

ZOMBIES!!! RPG

S.O.S. in the City of the Dead

Example Campaign for Zombies!!! RPG

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GAME SETUP

Tile Layout

The helipad tile isn't used in this campaign. Town square has no particular importance and is used as a regular crossroad. A new tile is needed for the campaign and can be found at the end of this document.

	1	2	3	4	5
A	FS				
B	┌	┐	—	┐	
C	H	L	┐	┐	
D			B		
E	LG	—	┐	┐	┐
F		┐	┐	┐	┐
G		┐	┐	SG	PS
H		┐	┐	—	AS
I		┐	┐	—	DS
				—	*

*Start (and end) here

Layout Key

Symbol	Meaning	Symbol	Meaning
SG	Sporting Goods	H	Hospital
FS	Fire Station	SS	Skate Shop
PS	Police Station	DS	Drug Store
AS	Army Surplus	T	TownSquare
LG	Lawn & Garden	TS	Toy Store
GS	Gas Station	F	Florist
HS	Hardware Store	B	Bridge

Special Rule for this Campaign

Because time is a factor in this game (the players must make it to a rendezvous point at a certain time) the game will have a set time limit of 3 hours (longer if this is the first time the game has been played by the majority of the players to allow for clarifying rules). If the players haven't made it to their destination at that time they will either have to concede defeat or convince the Zombie Master (ZM) of a plausible alternative plan.

THE GAME

The Beginning

Read the following aloud to the players:

It has been four months since the dead began to walk. Although never officially declared it is strongly suspected that the cause was from a military mishap involving a biological agent. Whatever the reason the results have been devastating. Once the infections began it was not long before every city on Earth was overrun with the living dead.

You and your companions are among the few survivors who have established a refugee camp outside the city. The camp is a secure compound that has so far been able to keep out the occasional zombie that stumbles upon it. However, if they were to swarm en masse it may be a different story.

Last night a flare was spotted over the city skyline and volunteers were asked to form a search party to head to the city and try to find any survivors. Being brave and noble you didn't hesitate in volunteering.

The camp is running dangerously low on food and medical supplies, so since you're going in anyway the leaders of the camp have asked you to bring back as many supplies as you can carry.

You are taken to the outer limits of the city by truck. The driver has promised to return in 12 hours. If you are not back by then he will assume you won't ever be coming back.

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EQUIPMENT

Each player is provided with the following equipment:

- 1 x Knife (Damage: 1D6+2, Notes: Max. 5 squares if thrown)
- 1 x Pistol (Ammo: Bullets, Damage: 2D6, Notes: Can use 2 pistols at once)
- 15 x Bullets
- 2 x Food Rations
- 1 x Grenade (Damage: 3D10, Notes: 3 square blast radius)
- 1 x Backpack

NOTES

- The flare was spotted towards the north of the city. It is assumed that whoever launched it did so from either the Hospital or the Fire Station. That information can be divulged to the players if asked.
- The first half of this game is devoted to acquiring equipment and solving puzzles. Once the players have rescued the survivors they must then all make their way back to the rendezvous point (where they started).
- Zombies are attracted to noise and any gunfire will bring them in the player's direction. They may come from buildings or from around corners. If the players make any loud noise in any given round while in the streets then new zombies are added to the board at the entrances on the tiles at H4, I2 and I3 at a rate of 1D4 (1-3 PCs) or 1D6 (4-6 PCs).
- Zombie dogs should be added occasionally and some buildings should be rat infested.
- The following buildings have no particular significance in this campaign: Florist, Skate Shop and Toy Store. When searching them the player should roll as he would on the Minor Buildings table (see below)

ZOMBIE LOCATIONS

Groups of zombies can be found in particular locations on the board. These zombies will not be attracted to noise and will only move towards them if the players stumble across them. There are:

- 6 zombies on the tile at E2 (see Tile Layout on page 1)
- 4 zombies and 2 dogs on the tile at F5

These zombies should only be placed on the board when a player is in line of sight with them

MINOR BUILDINGS

Various items can be uncovered by players searching the minor buildings (such as China Dragon, Comix, Theatre 6, Bob's Burgers, etc.). To see what a player finds in these buildings have him roll 1D10 and compare that roll to the table below:

Roll	Encounter	Roll	Encounter
1	6 Rats	6	2 Rats
2	5 Bullets	7	4 Shells
3	1 Zombie	8	Nothing
4	2 Food Rations	9	2 Medical Kits
5	1 Dog	10	3 Zombies

IMPORTANT BUILDINGS

The following buildings play a significant role in the outcome of the story:

Drug Store (I4)

There are 2 zombies in the Drug Store. Once they have been dispatched an Easy Brains roll will uncover 4 Medical Kits.

Army Surplus Store (H4)

Searching among the back of the store (Easy Brains roll) reveals the following items:

2 x Zombies

3 x Flak Jackets (+4 to Current Health)

5 x Grenades (Damage: 3D10, Notes: 3 square blast radius)

1 x Machine Gun (Ammo: Bullets, Damage: 8D6, Notes: Uses 4 bullets per shot)

30 x Bullets

1 x Flame Thrower (Ammo: Fuel, Damage: 2D10+5, Notes: Max. 3 squares)

1 x Fuel

Sporting Goods Store (G4)

Like everywhere else the store has been looted of almost everything useful. However, there appears to be a storeroom out the back. Maybe that has been left untouched?

Any player that approaches the storeroom needs to roll a Hard brains task for perception. If they succeed they will notice:

A thin cylinder can just be seen poking out of a Change Room door. It is the unmistakable barrel of a rifle.

The rifle belongs to Harry (see statistics at the end of the campaign). He has been infected by a zombie and won't respond to reason. He will shoot anyone that tries to get near the storeroom. Harry will turn into a zombie in 1D10 rounds.

If the PCs manage to get rid of the Harry and succeed at an Easy Perception roll (Brains) they find that the storeroom does have a number of useful items including:

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1 Crossbow (Ammo: Bolts, Damage: 1D10+2, Notes: Max. 10 squares)
10 Crossbow bolts
1 Bow (Ammo: Arrows, Damage: 1D10, Notes: Need Muscles 4 or higher)
10 Arrows

Hardware Store (F4)

The Hardware Store is quiet and dark. Judging by the mess the store has been looted but still a lot of useful items can be easily found. Refreshingly there is no sign of zombies.

- The Hardware store is devoid of zombies (though they will come if the players are noisy or if they were seen entering).
- The players can find all sorts of tools and equipment here. If they have a plan in mind that requires special equipment they might be able to find what they need (at the ZM's discretion).
- A grappling hook can be made with a Moderate Brains roll

The following items are easily found:

Rope: long and strong enough for most jobs

Fuel and oil: Enough to make 1d6+2 Molotov Cocktails

Lawn & Garden Centre (E1)

This is probably the least looted building you have come across so far. Still, most of the plants have died due to lack of watering and the place has an unpleasant odour.

An Easy Brains roll will uncover enough fertilizer to make 2 Fertilizer Bombs and a chainsaw.

Police Station (G5)

There are nine zombies in the Police Station. However, if they can make it through, the players will be rewarded with walkie-talkies that enable them to talk to each other anywhere in the city.

Useful items include:

2-Way Radios (one for each player): Easy Brains roll (perception)

2 x Shotguns: Moderate Brains roll (perception)

20 x Shells: Moderate Brains roll (perception)

1 x Pistol: Moderate Brains roll (perception)

20 x Bullets: Moderate Brains roll (perception)

Bridge (Special Tile) (D3)

The bridge has been severely damaged by an explosion and can't be crossed. The missing section is too far to jump.

The players will need to find a way to cross the bridge. A rope could be used but the players may come up with their own solution. The ZM will be the judge of the player's success. The water is too dangerous to swim across.

North of the Bridge

Once the players have managed to cross the bridge they will encounter the following:

As you round the corner you are greeted with a spectacle that turns your spine to rubber. An enormous elephant is using its trunk to tear limbs from a corpse and shove the pieces into its mouth. It spots you and lets forth a deafening roar before charging at you.

A number of animals managed to escape their enclosures at the zoo and are roaming the streets in this area of the city. All the animals are undead. The statistics for these NPCs can be found at the end of the campaign.

The animals roaming the streets are an elephant, gorilla and a lion.

Gas Station (C3)

The fuel pumps are mostly empty. The players will only be able to scrounge enough for 1D10+1 Molotov Cocktails.

Hospital (C1)

As would be expected the hospital is crawling with undead. The stench is overwhelming but there is sure to be abundant medical supplies inside, if you can get to them alive.

There are 10 zombies in the hospital.

The following equipment can be found inside:

20 x medical kits

1 x shotgun

20 x shotgun shells

Fire Station (A1)

The street outside of the fire station is filled with shambling zombies. You can see that the entrance to the building is boarded up securely. You hear a voice call out and looking up you see three people waving to you from the roof of the fire station. However, you can't make out what they're saying over the moaning of the mass of zombies before you.

- Outside the fire station there are 4 zombies per every legal square (tiles A1 and B1).
- Although the entrances are boarded up it shouldn't be hard for the players to enter the building.
- They also may be able to scale the outside of the building or connect a rope from the top of another building nearby.

If the players make it to the roof:

There are three people on the roof, and although they are obviously exhausted and hungry they are very happy to see you. Speaking excitedly and all at once they introduce themselves as Sarah and Robert Daily and their young son Peter. They explain how they have been surviving in the city by fortifying the fire station and how they ran out of food

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three days ago. They had almost given up hope that anyone had seen their flare.

Once the players have rescued the Daily family they must then head back to the rendezvous point where they started. The nature of the game is now very much just running the gauntlet and racing against the clock to make it back in time.

The ZM should try to let the players make it back but keep it exciting as well by having just the right amount of zombies to fight against so that they make it back in the nick of time.

The Daily family will fight bravely.

Rendezvous Point (15)

If the players make it back in time:

The truck is waiting for you as arranged. The driver motions you to hurry and as he starts the engine zombies begin to shuffle out of the surrounding buildings. Quickly you climb into the rear of the truck where you are greeted by fellow survivors from the refugee camp. They are pleased to see you and listen intently to your heroic tales as you all drive back to camp.

The following Score points are awarded to each player:

5 points for making it back

3 points for each survivor you brought back alive

The following points are shared between the players:

1 point for each medical kit brought back

1 point for each food ration brought back

If the players make it back too late:

As you approach the rendezvous you notice that the truck is still there! As you get closer, however, you sense that something is wrong. The door of the truck is hanging open and at first glance there appears to be nobody around. Then you notice that the truck is charred black and the driver's burnt corpse is lying on the ground beside it. Slowly emerging from behind the truck is a group of zombies. Then they start to pour from the buildings around you. There are hundreds of them hungry for your flesh. You are helplessly outnumbered.

Creatures and NPCs for SOS in the City of the Dead

Name: Zombie		Movement: 1D4
Health:	15	Notes If Berserk then Movement: 1D6 Damage: 1D10
Muscles:	4	
Brains:	1	
Aim:	-	
Weapon	Ammo	Damage
Teeth	-	1D6+1

Name: Dog		Movement: 1D6
Health:	12	Notes
Muscles:	3	
Brains:	1	
Aim:	-	
Weapon	Ammo	Damage
Teeth	-	1D6+1

Name: Harry		Movement: 1D6
Health:	10	Notes Infected and insane
Muscles:	3	
Brains:	3	
Aim:	3	
Weapon	Ammo	Damage
Rifle	5	2D6+2

Name: Rat		Movement: 1D4
Health:	2	Notes
Muscles:	1	
Brains:	1	
Aim:	-	
Weapon	Ammo	Damage
Teeth	-	1D4

Name: Lion		Movement: 1D10
Health:	20	Notes Worth 5 score points if killed
Muscles:	6	
Brains:	1	
Aim:	-	
Weapon	Ammo	Damage
Teeth	-	1D6+3
Claws	-	1D6

Name: Gorilla		Movement: 1D6
Health:	18	Notes Worth 5 score points if killed
Muscles:	8	
Brains:	1	
Aim:	-	
Weapon	Ammo	Damage
Teeth	-	1D6+1
Fists	-	1D6

Name: Elephant		Movement: 1D10
Health:	50	Notes Worth 10 score points if killed
Muscles:	10	
Brains:	2	
Aim:	-	
Weapon	Ammo	Damage
Tusks	-	1D6+2
Feet	-	1D10

Name: Robert		Movement: 1D6
Health:	25	Notes Flare works as a grenade
Muscles:	6	
Brains:	5	
Aim:	5	
Weapon	Ammo	Damage
Shotgun	10	2D10
Flare Gun	1	3D10

Name: Sarah		Movement: 1D6
Health:	22	Notes
Muscles:	5	
Brains:	6	
Aim:	5	
Weapon	Ammo	Damage
Rifle	10	2D6+2
M.cocktail	2	3D10

Name: Peter		Movement: 1D6
Health:	15	Notes
Muscles:	4	
Brains:	5	
Aim:	5	
Weapon	Ammo	Damage
Pistol	15	2D6
M.cocktail	1	3D10

Special Tile Art (Bridge)

