

Scenario: Day 1

Objective: Get the companions out of Centerville alive.

Maximum Turns: 8

Table Setup: Standard Table Size (3'x3'). Place a ravine (what Marcus called the river) along the Survivors' edge of the table 1.5 foot long and then curve it out towards the opposite corner of the board. Place the Centerville Mall (where Radio Shanty is located on one end of the board. Broadway avenue cut the board in half, separating the Housing Development (where Emily & Jack's parents live) from the mall. Create an Housing Development on the edge of the board opposite the Centerville Mall. The survivors start in the second house from the far edge of the board. See map for suggested board construction.

Survivor Setup: Place the Survivors behind the house second from the far left (Survivors' table edge).

Zombie/Infected Setup: The town is raging with Zombies. Most of the infected have come from the hospital, which just happens to be next to the NRTI... go figure. The GM controls the Zombies and places three groups on the board in locations of his choosing. Red Group, Green Group, and Blue Group each contain three zombies. Use a single Zombie to represent three. So you'll only place three Zombie figures on the board. Nominate a Noon position and roll 1d10 for each Zombie Group and place them facing roughly in that direction (11 and Midnight can't be rolled so they won't face in that direction).

Special Rules:

Zombie d10 Movement Rule:

Instead of using the Zombie Random Movement Template you will use 1d10 for Zombie Group movement instead. Drop the 1d10 close to the Zombie Group and the pointed end of the 1d10 indicates direction of movement and the number tells you how far the group moves in that direction. You'll use the d10 as an arrow and a movement distance tool. This rule is called Zombie d10 Movement Rule and will be used in all of the Dark Age Press Scenarios for movement. It cuts down on dice rolling and speeds up the game.

Zombie Drop Rule:

When you kill a zombie there is a possibility that it will drop something useful. To find out if it did you will have to spend a turn searching... watch out you'll be unable to do anything else that turn. You can find anything from a Zombie Bit to a Melee Weapon. Roll 2d10 and add them together to find out what the Zombie Dropped. When you do this your Survivor stands by the fallen Zombie for one turn searching.

Zombie Drop Chart

2d10 roll	Item(s) found
2	Nothing
3	Food, if you eat the food you are -1 to your being infected roll for the rest of the game.
4	Creeper jumps out and attacks. Place Creeper next to the Survivor.
5-7	Box of Shotgun Slug Ammo
8-9	Baseball Bat
10	Creeper jumps out and attacks. Place Creeper next to the Survivor.
11	Welder's Mask
12	Event Card
13	Large Knife (Boy that Aussie would be proud!)
14	Event Card
15	Nothing
16	.45 Ammo Box
17	.38 Ammo Box
18	Crowbar (treat as a Baseball Bat for combat purposes)
19	Creeper jumps out and attacks. Place Creeper next to the Survivor
20	Event Card

Zombie/Infected Victory: Two of the Survivors have been destroyed. Sadly the remaining Survivor is so saddened by the loss of his friends that he gives up, eventually turning into a Zombie too.

Survivor's Victory: Marginal Victory if they simply escape using the canal. Superior Victory if they make it into the Radio Shanty and come out again with the supplies Marcus needs to make the transmitter. To search the Radio Shanty simply enter the building and spend 1 turn searching, roll 1d10. On a roll of 3-9 you find the items and can now get the heck out of Centerville. On a roll of 1-2 you find a Creeper, place the Creeper next to one of the Survivors (if you survive the attack you may try again). If you roll a 10 Dr. Halstead has wandered in looking for supplies. Suddenly his eyes glaze over, his mouth drools and he charges!

Dr. Halstead

He is a crazy, driven mad by the knowledge he brought destruction to the world, and that he was the first the plague victims. His head wound actually killed him and he came back as a Zombie but he doesn't know that.

Cut out Dr. Halstead's Card below and laminate for future use

Name: Dr. Halstead			
Type: Mutant		Crazie	
Weapons		Modifiers	
Doctor's Bag		+2	
Syringe		Roll on Infection Chart	
Actions	2	Wounds	2
Close Combat	—	Morale	NA



Special Abilities:

Correcting My Mistake: Dr. Halstead believes he's created a serum that will reverse the harm he's done. When in fact it infects the person injected. When they pass out from the pain of the experience Dr. Halstead is overcome with hunger, blacks out, and when he comes to there's a corpse on the ground. He's saddened by this and moves off to "Fix" more survivors.

House Call: The Doctor has his bag of tools with him and will use it to strike the living. This gives him a +2 in melee.

Suggested Game Setup Map: Day 1 Scenario

