fine, but here is my recommended setup for White Falls:

Be sure to have scrap paper for yourself and the players. Also ensure that there are sufficient character sheets, pencils (*with* erasers), chairs, etc. for each player.

Most importantly, be sure that you have read through the adventure before the actual event. (Yes, I know, if you forgot to read the adventure, you never read this admonition. Life is funny that way.)

#### Teaching the Game:

Rules Information:

Character Generation:

Driving, Swimming, and Tracking are the only skills not used in this particular adventure  
Pickpocket, Sneak not the most useful

Explain the General Knowledge, Occult Knowledge, Pharmacology, and Perception as  
'knowledge checks'

(end with choosing miniatures)

### **Introduction:**

Go ahead and have the players place their miniatures within the building on the bar tile.

*Since the school year has ended at White Falls University, things are awfully quiet around campus and there's not a whole lot to do. Consequently, your characters are enjoying coffee and pastries at Trendy Coffee House. Your friends have all left for the summer, so some people are taking the chance to get to know some new faces, new faces they expect to be stuck with for the next couple of months.*

Place the Ally 2 and Ally 8 disks in the bar to represent the NPCs Alex and Jen. Indicate the Ally 2 disk...

*A well-dressed Asian guy introduces himself as Alex. Alex is originally from Hong Kong but went to Middle School and High School in New Jersey. He's a chemical engineering student at White Falls University and is here over the summer on a chemical engineering research partnership. He's drinking a caramel mocha cappuccino and eating a large chocolate muffin.*

*On Alex's left, you see...*

Proceed around the table, having the players introduce their characters. If anyone gives a name without any sort of description ask if anything stands out about the character or if they have anything with them or something.

Once all of the players have introduced their characters, indicate the Ally 8 disk.

*One of the Trendy Coffee House servers walks up and takes her apron off. She says, "I'm Jen, I'm a townie, and I am **SO** glad that my shift is over, because you have got to be the most boring bunch of college nerds I've ever met."*

Allow responses if players choose to respond, but eventually you need to move the Ally 8 disk out of the "Coffee House" and into the street. After a couple of comments about Jen's rude behavior...

*A blood-curdling scream issues from the street just outside the coffee shop. As far as you can tell, it sounds like Jen's voice. The sound of a sharp crack almost immediately follows the scream.*

Characters (with Alex) move out into the street (or to the door to look out into the street).

*You're shocked to see a rather weak-looking man carrying Jen's limp body over his shoulder. It's pretty apparent that the cracking sound was Jen's neck judging by the grotesque way her head is twisted on her body. The weak-looking man is very pale, is only wearing a light blue hospital gown, and looks to be about fifty years old.*

Go ahead and place an Enemy disk to represent corpse #16. Corpse #16 fights with Initiative 3S, Attack 3S, Defense 3K, Speed 3, and can take 2 wounds before falling. Victory points should be awarded for each wound dealt (instead of only for kills).

*When the man falls to the ground, the characters notice a few more things about him. He is, clearly, dead and has been that way for quite some time. While his skin is pale, it also seems to shift slightly at all times in a very disturbing manner. His hospital gown has the number 16 printed on each of the short sleeves in black marker. When Alex sees the numbers, his jaw drops. "He did it. I can't believe this. He really did it." While you're wondering what Alex is mumbling about, the man begins to move again and starts to rise to his feet.*

At this point, the zombie will pick up Jen and walk off unless the characters fight him again. The PCs should move back into the coffee shop (someone will need to drag a dumbfounded Alex along). The PCs will need to calm Alex down a bit so that he can explain who did what.

*Alex paces back and forth in Trendy Coffee Shop wringing his hands. "Ok," he starts out shakily, "remember the research partnership I mentioned? Well, I think that ... guy ... out there was one of the subjects of the research project. Perhaps I should simply begin at the beginning. I work for Dr. doctor Englebang. We call him Dr. doctor Englebang because he's a medical doctor and he is also has a doctorate degree in chemical engineering, oh, and also a doctorate degree in biochemistry but calling him Dr. doctor doctor Englebang would just be silly. So anyway... Englebang used to work in a large metropolitan hospital. It really bothered him that so many people died waiting for transplants so he decided to do something about it. He became a scholar and a pioneer in the fields of biochemistry and chemical engineering in addition to conventional medicine and was eventually given massive research grants in the fields of nanotechnology and biotechnology. His goal was to create microscopic robots, nanobots, that would artificially animate actual human organs - hearts, livers, kidneys, even hands or whole legs. In theory, he could animate an entire human body. Well, he succeeded in creating nanobots capable of the two primary goals of nanotechnology - positional assembly (precise movement on a really, really tiny scale) and self-replication (the ability to create additional nanobots). From there, he succeeded in animating human organs with massive quantities of the microscopic robots. He used a device called a biocollar for programming and replication. This device gave prioritized commands to the nanobots and facilitated their replication as necessary. You should see his lab. There's an animated heart and a liver and a hand. Well, I guess that's nothing compared to what we saw tonight..." Alex pauses in his rambling and his face turns very pale. "I just thought of something. Corpse #16 - it didn't have a biocollar. How could*

*the nanobots possibly function without it?”*

Allow some time for discussion in Trendy Coffee House. Eventually, ask for an opposed Persuasion check by all players. The player with the highest roll receives Ally 2 (Alex) as an ally disk. Alex will give input into the conversation and will let the party know that it would be very helpful if he could see Dr. doctor Englebang's research back at the laboratory (the Clinic tile). When the group is about ready to head out...

*Before you walk out into the street, the owner of Trendy Coffee House calls out to the group. “Hold up. If dead bodies are walking around out there, I doubt I’ll get any more business tonight.” He picks out a large knife from behind the counter. “I may not know anything about nanotechno-whatzit, but I’m not about to allow some science experiment ruin this town. It’s bad for business.”*

An opposed Persuasion check will net a player Ally 1, the Trendy Coffee House owner. You may want to limit allies to 1 or 2 per player so that one player doesn't end up with all of the allies by the end of the game. (GM note: there are 3 more allies available in the adventure.)

### **General Scenario Information:**

#### Enemies:

There is one enemy on each tile at the start of the game except as noted in the scenario text. The enemies move normally (according to their speed) once sighted. “Destroyed” enemies rise to their feet on the square in which they were defeated after 1 turn (for each player) unless destroyed by fire or successfully bound.

The first couple of battles should automatically be the standard zombies, but for each subsequent enemy, roll 1d6 for the enemy type.

Die roll of **1, 2, or 3** - Corpse #14 through Corpse #30 and town corpses:

These are the “standard” technozombies. The research project corpses wear light blue hospital gowns with numbers marked on the sleeves. The town corpse zombies wear the clothes they were buried in (if taken from the graveyard) or the clothes they were wearing when they died at the hands of other animated corpses. Their statistics are Initiative 3S, Attack 3S, Defense 3K, Speed 3, Wounds 2.

Die roll of **4** - Zombie Mutant:

These creatures are made of various corpses stuck together in very unnatural ways. Limbs stick out at odd angles, usually in the wrong place. They don't move as quickly as the whole corpses and fight unpredictably. Zombie Mutants have Initiative and Defense based upon the GM target number table. Their Attack is equal to 1d6+1 on the normal target number table (much tougher, on average, than a roll on the GM target number table). Their speed is 2 and they have 3 wounds.

Die roll of **5 or 6** - Zombie Pieces:

Nanobot zombies don't require entire bodies to continue action. Mutilated technozombies result in zombie pieces: random arms, legs, intestines, or other random parts. Their Initiative, Attack, and Defense are rolled on the GM target number table. Their speed is 1 and they have only 1 wound.

**Movement Note:** Zombies (even technozombies) are not the fastest creatures in the world. They tend to move slowly and purposefully. Zombie movement is **not** doubled on the street as it is for characters.

**Chase Note:** The animated corpses will pursue their prey to some extent, but will also give up and seek easier prey if necessary. If the nearest character is more than 5 squares away, move the zombie 2 squares back the way it came and leave it there until the characters return (if they do ever return).

**Combat Note:** When a corpse zombie enemy or zombie mutant enemy is defeated with a hand to hand weapon, roll 1d6. On a roll of 5 or 6, it is reduced to zombie pieces. Each “complete” zombie enemy should produce 2 or 3 pieces, but the pieces are much easier to avoid (since their movement rate is only 1 square) or defeat (since they only have 1 wound).

**About Doors:** Surprisingly, most zombies don’t put skill points into lockpick. On the other hand, the animated corpses and zombie mutants are strong enough to break down doors with a single lock symbol. Characters can make a Dexterity (Disarm) or Intelligence (Scrounge) roll of 3K or better to barricade a broken door from one side.

The following building contents chart replaces the chart on page 15. Note that Security disks are encountered automatically upon entering the appropriate building.

### **Bar (Coffee House)**

Security: None

Allies: 1 and 2

<b>Items</b>	<b>TN</b>
<i>Coffee</i>	<i>6H</i>

### **City Hall / Jail**

Security: Guard

<b>Items</b>	<b>TN</b>
Pistol	4S
Taser	3K
Nightstick	3S
Handcuffs	1P
Flashlight	6H

### **Clinic (Laboratory)**

Security: Alarm

Allies: See Scenario 1

<b>Items</b>	<b>TN</b>
Extension Cord	4S
<i>Chemicals</i>	<i>3K</i>
Flashlight	1P

### **Café**

Security: Alarm

<b>Items</b>	<b>TN</b>
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Money	4S
Alcohol	3K
Knife	1P
<i>Food</i>	<i>6H</i>

### Bank

Security: Alarm (TN 4S)

<b>Items</b>	<b>TN</b>
Handcuffs	4K
<i>Money</i>	<i>3K</i>

### Food Mart

Security: Owner

<b>Items</b>	<b>TN</b>
Extension Cord	4K
Lighter Fluid	4S
Knife	3K
Rope	3S
Dog Bone	1P
<i>Food</i>	<i>6H</i>

### House

Security: None

<b>Items</b>	<b>TN</b>
Pistol	4K
Wrench	4S
Rope	3K
Alcohol	3S
Knife	1P
Dog Bone	6H

### School (Left)

Security: Guard

<b>Items</b>	<b>TN</b>
Acetylene Torch	5S
First Aid Kit	4S
<i>Chemicals</i>	<i>3K</i>
<i>Books</i>	<i>6H</i>

### School (Right)

Security: w/ School (Left)

<b>Items</b>	<b>TN</b>
Jump Rope	4S
Javelin	3K
Hockey Stick	3S
Baseball Bat	1P

*Baseballs* 6H

### Game Store

Security: Owner

**Items** TN  
*Games* 6H

### Gun shop

Security: Dog

**Items** TN  
Shotgun 4K  
Pistol 4S  
Taser 3K  
Rope 3S  
*Ammo* 6H

### Church / Graveyard

Security: None

**Items** TN  
Candles 4S  
*Hymn Book* 3S  
*Bible* 6H

### Museum

Security: Guard

**Items** TN  
First Aid Kit 4S  
Spear 3K  
Rope 3S  
Knife 1P  
*Museum Brochure* 6H

### Warehouse

See Scenario 3

### Library

Security: None

**Items** TN  
Leadership Book 5S  
Medical Book 4K  
Rubber Bands 3S  
*Books* 6H

Here is a list of the items (above) with game statistics.

- 1 Shotgun (weight 3) - 1d6 shots; +3d A (RMW) in same square, +2d A (RMW) 1

- square away, +1d A (RMW) 2 squares away.
- 2 Pistol (weight 1) - 1d6 shots; +2d A (RMW) in same square, +1d A (RMW) 1 square away.
  - 3 Ammo (weight 0) - 1d6 extra shots for a pistol or shotgun (chosen by player that finds the ammo).
  - 4 Javelin or Spear (weight 1) - +1d A (RHW) up to 2 squares away.
  - 5 Baseball (weight 1) - +1d A (RHW) up to 1 square away.
  - 6 Taser (weight 1) - +2d initiative on the same square.
  - 7 Knife, Wrench, Baseball Bat, Hockey Stick, Nightstick (weight 1) - +1d A (HtoH) on the same square.
  - 8 Rope, Jump Rope, Handcuffs, Extension Cord, Rubber Bands (weight 1) - restrain an enemy. Note that each item found is sufficient to restrain 1 enemy. The enemy must be down in order to make a restraint check. To successfully restrain an enemy, an Attack (Strength) roll or a Dexterity (Disarm) roll must be made. The target for either subdual method is equal to the enemy's defense.
  - 9 Flashlight (weight 1) - +1d Intelligence (search or tracking).
  - 10 Alcohol, Chemicals, Candles, Lighter Fluid (weight 1) - Roll Intelligence (Scrounge) of 3K to find other items to make a bomb (failure ruins the supplies). +2d A (RHW) up to 1 square away. Note that, in this scenario, such an attack (as 1 of the wounds) means that the enemy will be permanently eliminated once defeated.
  - 11 Acetylene Torch (weight 2) - Roll Intelligence (Scrounge) of 4K to find other items to make a blowtorch (failure ruins the torch). 1d6 shots; +2d A in the same square. As with bombs, the blowtorch can be used to permanently eliminate enemies in this scenario.
  - 12 Money (weight 0) - 1d6 \$100 uses; +1d Persuasion for each \$100 used (human only). Money may be used all at once or a little at a time.
  - 13 Dog Bone (weight 1) - single use; +3d Persuasion (Animal Handling).
  - 14 First Aid Kit, Medical Book "Illustrated First Aid for Dummies" (weight 1) - +1d Medical (First Aid).
  - 15 Leadership Book "How to Make Friends and Influence People" (weight 1) - +1d Persuasion (Leadership). Just carrying it around makes people want to follow you.
  - 16 Coffee, Food, Books, Hymn Book, Bible, Museum Brochure (weight 1) - no game statistics.
  - 17 Games (weight 1) - The games don't have any game statistics, but it would be amusing to make the items relate to the convention somehow. Also, give Twilight Creations a plug by having people find "Zombies!!!" "Dante's Inferno," or even "When Darkness Comes."

Each character may make one Intelligence (Search) roll per building. They receive the item on the list with the highest TN they rolled (or beat). If an item is found by one player, it cannot be found by later players (they would simply receive the item with the next highest target number). Note that items in italics (and only items in italics) **may** be found more than once. If there are no items in italics and all items have already been found, a search will automatically fail.

Say, for example, 4 players enter and search the bank. The first player to search rolls 4S and finds money. The second player rolls 5S and finds the handcuffs. The third player rolls 1P and finds nothing. The fourth player rolls 4K and finds money (because the handcuffs were already found).

Note to the Gamemaster:

As enemies are eliminated, feel free to introduce additional enemies. They should enter play from the direction of the warehouse. If, on the other hand, players fail to find or properly use items to eliminate enemies, just keep working with the ones you have. If necessary, reduce the number of enemies present on an unexplored tile.

The first time that a bomb (or the blowtorch) is used in play, the fire department will arrive on the scene. Place the Ally 4 disk near the players. (Note that this may not happen during Scenario 1 and may not happen at all.)

*A fire truck drives up and one of the firemen walks over to your group. "What's going on here?" he demands loudly, "There are fights breaking out all over town and now you're starting fires. I'm going to radio the police."*

The PCs can role-play out their conversation with the fireman. It is up to you, as the gamemaster, to decide if their arguments are convincing (good) or not (bad). To prevent him from calling in the police, a character will need to make a Persuasion roll of 3S (good) or 4S (bad). After a second (opposed) Persuasion roll, he may join one of the characters as an Ally. A minimum of 3K (good) or 4K (bad) is required for him to join the PCs.

If the police are called, use two Guard Security disks with a Guard Dog Security disk for the police force that shows up to stop the "arsonists."

### **Scenario 1: Experimentation**

*The streets of White Falls aren't nearly as quiet as usual tonight. Screams frequently punctuate the night air, and sirens can be heard in the distance.*

After the first battle...

*Alex explains that the nanobots are capable of repairing damage to the corpses and that even deep cuts or dismemberment can be healed in time. Only seriously burning the corpses or tying them up somehow will truly stop them.*

The characters will need to make their way to the Clinic tile representing Dr. doctor Englebangle's research laboratory. In addition to the one zombie outside the lab (as normal for each tile in White Falls), there are two zombies inside the laboratory. If the players cannot eliminate these animated corpses (by subduing them or burning them)...

*Alex looks at the corpse and frowns. "That thing is just going to keep getting up, and we*

*need more time. There are computers to check, lab books to review, can't you just... I don't know, throw him out?"*

Throwing an enemy out into the street requires an Attack (Strength) roll against a downed enemy. Compare the roll to the target number table. The corpse can be moved a number of squares equal to the target number **minus 3**. A 4S, for example, could shove a corpse 2 squares. (A negative result does not actually pull the corpse farther into the room; it simply fails to push it out.)

*Once the enemies are out of the way, you take some time to look around the lab. In addition to the wide array of fancy medical research paraphernalia, you see that the walls are blood-spattered and chemicals have leaked onto the floor. The crimson stains and smears stand out against the once-sterile white walls of the research lab.*

*The owner of Trendy Coffee House is the first to notice an aquarium containing an animated hand. "Not another one! I'm gonna' kill it." "No wait," Alex calls out from a nearby desk, "don't. That's Shake. He's not some techno-zombie; he's one of the first successful experiments. Besides, he has a biocollar so his programming is still fine. See the metal thing with the vials and electronics? As long as he's wearing that, his programming will keep him from going crazy." The coffee shop guy looks around the tank carefully. "Alex, I think you'd better take a look at this, 'cause your little friend got outta' his collar."*

*Alex's jaw drops when he sees the hand walking around the cage without the biocollar. "I don't believe it. That's... impossible. I've got to check out Dr. doctor Engleangle's notes." Alex looks through the lab notebooks and computer disks for information. Every so often he sighs or gasps and then shakes his head. After twenty minutes or so, he stops sighing and gasping and announces that he found the problem. He looks from the group to the notes as he tries to summarize what happened. A few days ago, Dr. doctor Engleangle came into the lab to find that Shake's biocollar had come off somehow and, miraculously, he continued to move around the aquarium, occasionally pausing at the biocollar. The doctor's notes indicate that this was probably to pick up replacement nanobots or new commands. It seems that the nanobots had developed some sort of electrical memory for the last set of commands. After such a breakthrough, Engleangle decided to animate an entire corpse, corpse #13 (of 30) from the research project. In order to produce enough nanobots for the animation of an entire corpse, he changed the priorities in the biocollar programming. He changed the number one priority in the collars to replication.*

*"Oh no... No, no, no, no, no. When enough nanobots were produced to animate corpse #13, they followed their number one command, replicate, and animated corpse #14. When the remaining corpses (15 through 30) were animated, they followed the number one command and pieced together makeshift 'bodies' to continue the process. That's where the notes stop... with a giant blood smear. No! Dr. doctor Engleangle was a genius. His work could have saved so many lives!"*

*“This Dr. doctor Englebangle was a loon!” the Trendy Coffee House owner retorts. “Now, if I were some nano-watzi-bot zombie that wanted to replicate, where would I go?”*

The party should decide (with NPC help, if needed) to head to the graveyard since the technozombies are going to attempt to continue following their programming (priority 1: replicate). Alex theorizes that, if they can destroy the biocollar on corpse #13, the replication of nanobots with faulty priorities will cease. Without new nanobots, there can be no new zombies, and the existing zombies will wear down with time and eventually become inanimate once again.

Alex will reattach Shake’s biocollar and suggest that they bring him along. An opposed Medical (Pharmacology) roll will net the winner a new ally. Shake grants the player +2d Defense/Health or +2d Dexterity (Dodge) as his distractions make it harder for an enemy to hit the character. The “2” disk will work to represent Shake since he gives +2 to defensive rolls.

Note to the Gamemaster:

Take a few minutes to perform “Player Advancement” as described on page 13 of the WDC rulebook. These are not the longest RPG scenarios, and advancement *could* be saved until the very end of the adventure, but it is important to showcase the role-playing elements of When Darkness Comes. Character advancement is a vital part of a good role-playing game. [I, for one, have continued D&D games I wasn’t particularly enjoying, just because I wanted to “level up.” Only including player advancement at the end (when it doesn’t really matter) would be a mistake.] Perform “Player Advancement” again after scenario 2.

## **Scenario 2: Wake the Dead**

The group is already familiar with the town and the zombies so this scenario will have a bit more of a “hack and slash” feel. Describe little scenes of chaos and specific enemies as time permits in order to break up the die-rolling a bit.

Play continues as per the normal rules for the town until the players reach the tile(s) adjacent to the church / graveyard. These tiles should each have 2 enemies present instead of the normal 1. Additionally, one enemy of your choice in a tile adjacent to the graveyard will result in the EMT (Ally 5) encounter.

*The [description depends on enemy] is bashing at the windshield of an ambulance. The ambulance hit a telephone pole, probably en route to a call. You can vaguely make out a woman behind the cracked windshield.*

After the battle,

*The woman gets out of the ambulance and approaches you. She introduces herself as Lily and asks who you are, why you’re running around the street armed, and what’s going on.*

A Persuasion check by any character (3S) will be needed to get Lily to join the group. This is not an opposed roll, however; Lily joins the person that took down her attacker.

The church / graveyard tile has corpse #21 and corpse #27 digging up coffins. As usual, it's up to our heroes to stop them.

After the battle,

*Alex looks at the corpses and groans. "Look, no biocollar. They **were** digging up new recruits, but neither of these two are the source of the nanobots."*

**If** someone has a taser,

*Alex looks at the metal fence. "We need to keep new zombies out of here. With the taser, we could set up a makeshift electric fence. I'd just need to tap into the church's electrical wiring to sufficiently boost the power. That would really slow the zombies down as far as their recruitment drive is concerned."*

An Intelligence (Scrounge) roll of 3K or higher will allow the players to construct a rudimentary electric fence. (Failure does not ruin the taser, but the story moves to the next paragraph before the group gets a second chance to set their trap).

When the group is prepared to leave the church / graveyard tile, place a pair of enemy disks on the road approaching the graveyard...

*Your characters can't help but notice the two... things... approaching the graveyard. The larger of the two is the grossly disfigured corpse of a fairly large man. Upon closer examination, it's probably actually pieces of multiple corpses judging by the woman's head (stitched on sideways) and the undersized arm attached to the left shoulder. The monstrosity is pushing an empty wheelbarrow towards the graveyard.*

*The second figure looks more like a single corpse, but its appearance frightens Alex more than the first figure. "It's him - Dr. doctor Englebangle. He's... one of them, now." The doctor's corpse has been... enhanced... with scalpels, bone saws, and chemical vials. Oh, and also a palm pilot, global positioning system, and HP calculator, but those don't worry you quite as much.*

**If** the characters were able to create the makeshift electric fence, Alex will suggest they hide behind the corner of the church. Unless they're distracted, the animated corpses will follow their programming, the commands from the original technozombie - corpse #13. The large zombie mutant will walk right up to the fence, try to open the gate, sizzle a bit, and collapse to the ground (with nice descriptions of arcing electric blue energy and the smell of cooking bacon). Englebangle's corpse will not follow once it "sees" (with its gadgetry) that such a course of action is unwise.

Englebangle (with or without his mutant zombie assistant) will seek out the characters with his gadgets and attempt to kill them.

**C Ross Englebangle, MD, PhD, RIP**

Speed	4
Attack	3
Dexterity/Initiative	3
Intelligence	2 (0 without gadgets)
Persuasion	0
Medical	0
Defense/Health	5

Like the other nanobot-animated corpses, Dr. doctor Englebangle does not move double his Speed attribute in the street (though he does move quite a bit quicker than his friends). Note also that these stats represent his “dead stats.” In life, his stats were significantly different.

**Combat Notes:** The scalpels, bone saws, and chemicals combine to make Englebangle’s corpse a far more powerful attacker than his Attack 3 would suggest. The powerful bone saws grant +1d Attack on the same square. The precision scalpels grant 2 re-rolls during an attack. And the chemicals release a neurotoxin into a wounded opponent’s bloodstream. The neurotoxin reduces Speed, Attack, and Dexterity / Initiative by 1 for each wound inflicted (to a minimum of 1). Finally, calculations in the palm pilot and calculator allow Englebangle to receive the benefits of all three weapons each time he attacks.

**Disarm Skill:** A Dexterity (Disarm) roll of 3K or better (in lieu of an attack) allows a character to remove either the bone saws or scalpels, depriving Corpse Englebangle of the benefit of the disarmed weapon.

**Medical Note:** The neurotoxin can be cured with a Medical (Pharmacology) roll of 3K or better.

When Corpse Englebangle is destroyed...

*Your blow lands with a resounding crack and Englebangle’s body falls to the ground. When he hits the street, countless vials and bottles of chemicals break and pour onto the corpse. Small sparks and jolts of electricity erupt about the body as caustic chemicals contact electronics. Smoke wafts from the body, but Englebangle still attempts to rise. Enough nanobots have been destroyed, however, that the corpse simply collapses back to the ground and lies still.*

*Alex looks at the fried electronics on the fried corpse and sighs. “I was hoping some of this crap could lead us back to Corpse #13. Until we find the ‘must replicate’ biocollar, the nanobot production will continue indefinitely.”*

Encourage some ideas and thoughts in the group. There are only so many buildings the group hasn’t visited yet, so they’ll probably figure it out fairly quickly. When someone suggests visiting the warehouse...

*“Wait. I get it now. We know where the bodies came from - the research corpses, the graveyard, and their victims. But having a body to control is only half the picture. They need more nanobots, **lots** more nanobots, in order to control all of these bodies. And you know what that means! They need the right carbenes, alkynes, radicals, and so on. Um, why are you looking at me like that? They need parts. Sure, they’re small, microscopic,*

*actually, but the biocollar still only has enough raw materials for so many nanobots. And there's only one place in town they could find the materials they need - the pharmaceutical plant."*

Pause the action once again for "Player Advancement."

### **Scenario 3: System Failure**

Until they reach the pharmaceutical plant (warehouse tile), this scenario is a fairly similar to the other two scenarios. It shouldn't take too long for the group to reach the plant, however, since they've been to most tiles already and may not have additional carrying capacity.

When they reach the pharmaceutical plant, the action of the scenario truly begins... *The Drugtek pharmaceutical plant of White Falls is famous for its production records. In fact, no other Drugtek plant in the world has come close to the production numbers of the White Falls plant. Tonight, however, it would appear the plant has beaten its own impressive record for production, however. Dozens and dozens of nanobot-animated corpses roam the plant grounds in two large groups. One group appears to be organizing dead bodies and body parts. The other group is moving chemical drums and waste buckets around like a well-organized manufacturing team. Every technozombie and every nanobot on every technozombie has one thing in mind - **replication**.*

*Alex seems quite taken back by the sheer number of animated corpses walking around the factory area. "We can't get through all of them! It's just not possible. We'll have to draw them out, lure them away from the plant. Then we'll have to get into the plant and destroy the biocollar."*

And so they will. The two groups of zombies are easily distracted from their work when the intruders near the plant.

### **Zombie Hoard**

About twenty-five standard technozombies make up each of the two hoards of zombies. A hoard covers four squares on the board and will move to completely fill a street (or even intersection) whenever possible. Like the standard animated corpses, their statistics are Initiative 3S, Attack 3S, Defense 3K, Speed 3. Unlike the standard corpses, however, they get to attack three times for each attack they would normally get. Also unlike the standard corpses, each hoard has 50 wounds.

**Movement Note:** Movement is not doubled in the street.

**About Doors:** Like other zombies, the hoard can break down doors with one lock symbol.

**Combat Note:** Fighting against the zombie hoards is not a very bright idea. A situation may arise, however, that makes contact with the mass of dead flesh inevitable. In such a situation, a character **may** fight (and retreat) normally, but they may also make a Dexterity (Sneak) roll or Persuasion (Distraction) roll of 3S or higher in order to avoid conflict with the hoard. Such a roll does not allow the character to move **through** the

zombie hoard - it simply allows them to avoid fighting against the hoard. Note that characters may not Sneak or Distract the hoard on two turns in a row. They are simply too close to the danger to avoid conflict.

The party will probably need to split up in order to distract the two shambling hoards of zombies, but it will be important for most of them to make it back to the warehouse tile for the final showdown with Corpse #13. One or two players sneaking through while the other players distract the hoards will probably not be sufficient to defeat Corpse #13.

There should still be a few lone zombies (and/or zombie pieces) on the board to harass the characters and slow them down. Any enemy that touches either hoard, however, will instantly join that hoard.

Though not the most obvious solution, hiding in the graveyard behind the electric fence is another option (especially if the board is too covered with zombies). The electric fence can be disabled with an Intelligence (Disarm) roll of 3K or better and rearmed once the characters are safely within the fence. Alternately, a Dexterity (Disarm) roll of 3S or better will allow the wires to be pulled, but a new Intelligence (Scrounge) roll of 3S will be needed. Finally, it is possible to climb the church rain gutter with a Dexterity (Climbing) check of 3S or better. Walking through the church works, too, but the zombies might follow since it's a one-lock door.

Once the characters have ditched the hoards, they'll need to make their way back to the warehouse tile. When they enter the building, place 3 enemy disks within the building. *The pharmaceutical plant is a mess with blood, chemicals, and random human organs. You think you even see pieces of animals here and there. A zombie with a biocollar around its neck stands at the back of the plant. It appears to have requisitioned some items to enhance its ability to complete priority 1 - replicate. It now has several robotic parts, including a large robot arm and self-feeding mechanisms that rapidly add chemicals to the biocollar. On either side of Corpse #13, a newly animated corpse is slowly rising to its feet.*

The new corpses are standard technozombies that automatically fail their initiative rolls (as they struggle to their feet).

### **Corpse #13, Project Genesis Breakthrough**

Speed	3
Attack	5
Dexterity/Initiative	4
Intelligence	4
Persuasion	0
Medical	5
Defense/Health	6

Corpse #13 follows the standard zombie rules for movement and breaking down doors.

**Combat Notes:** Corpse #13's robotic arm gives him +1d Attack *and* 1 re-roll on Attack actions. Additionally, his many cybernetic enhancements grant him one re-roll on every

roll he makes (attack, initiative, defense).

**Disarm Skill:** An Intelligence (Disarm) roll of 4S or better (in lieu of an attack) or an Attack (Strength) roll of 5S or better (in lieu of an attack) allows a character to disable or break the robotic arm, reducing Corpse #13 to his standard 5d Attack characteristic.

When Corpse #13 is destroyed...

*[The character that dealt the last wound] lifts the body of Corpse #13 and tosses it into a large machine for breaking up solid chemicals into powders for medicine. The machine's auger begins ripping into Corpse #13 with a satisfying crack of bones and snap of mechanical parts.*

*Outside, the zombie hoards begin to re-converge on the factory. "Look," Alex calls out, pointing to several barrels against the factory's back wall, "concentrated solvent. With the large pump that's over there, we can douse the remaining corpses with the stuff. That will shut them down for sure." You work as a group to set up the pump and load the concentrated solvent. The powerful spray makes short work of the advancing hoards, and the town of White Falls, Michigan is safe once more.*

*I hope that everyone enjoyed playing When Darkness Comes, and I hope to see you at the Twilight Creations booth in the exhibit hall sometime this weekend.*