

# EARTH REBORN



BACKGROUND  
& SCENARIOS



## EARTH 2010-2020: THE BEGINNING OF THE END

The *end of the world* does not come suddenly. It is much more *insidious*.

We always think we have more time: time to solve our *oil dependency* problem; time to reduce *carbon emissions*; time to repair *damage to the environment*; time to find peace in the *Middle East*.

We think *technology* is the ultimate solution: medical technology cures more diseases and leads to longer, more productive lives; information is ubiquitous, the *Internet* connects everyone and everything; products and services get exponentially better, faster, and cheaper. The *economy* has become simultaneously *global* and *local*, empowering each individual to connect to, sell to, and influence anyone, anywhere.

Yet, *diseases are spreading* faster and are more aggressive than ever before. *Climate change* has become irreversible. Increasingly, *violent natural disasters*, climate shifts, and *water shortages* are causing massive population migration and *civil wars*. More areas of the world are becoming *uninhabitable*. The worldwide economy and the world's stock markets are increasingly *erratic and unreliable*. Political and *religious tensions* are erupting everywhere. *Terrorist attacks* and wars are an everyday grim reality, now affecting every part of the world.

The world is in *despair*.

*China*, having become the principal world producer of goods, continues to experience exponential economic growth, which is the only thing allowing it to withstand the *global crisis*. But its voracious appetite for oil is creating massive shortages and *sky-high prices* on the world markets. Unfortunately, investments in alternative energy sources have been too few, and have come too late. Most countries' *economies will collapse* before they can achieve energy independence.

## EARTH 2020-2030: LAST DESPERATE GRASP FOR OIL

In a desperate attempt to control what is left of the planet's oil supply, some industrialized countries finally give up all pretense of following international law and seize *military control* of oil-rich zones. The occupied countries retaliate, which is then reciprocated by more *violent occupation*. In the vicious circle of escalating violence, rebel "*shadow forces*" form and gain power against the invaders. In the late 20s, these forces acquire enhanced *dirty bombs* which they use in attacks against London, Los Angeles, and Toronto, resulting in a *million civilian casualties*.

Meanwhile, China is building up a massive energy infrastructure, constructing dams of dizzying proportions without environmental oversight, and investing its enormous resources to find new sources of energy. China is on the cusp of becoming the primary world power and intends on using new sources of energy to keep its lead.

The popular fear of planetary-wide *environmental destruction* causes the masses to turn to independent environmental organizations for solutions since their own countries seem obsessed with short-term economic and military concerns and have all but given up on the environmental issues.

*Greenpiece*, the leading environmental organization, has been largely independent from any national influence. Now, with rising power, and in a cunning alliance with the all-powerful Internet-based giant *Coogle*, they convince a panic-stricken world population to contribute to a worldwide fund to save the planet. Thanks to Coogle's unparalleled *control* over information and power of influence, and Greenpiece's *shocking* end-of-world promotional campaigns, the financial contributions are unprecedented. In just a few years, the Greenpiece/Coogle alliance becomes a dominating world power, although a largely virtual one... for now.

## EARTH 2030-2040: K-Mix

### 23 September 2031

Greenpiece reveals to the world that China has succeeded in secretly creating a biological, *genetically-modified* compound with phenomenal energy-producing potential that can also be used as a replacement for many oil by-products used to manufacture goods. Further, it is very inexpensive to produce.

The name of the compound is *K-Mix*. But China is not interested in sharing its secret with the world. It has equipped its factories, its transportation system, and every home and business with K-Mix appliances, thus establishing its energy independence.

No other country has found a satisfactory energy alternative to oil, in part because of their short-sightedness, in part because of the massive brain drain of their best scientists to China's more alluring resources. Some governments start *spying* on China in an attempt to gather information on the production of K-Mix. Others, relieved that China is no longer a threat in the fight for oil, expand colonizing efforts in oil-rich countries. The colonized countries, unable to fend off the occupying forces, start subsidizing the *Shadow Forces*, giving them access to *nuclear*, chemical, and biological weapons, as well as global political influence.

### 1st January 2035

Greenpiece publishes a report on the Internet *exposing* the fact that K-Mix has been increasing environmental *pollution* at an annual rate of 1800%. Further, its environmental impact is more widespread than oil, affecting air, water, and soil quality, even biological organisms.

Chinese officials vigorously deny the allegations. After a two-year battle to expose the truth, Greenpiece's scientific resources and Coogle's information reach finally destroy China's credibility. However, China stays defiant and continues using K-Mix. Greenpiece calls for an economic boycott, but global businesses' utter dependence on China prevents them from severing their business ties with the manufacturing giant. Global industries

form a de-facto industrial coalition with China that bypasses national governments.

Consequently, citizens lose any and all faith in their governments, causing public opinion to sway even further toward Greenpiece and Coogle.

By the end of the decade, individuals identify less with their nation of citizenship than they do with their group of allegiance: the *Industrial Coalition*, the Greenpiece/Coogle Alliance, or the Shadow Forces. These three groups, virtual in nature, with members spread around the globe, have now become more important than any nation-state world power. The media call them the *Three Powers of the Apocalypse*.

By **2040**, Greenpiece/Coogle has a higher capitalization than any nation on Earth, except for China.

## EARTH 2040-2050: THE APOCALYPSE SCENARIO

Between **2040** and **2045**, accelerated global climate change causes massive *polar cap meltdown*, resulting in a 10-meter rise in seawater levels. More than 600 million people are forced to migrate to higher lands and neighboring countries. China is the most affected, followed by India.

Shanghai, Calcutta, London, and New York are *under water*. The world is plunged in *horror* and chaos, as almost 1/8th of the world's population is displaced.

The link between K-Mix's pollution rate and this *catastrophe* is no longer in question. Greenpiece identifies China as the planet's *number one enemy*. In five years, Greenpiece's membership multiplies by a factor of five while its financial resources quadruple.

In **2044**, under the pretext of monitoring polar cap melting rates, Greenpiece seizes control of the North Pole and the Antarctic continent, and establishes numerous scientific and military bases in the regions. The same year, Greenpiece announces defensive military capabilities and declares the two poles *Greenpiece Territories*.

Starting in **2045**, Greenpiece builds giant *floating cities* to welcome its members and the many refugees seeking shelter. The cities are equipped with military defenses, and can navigate the sea under almost any weather conditions. They are powered by a combination of sun, wind, tidal power and *algae biodiesel*, providing enough energy to support basic living conditions for up to 50,000 inhabitants per city. The first floating city is set afloat in 2049.

In **2046**, an independent group of renowned scientists and philosophers publish a report, dubbed the "*Apocalypse Scenario*," in which they express their alarm at the combined culmination of planet-wide environmental collapse and rising geopolitical tensions: the Shadow Forces' *stockpiled weapons*, Greenpiece's power grab, China's defiant policies, the war for oil. Sadly, they conclude that *a return to peace is no longer a viable option* and that an end-of-world scenario is inevitable, rendering the planet's surface uninhabitable, and leading to the destruction of humanity.

To ensure some form of human survival, the report proposes fragmenting the human population into groups of 5000 and establishing small *underground cities* to



provide a sheltered living environment. These cities would run autonomously and with no outside access for centuries, allowing the populations to live and evolve safely and peacefully, while maintaining the body of human knowledge and experience.

In **2048**, the first underground city project begins construction in Silicon Valley, California.

## EARTH 2050-2065: DESTRUCTION

Nation-states and economic powers gradually come to accept the grim future presented by the Apocalypse Scenario, and proceed to implement its prescribed survival plan. Projects vary according to the technologies and budgets available. Many underground cities are financed by one of the Three Powers of the Apocalypse. Taking advantage of the situation, opportunistic entrepreneurs go so far as proposing ready-made underground cities to the less technologically advanced countries, demanding exorbitant fees.

China polarizes the world; some nations join Greenpiece in its boycott of China, while others continue to import needed materials from China for the construction of their cities.

In **2052**, Greenpiece announces that they have *offensive military* capabilities, and threatens *war* on China if it does not stop producing K-Mix. Greenpiece expands its construction of floating cities and military bases throughout the world's oceans and seas.

**2053:** Ninety percent of the remaining oil reserves are controlled militarily by industrialized countries. The Shadow Forces have nothing left to lose. They multiply their *terrorist attacks* against every capital city of those countries. Their efforts continue until A-Day (Apocalypse Day).

**2055:** The first underground city is operational in *Silicon Valley*.

**2057:** Oil reserves dry up. The industrialized countries pressure China to export K-Mix, something it has been unwilling to do until now. Greenpiece is appalled by the request and threatens to *bomb* China's K-Mix refineries if it sells the compound to the world. China refuses to sell K-Mix.

**2060:** The *CIA* finally gets hold of the secret K-Mix formula and, unbeknownst to China and the world, the U.S. start secretly building K-Mix production facilities.

**2061:** The U.S. officially announces the discovery and imminent exploitation of a new source of energy, biological in nature like K-Mix, but reported to be 100 times less polluting.

**2062:** Greenpiece requests samples of the US's new energy fuel so they can test its pollution rate independently. The US government *denies* the request, pointing out that Greenpiece has no legal authority over it or its people.

**2063:** Ten underground cities are estimated operational.

**2064:** Diplomatic relations *degrade* rapidly between Greenpiece, China and the United States. Greenpiece *accuses* China of having sold their K-Mix formula to the U.S., and China accuses the U.S. of stealing *trade secrets*. Both accuse the U.S. of having lied about their so-called discovery and its reduced toxicity.

A Greenpiece report reveals that pollution rates on the American continent follow a pattern identical to that of the K-Mix when it was first exploited by China. Greenpiece accuses the U.S. of collaborating with China to push the world into *self-inflicted destruction*.

**15 April 2065:** The U.S. accuses Greenpiece of owning *weapons of mass destruction*, in direct contradiction with its charter to save the world. Undeterred, Greenpiece confirms its possession of biological weapons and threatens to use them if the U.S. does not cease the exploitation of its new energy source.

## 1 MAY 2065: "A-DAY"

The Shadow Forces, taking advantage of the global confusion, launch their *entire arsenal* of chemical, biological and nuclear weapons on key targets within the U.S. and China, primarily K-Mix refineries and military bases. They immediately broadcast a message seemingly originating from Greenpiece, in which Greenpiece claims responsibility for the attacks.

Given Greenpiece's recent threats and the violence of the attacks, China and the U.S. do not question the authenticity of the message and immediately *retaliate in full force* against the Greenpiece Territories and all known floating cities.

In less than one hour, a third of the planet's surface receives 85% of the destructive force available on our world. Many areas will remain contaminated, *radioactive*, or otherwise uninhabitable for centuries...

Greenpiece never launched any weapons of mass destruction. To this day, nobody knows if they ever actually owned any.

## 2 MAY 2065: DAY 1 OF THE POST-APOCALYPSE CALENDAR

It is estimated that only about twenty underground cities have managed to reach completion. Inhabitants are selected based on military grade, civilian skills, technical expertise, reproductive potential, and level of financial contribution.

## YEARS 0-500 P.A. (POST- APOCALYPSE): EARTH REBORN

The micro-populations remain underground for *three to five centuries*, waiting for a reduction in surface contamination. Some populations come out prematurely, resulting in deaths from *radiation poisoning*, chemical contamination, bacterial infections, or other infectious diseases. Those individuals who survive undergo mutations that spread from generation to generation.

In 500 years, the populations have evolved and the cultures of each have transformed in isolation. The most practiced skills and technologies are transmitted from parents to children; whereas others fall into obsolescence and disappear. Five centuries later, there are no more races or nationalities. There are only men and women driven by desperation and an *insatiable desire* to discover the world that their ancestors left behind centuries ago. They wish nothing more than to see the *rebirth of Earth*, to explore the lands, looking for the technologies and the knowledge they have lost. Anxiously, 500 years later, *the inhabitants of the Earth emerge*.

Unfortunately, it is as much in the nature of Man to conquer and destroy as it is to build, and this Earth Reborn may well suffer as chaotic and somber a fate as the one it endured at the hands of humanity 500 years earlier.



# NORAD FACTION



In **2006**, the Pentagon relocates its NORAD operations from the heart of Cheyenne Mountain to nearby Peterson Air Force Base, estimating that the reduced risk in intercontinental nuclear attacks no longer justifies the cost of operating the underground facility. The Cheyenne Mountain facility is renamed *Cheyenne Mountain Directorate* and is maintained in a low-level state of readiness in the event that the protection it offers might be needed again in the future.

In **2049**, the Pentagon reactivates the Cheyenne Mountain Directorate facility and initiates project *NORAD City*.

The objective: build an underground city below Cheyenne Mountain.

The requirements: provide shelter to 5000 inhabitants; facility must be autonomous and self-sustaining for several centuries.

The 5000 people on the list are preselected and the list is updated annually. It includes an elite roster of the best generals, officers, soldiers, scientists, and engineers, accompanied by their spouses and children to ensure procreation and the *preservation of the human race*. NORAD City's famous Survivor List prominently features the name of the current President of the United States.

The city is completed in **2056**. Unfortunately, the President never reaches NORAD City on A-Day. Given the rapid escalation of events, only 4590 people make it to the city.

For the duration of their underground exile, the people of NORAD, consisting mainly of military personnel, fear attacks against their city as well as the emergence of new conflicts after the *time of Rebirth*, the expected time when the people of underground cities will finally surface again. Therefore they spend their time underground actively maintaining and enhancing their *military arsenal* and *combat readiness*.

## Years 0-250 p.a.

In the aftermath of the Apocalypse, people in the city start doubting the exact origin of the massive attacks against the United States that led up to A-Day. The leaders fear possible *enemy reprisal* against their city in response to the US's attack on A-Day. With their very survival at stake, the NORAD citizens develop a climate of paranoia, which they maintain for over two centuries, transmitting their fears from generation to generation.

As a result, the city's available skill set rapidly specializes in the fields of *military tactics and technology*, at the expense of other fields.

In year **145**, the first surface-capable prototypes, the *Combat Walkers*, appear. They are airtight surface reconnaissance units, equipped with *radiation and biological shielding*, requiring only a volunteer soldier at their helms. Unfortunately,

surface contamination levels are still much too high for the current shielding and decontamination technologies. Therefore their deployment remains on hold.

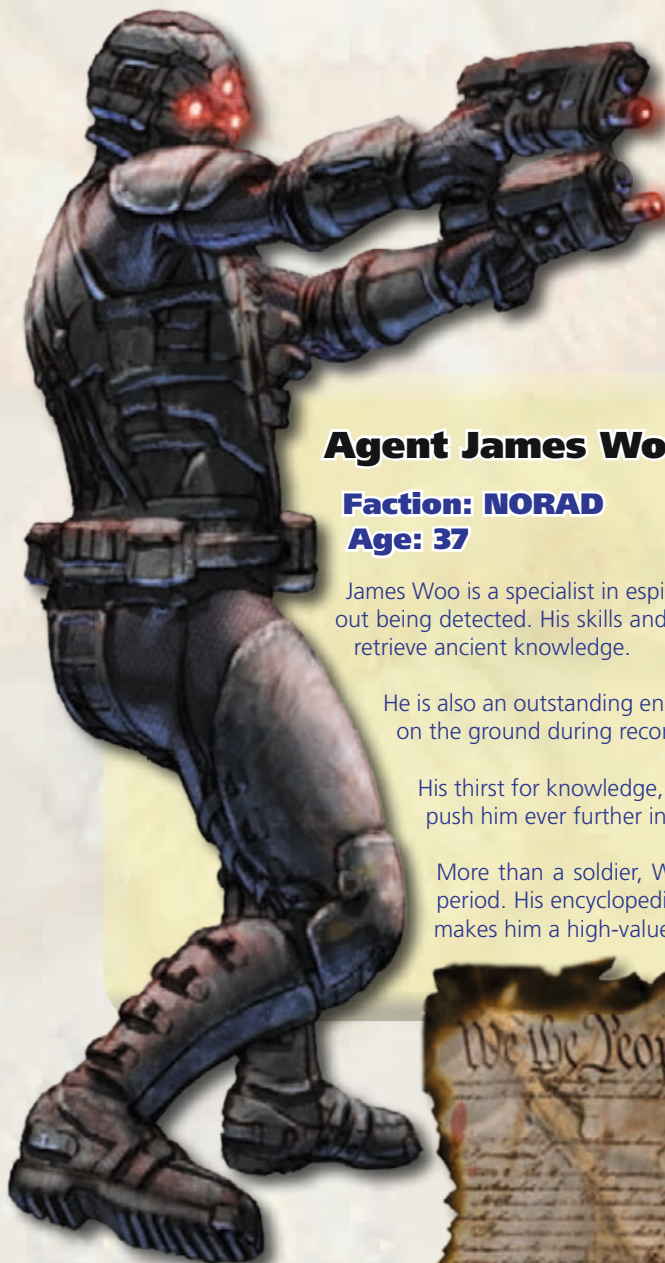
Inside the city, the *death rate* is on the rise due to *madness, suicide*, and the emergence of *new illnesses* caused by a lack of sunlight and fresh air.

By year **250**, NORAD City's population is reduced to 3450, those men and women who are the strongest both mentally and physically.

## Years 251-500 p.a.

Around **263** p.a., the new illnesses are under control. Psychological symptoms now only affect 5% of the population. Morale is at its highest, and the birth rate explodes, resulting in the first *baby boom* of the post-apocalyptic era.

In **310** p.a., the city is slightly overpopulated with 5350 inhabitants. Surface detectors still indicate *extraordinarily dangerous levels of radiation*. The scientists in



## Agent James Woo

**Faction: NORAD**  
**Age: 37**

James Woo is a specialist in espionage and stealth. He is nimble, fast, clever, and can move without being detected. His skills and knowledge make him the ideal asset to gather information and retrieve ancient knowledge.

He is also an outstanding engineer and accomplished scientist, making him particularly useful on the ground during reconnaissance missions.

His thirst for knowledge, and his constant need to uncover and decipher ancient artifacts, push him ever further in the exploration of the devastated land.

More than a soldier, Woo is considered to be an archaeologist of the pre-Apocalypse period. His encyclopedic knowledge of pre-apocalyptic technologies is invaluable, but it makes him a high-value target for enemy factions.

charge of surface world analysis will not yet approve any reconnaissance missions. They expect that another 150 years must pass before any such missions can be attempted. The news demoralizes the population...

The following decades proceed under the guidance of *Archpriest General McNeal*. Hoping to increase population morale, he creates a *religious* order dedicated to the *cult of Rebirth*.

He declares **December 24, 460** p.a. as the *Day of Rebirth*. He inspires the people of the city to prosper, procreate, and prepare the future generations for the glorious coming of Rebirth. More than 80% of the population become followers of the *"Rebirth Generation"* faith.

Archpriest General McNeal dies in **335** p.a.

Following the ideals of Archpriest McNeal, the population continues to increase for 150 years. The city must be built out to accommodate this increase. The Combat Walkers, which have remained unused until now, are retrofitted with giant *drilling machines*, allowing them to drill underground galleries, and thus expand the city.

By **450** p.a., NORAD City houses 7470 inhabitants. The underground exploration technology develops exponentially, allowing expansion and exploration of the Earth's crust on a large scale.

Morale is at its highest in year **460**. Christmas this year will be very special with the Day of Rebirth. Unfortunately, on Christmas Eve, the Scientific Council delivers the *worst possible piece of news*: surface contamination levels are still too high. More time is needed before safe exploration of the surface can begin.





That night, out of despair, a third of the population *lashes out in riots*. They accuse the Scientific Council of *heresy* against the holy word of Archpriest General McNeal and his prophecy of the Day of Rebirth, and suspect the Council of trying to keep the population under its own control. One hundred ninety people manage to escape NORAD City that night, *never to be heard from again*. The rest of the population is somewhat appeased by the Scientific Council's reassurances that there are only 40 years left to wait.

On **August 1, 498** p.a., the first military reconnaissance mission officially leaves NORAD City to explore the surface and send back reports every six hours. They will not be allowed to return to the city for fear of contamination. Each volunteer soldier is equipped with a *drill-retrofitted Combat Walker*. They enter the surface from the section furthest removed from downtown NORAD City, to limit the risk of exposure. After 48 hours of exploration and survival tests, the marines get out of their Combat Walkers for the first time.

For the next two years, the *Alpha Squad* continues to operate within a 10km radius of the city, reporting no illnesses or unusual symptoms.

Consequently, the city votes in a law allowing citizens to volunteer for surface missions. The frequency and objectives of the missions are tightly controlled and regulated by the NORAD City high command, under the leadership of General Arthur McNeal VIII.

Reconnaissance and exploration missions become more numerous, pushing the NORAD squads to further points on the ex-North American continent, looking for lost knowledge and technology, and seeking other survivors...

During the five centuries that the NORAD faction has spent underground, it has developed the following competencies: *enhanced weaponry, fighting techniques, discipline, sustained morale, motivational skills, industrial and computer technology.*



## Colonel Nick Bolter

**Faction: NORAD**  
**Age: 42**

Coming from a long lineage of generals, Nick Bolter is a natural-born leader. He is routinely assigned the leadership of very diverse commando missions, including reconnaissance missions to the most remote and unexplored locations.

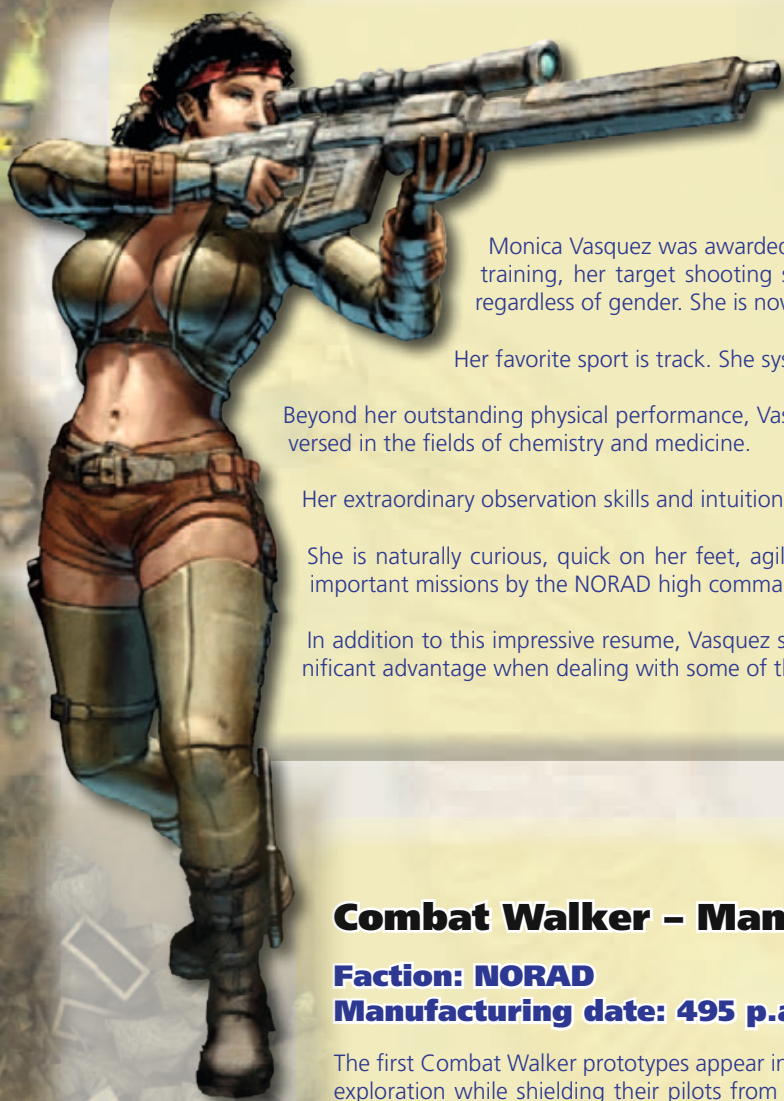
Gifted with an unbreakable spirit and unparalleled charisma, he is a living symbol of bravery and strength, inspiring blind faith in his men. He, in turn, believes strongly in his men and makes it an absolute priority to ensure the survival of every member of his team.

In the last fifty years before NORAD's planned resurfacing, scientists and biologists put in place an enhanced nutrition plan to prepare the future generations for survival in the outside world. They develop biologically-enhanced nutritional supplements to give to all children starting from birth. Nick Bolter was the first to receive this treatment and continued taking the treatment throughout his childhood. He grew much faster than other children, developing exceptional strength and stamina. At 15, he was already 6' 3 and had the body of a 30-year-old bodybuilder.

Colonel Bolter is not only in outstanding physical shape, he is also a weapons specialist, familiar with all types of weaponry, and is often bristling with weapons and equipment on his missions.







## Lieutenant Monica Vasquez

**Faction:** NORAD

**Age:** 25

Monica Vasquez was awarded a medal of honor at the early age of 17. During her military training, her target shooting scores shattered all previously held NORAD military records, regardless of gender. She is now NORAD's elite sniper.

Her favorite sport is track. She systematically outruns her fellow soldiers in every competition.

Beyond her outstanding physical performance, Vasquez is also highly educated and particularly well versed in the fields of chemistry and medicine.

Her extraordinary observation skills and intuition make her an ideal scout in many situations.

She is naturally curious, quick on her feet, agile, yet able to move silently, and is often assigned to important missions by the NORAD high command.

In addition to this impressive resume, Vasquez soon discovers that her attractive physique will give her a significant advantage when dealing with some of the Salemites' more prurient abominations.

## Combat Walker – Mammoth MK II

**Faction:** NORAD

**Manufacturing date:** 495 p.a.

The first Combat Walker prototypes appear in 145 p.a. Their initial purpose is to enable surface exploration while shielding their pilots from radiation. Unfortunately, the surface radiation levels remain too high for the protection offered by the Walkers, and the machines are put in storage for several centuries.

They are later retrofitted with giant drilling machines, which allow them to drill underground galleries to expand the city.

During the 5th century p.a., new Combat Walkers are built to prepare for surface exploration, in anticipation of the coming Day of Rebirth. They are named Mammoths, a reference to the other era of great change that was the Ice Age.

The first Mammoth model, the MK I, is completed in 455 p.a., five years before the date prophesized by ArchPriest General McNeal. Half of the Mammoth MK I are taken by escapees during the revolt of December 24, 460 p.a.

Thirty years later, with renewed hopes of finally conquering the surface, NORAD scientists and engineers develop yet a new Combat Walker model, the Mammoth MK II. The new model is equipped with weapons and is reinforced with military-grade shielding to be ready for potential skirmishes.

The turret features a 180°-wide shooting angle. This model's primary weakness is therefore in the rear, although its strong shielding affords it some protection.

Drill-equipped transport vehicles, simply called Drillers, are manufactured to carry the Combat Walkers to the ground. Each can hold one Mammoth MK II and its pilot, who sits in the cockpit, while drilling its way slowly upward until it emerges at the surface. Once the transport vehicle surfaces, it opens like a flower, allowing the Combat Walker to step free.

On August 1st, 498 p.a., only six Mammoth MK II and their corresponding transport vehicles are operational. Four of them are used for the very first exploration mission. NORAD will not have sufficient time to produce additional units before they encounter the Salemites for the first time.





# SALEMITE FACTION



city's largest cemetery.

In **2065**, *Salem Underground*, as the local media call it, is not completely operational by the time A-Day comes around. It is habitable but lacks numerous facilities. It is therefore only able to accommodate 3000 inhabitants. Salem Underground's *Survivor List* includes its numerous financial contributors, local VIPs, as well as the entire scientific community involved in the project. About 200 people are offered free placement on the list in exchange for key skills and core competencies in the fields of *cybernetics*, *chemistry*, psychology and other scientific fields essential for long-term survival.

Five people on the list are secret collaborating practitioners of the *occult sciences*, a fact they have kept hidden from other city organizers and members. Salem's mayor, Jason F. Kendall, is one of those five people. He selected the site under the cemetery for its occult significance and recommended that the city of Salem donate the land to the project.

On **April 20, 2065** p.a., all 3000 selected survivors are present at the site. Given the *rising tensions* around the globe, they decide to lock themselves up in the city and finish work on the missing infrastructure. They never get the chance to come out again as *the holocaust strikes* only 11 days later.

The mayor of Salem assumes leadership of Salem Underground. He nominates four ministers to his cabinet. The nominated individuals are immediately confirmed by popular vote. If the mayor dies, it is planned that one of his cabinet members will be elected by popular vote to replace him. The Salem Underground is a peaceful, collaborative community, undamaged by conflict or animosity. But, unbeknownst to the community, all of Kendall's cabinet members are "*occult*" collaborators.

## Years 0-10 p.a.

The first ten years after "A-Day" are spent finishing construction of the city, which is still missing 20% of its facilities. Kendall inspires the population to work towards a future for their children and to have pride in their ability to sustain a community of 3000 survivors. The community is functioning well, finding clever and original ways to complete construction even when stocks of raw materials become critically low.

Meanwhile, the *Occult Circle of Five* develops a secret following. Kendall and his associates recruit *geneticists*, architects, *biologists*, and chemists, by offering them attractive high-level positions and opportunities for vital research. They are given the all-important charter of fostering community well-being and planning for future generations. The more reluctant recruits, who question whether the occult is compatible with science, are persuaded by additional benefits and privileges, which are provided by the

supporting billionaires who brought much of their luxurious lifestyles with them. Eventually, almost all of the city's scientists are members of the *secret society*.

By the end of the first decade, the scientific community is entirely devoted to Kendall and his administration. Nobody else is aware of the existence of the "Circle of Five."

In year **5**, a *mysterious, violent illness* appears. The cause seems to be viral. The survival rate is less than 10%. The medical doctors are *helpless* against the disease. Some blame the unfinished state of the city and suspect a possible *biological contamination* from the surface due to a weakness in the contamination shield. But then, why is it that the entire population is not contaminated?

In an attempt to contain and study the disease, doctors order regular examinations of all citizens every two months. The *Crematorium* is forced into overtime. By the end of the decade, 230 people perish from the disease, causing growing panic.

During the construction, certain areas of the city are secretly built by recruited scientists and engineers close to Kendall, and are kept away from the public's eye. These areas are located on the other side of the Crematorium, a place which, for most people, marks the end of the city. They are told that there is one more room beyond the Crematorium that serves as the resting place for the ashes of deceased loved ones. But in fact, it serves as the sole access to the *secret areas*.

## Years 10-20 p.a.

In a display of *anger* at the failure of medicine to find a cure for the virus, Kendall pushes to turn to the occult sciences for possible solutions, and asks the scientific community to find "creative" solutions to ensure the community's survival.

Three hundred people now work secretly for Kendall's administration, many of them in the secret areas, which they have dubbed *Labtown*. There, scientists build an unusual and advanced laboratory from the ground up. *Questionable scientific experiments* are attempted on sick test subjects to increase their survival rate. They combine the fields of chemistry, biology, genetics, cybernetics, and *in desperation*, a dose of the occult. They *fail miserably*. However, on one memorable day, a post-mortem test subject on its way to the Crematorium miraculously exhibits signs of *electrical activity* in the upper limb muscles, resulting in an involuntary and sudden jerking of the arms that causes quite a fright to the lab technician.

After examination, there is reason for cautious, although twisted, optimism. Even though the virus remains unstoppable, the scientists conclude that, with further research, it may be possible to *revive dead people*. Not the solution they were hoping for to maintain population levels, but a form of survival nonetheless.

By the end of year **20**, Labtown employs 450 scientists, all members of the secret society. They take shifts in their work schedule so as not to draw attention from the rest of the population. Kendall orders tunnels to be dug to *recover cadavers* and skeletons from the Salem cemetery over their heads, providing an *endless supply of remains* on which to experiment. He is also able to access *crypts* known to be strong centers of *occult energy*.

Experiments continue, combining sciences, medicine, and the occult, but deliver no significant progress.

## Years 20-30 p.a.

Kendall comes to believe that the cause of the failed experiments is the age of the cadavers and skeletons recovered, the spark of life having left them too long ago to create a successful experiment. *Fresher bodies* are needed. Some scientists balk at the suggestion, but others side with Kendall, hypothesizing that the presence of the virus might be a contributing factor. Kendall eventually convinces everyone.

On **October 15 of year 21**, the Secret Scientific Community (SSC) votes to start experimenting on Salem Underground's dead. A process is put in place whereby bodies sent to the Crematorium for incineration are instead *frozen* and rerouted to Labtown, and fake ashes are returned in exchange for the families to see. The Crematorium thus provides a perfect cover for the SSC's operation.

Experiments on the dead multiply. New techniques develop combining the sciences and the occult.

In **29** p.a., the SSC manages to animate *Franck Einz*, a mechanic of impressive stature who died just two hours prior. Before a panel of awed scientists, *his body folds over*, then sits up on the operating table, tilts to the side, and collapses on the floor. The entire event lasts only four seconds but gives immense hope to Kendall and his team.

The *Omega Virus*, as it is now called, remains unstoppable: 300 people die of the disease in this decade. But, at least, the bodies can be used for research.

By year **30**, Salem Underground is reduced to 2200 inhabitants.

## Years 30-40 p.a.

Kendall dies of old age in year **35**. The community is deeply affected by the loss.

In **37** p.a., Erwin McGregus, a former journalist, uncovers the existence of Labtown and *exposes* the Crematorium subterfuge. The SSC acknowledges the facts but insists it is motivated only by the quest to find a cure for the virus. *Angry*, the general population demands a justification for the secrecy.

In the next three years, a *growing climate of distrust* envelops the city. The Omega Virus claims an ever-growing number of victims: 200 people die of the virus between years 30 and 37; 200 more between years 38 and 40 alone. Erwin McGregus numbers among those in year 38.

## Years 40-45 p.a.

Salem Underground's population now numbers only 1790 inhabitants. At this rate, the city will be a *ghost town* in less than two generations. Public opinion becomes divided. Those who now believe that scientific and occult experimentation on the victims of the Omega Virus is justified are called the "*Occults*" by their detractors; and those who oppose the experiments on an ethical basis are the "*Rebels*."

In the year **42**, *civil war* erupts between the two camps, lasting only three days. 390 Rebels and 190 Occults lose their lives in the fight. The Rebels are defeated, captured, and regrouped in a separate section of the city where they are kept under close guard. They are now called the



"*Banished.*" Victims of the civil war are frozen and stored for future experiments.

Between years **42** and **45**, progress in reanimation technology allows people who die less than 48 hours prior to be reanimated for periods of up to 15 minutes before collapsing again.

**June 15, year 46:** An SSC scientist uncovers evidence of virus stockpiling by some of the leaders of the Occult movement. The evidence also includes a report entitled "*The Coming of the Age of the Occult: Immortal Souls, Immortal Bodies.*" Computer files catalog every victim of the virus since year 0, along with the following mention next to each victim's name: "*virus injected on...*," followed by a date. Another document reads "*Virus Research: A Necessary Evil on the Path to Salvation.*" Most members of the SSC were unaware of this information, which only *extremist Occult members* knew about. The community at large is in an uproar.

Public opinion is again divided in two opposing camps: those who are appalled by the *sheer perversion of human values*, and the Occult extremists who have become so *fanatical* in their occult practices that they believe this is the best path for humanity.

A new civil war erupts less than four years after the first one. Mysteriously, the Occult extremists seem to have been ready for the confrontation, having taken possession of the city's entire weapons arsenal. Some suspect that they actually instigated the evidence "*leak*" to clearly identify their allies and enemies.

This second civil war lasts only a day, resulting in a tripling of the Banished population, now renamed *Test Subjects*, or Subjects for short. They are inventoried as part of the *Experimental Supply* bank.

In year **49**, Salem Underground's population numbers 970 inhabitants, including 450 Subjects and 520 Occults. Labtown's cryogenic archives are **870-cadaver rich** and are ready to be used in many kinds of experiments. Franck Einz, the first truly successful test subject, is stored in these archives.

## Years 50-60 p.a.

Experiments continue at an unrelenting pace. Cadavers are exploited multiple times. Live Test Subjects are sometimes employed for comparative analysis.

The Omega Virus is no longer injected into people. Coincidentally, no new cases of the virus are reported...

With the diminishing supply of fresh dead bodies, experimentation on live Test Subjects becomes increasingly tolerated, encouraged even. The Subjects are subdued, *enslaved, tortured*, and are without hope.

In **60** p.a., scientists manage to keep a body reanimated for 11 hours and 25 minutes, thanks to a new *serum* administered within two hours after death.

## Years 60-345 p.a.

The years and the generations go by, but no significant progress is reported on increasing the length of reanimation. However, scientists are able to reanimate the same body more than once with additional serum injections. They conclude that, to stay reanimated, bodies need a constant supply of the serum, pejoratively dubbed "*Zombie Serum*" by the Subjects. Rather than trying to perfect the serum,

scientists work with engineers to develop a self-sufficient, automated serum delivery system.

In **247** p.a., Franck Einz becomes the first reanimated subject to be equipped with a *life-support pack* featuring the *serum delivery system*. He stays 'alive' for two years, resupplying his equipment as necessary. In that time, Franck exhibits only slight levels of intelligence. He is then returned to the cryogenic archives.

For the next fifty years, scientists address the "intelligence issue" with promising developments in *artificial intelligence technology* combining cybernetics, electronics, and neurology.

By **262** p.a., most of the Subjects are used up. Only 850 inhabitants remain in Salem Underground, the large majority of them are Occults. The cryogenic archives are filled with cadavers in various stages of experimentation.

In the early **300s**, reanimated bodies are equipped with life-support packs and the first *neuronic helmets*, allowing them to reach the IQ of a one-year-old child.

In the following decades, research continues in cybernetics and *artificial limb systems*, as well as in the rising field of *post-mortem surgery*, making it possible to construct an enhanced being from parts of various cadavers for optimum performance.



## Professor John Kendall Jr

**Faction: Salemite**

**Type: Human**

**Age: 63**

John Kendall is the most prominent of the Salemite scientists, and is a descendant of Jason F. Kendall, founder and first leader of Salem Underground.

Kendall holds the Office of President of the S.S.C. (Secret Scientific Community). He is recognized by the community as a master, not only in the occult sciences, but also in chemistry, biology, and surgery. His skills in electronics and cybernetics are also envied.

The professor is determined to push the limits of reanimation technology, at all costs, and regardless of the ethical consequences. He performs horrific experiments on the living as well as the dead, displaying unbound cruelty and a stunning lack of compassion. Kendall is in constant need of test subjects.

NORAD citizens have given him such nicknames as the Occult Butcher, or the Cybernetic Necromancer. In truth, they are fearful of his terrifying experiments and the hordes of zombies he creates around himself.

Kendall dreams of a world where he is in total control of a decimated planet populated only by zombies. With their help, he dreams of exterminating the last of the human survivors, and then reanimating them as zombies to better control them, a program indicative of his diseased mindset...

In **345** p.a., neuronic helmets give reanimated bodies the IQ of a four-year-old child.

## Year 346 p.a.

Franck Einz undergoes a complete transformation. He has become the SSC's favorite Test Subject, having been genetically-modified and cybernetically-enhanced, taken apart and put together again from many different parts. He is not only more powerful, but also more intelligent, than all the other Subjects. He is equipped with a life-support pack containing a one-week supply of serum, a state-of-the-art neuronic helmet, and a cybernetic arm giving him supernatural strength. His IQ is that of a nine-year-old child.

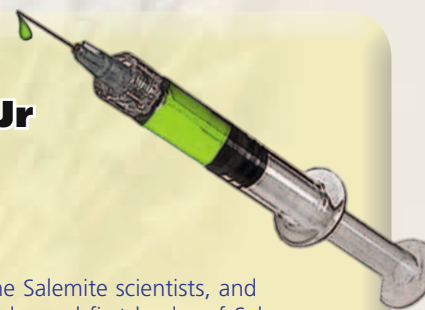
For the next five years, the SSC focuses on enhancing the AI programming built into the neuronic processors with the objective of sending Franck on a solo reconnaissance mission to the planet's surface.

## Year 351 p.a.

Einz is now as intelligent as an average adult. On August 1st, 351 p.a., he is sent to the surface for a 24-hour reconnaissance mission. Upon his return, he is decontaminated, studied, and analyzed to assess the risks of surface exploration. He also brings back *chilling videos* of the devastation on the surface.

## Years 352-400 p.a.

By the end of the century, Franck's IQ exceeds that of most of the city's inhabitants, thanks to significant AI developments. The SSC renames him *Franck Einstein*. He is regularly sent out to the surface for further exploration and to collect raw materials and artifacts.





## Year 448 p.a.

Franck Einstein is unbeatable at chess.

## November 16, 477 p.a.

On a contamination analysis mission, Franck reports that, for the first time, surface living conditions are acceptable for humans in the Salem area.

## December 1st, 477 p.a.

The first human expedition goes out to the surface, comprised of four volunteers. In the following weeks, each of the 570 Occult survivors of Salem Underground gets a chance to explore the *ravaged land* that once was the proud Commonwealth of Massachusetts.

## Years 478-501 p.a.

The population progressively migrates west from Salem, building dwellings and fortified centers in the surrounding areas. Salem Underground is not abandoned; it remains the population's capital city and research base.

In **500** p.a., the population grows back to 1530 people, including 630 humans including only a handful of Subjects. The other 900 are reanimated beings used for defense and heavy, undesirable tasks. Later on, the NORAD faction will come to refer to them pejoratively

## Franck Einstein

**Faction: Salemite**

**Type: Reconstructed Being**

**Age: around 500 years**

Franck Einstein has been assembled over centuries from various body parts and organs extracted from deceased or, in some cases, live humans. His brain remains that of Franck Einz, a mechanic with an impressive body frame, who had died in 29 p.a.

Frank Einz has long been the preferred subject for all of S.S.C.'s key experiments and, due to limited resources, their only subject with artificial intelligence. He has been altered, operated on, and otherwise enhanced many times over. Today, he is a genetically and cybernetically-enhanced surgical jigsaw puzzle.

Franck has evolved over the centuries to become the ideal tool for surface exploration, with no risk to human lives. For more than 150 years, he has been sent on numerous surface missions from which he brings back vital information and artifacts rich in teachings for the S.S.C.

His stamina, his overwhelming fighting power in close combat, his intelligence, and his immunity to any ailments (he is already dead, after all) make him an exceptional asset in exploration and combat missions. He still participates today in many such missions.

Franck's brain is linked directly to a neuronc helmet featuring the best artificial intelligence technology available. Thanks to this electronics marvel, his IQ is almost as high as that of Professor Kendall, although Franck remains under the firm control of Kendall, Deeler, and Hollister. That is the theory, anyway...

Might there be something left of Franck Einz's original thoughts, impulses, feelings, soul? Unfortunately for them, the Salemmites are about to find out...



## Jessica Hollister

**Faction: Salemite**

**Type: Human**

**Age: 33**

Jessica Hollister is in charge of the security of Salem Underground. She is also the Salemmites' chief of police and military leader. She is known for her severity, viciousness, cruelty, and her passion for firearms. Her authority has never been challenged. Soldiers follow her orders unquestioningly, often for fear of reprisal at the mere suggestion of the slightest disagreement with her ideas.

Jessica is a fanatical daredevil who systematically rushes to the frontline to fight the enemy personally. She is equipped with numerous weapons and is loaded with ammunition. She favors firearms, but she can also handle a blade, and she does well in hand-to-hand combat.

Hollister is merciless and feared as much by her enemies as by her own troops. When she finds herself in need of stress relief, she enjoys abusing poor Cherokee Bill. She might regret it one day...

as the "*Zombies*," while they will call the Massachusetts survivors the "*Salemmites*."

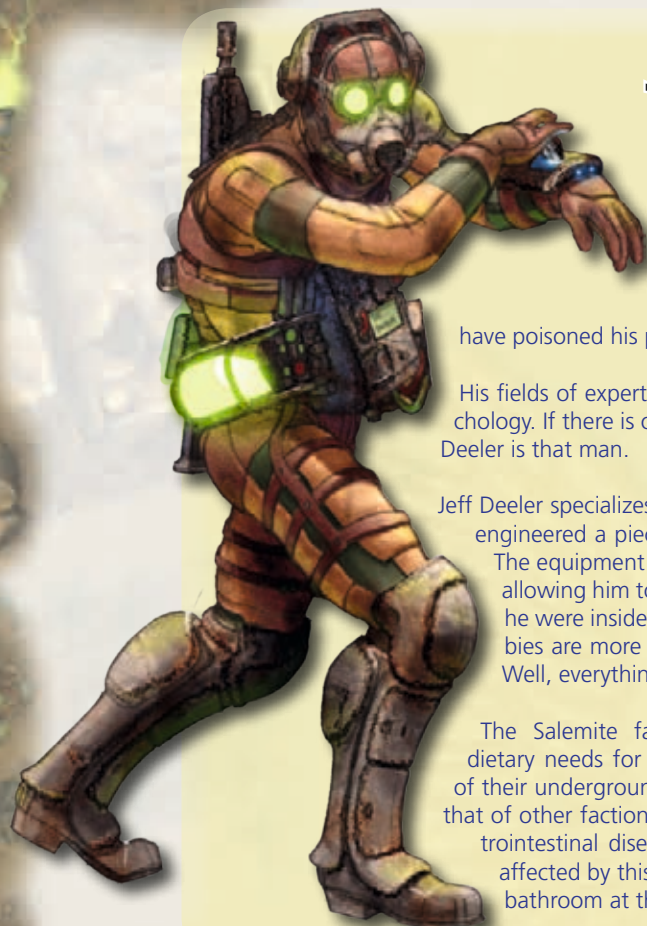
In their 477 years spent underground, the Salemite faction has developed the following competencies: *occult sciences, chemistry, biology, surgery, cybernetics, artificial intelligence, torture, necromancy*. Their computer science and technology level is above par.

## September 21, 502 p.a.

A Salemite commando squad crosses paths for the first time with a man and woman from the NORAD faction. Franck Einstein is a member of that squad. He is *intrigued*.







## Jeff Deeler

**Faction: Salemite**

**Type: Human**

**Age: 45**

Jeff Deeler is a deranged individual. He has spent most of his life surrounded by reanimated cadavers. He has no family. He considers the cadavers his only family, his "brothers." Some suspect he might have poisoned his parents in order to reanimate them and better control them.

His fields of expertise include electronics, technology, occultism, and post-mortem psychology. If there is one person who truly understands how a zombie's mind works, Jeff Deeler is that man.

Jeff Deeler specializes in improving the zombie control technology. To that end, he has engineered a piece of equipment combining occult technology and electronics.

The equipment is attached to the front of his body and broadcasts waves allowing him to control any zombie within line of sight, almost as if he were inside its body. While under his influence, those zombies are more energized, they act faster and are smarter. Well, everything is relative...

The Salemite faction has mismanaged its people's dietary needs for centuries. As a result, the agriculture of their underground city is poorly developed compared to that of other factions. The lack of proper diet has led to a surge in gastrointestinal diseases in the population. Jeff Deeler has been particularly affected by this problem and is a chronic sufferer, leading to frequent trips to the bathroom at the most inopportune times...



## Cherokee Bill

**Faction: Salemite**

**Type: Human**

**Age: 36**

Cherokee Bill comes from a long line of Test Subjects.

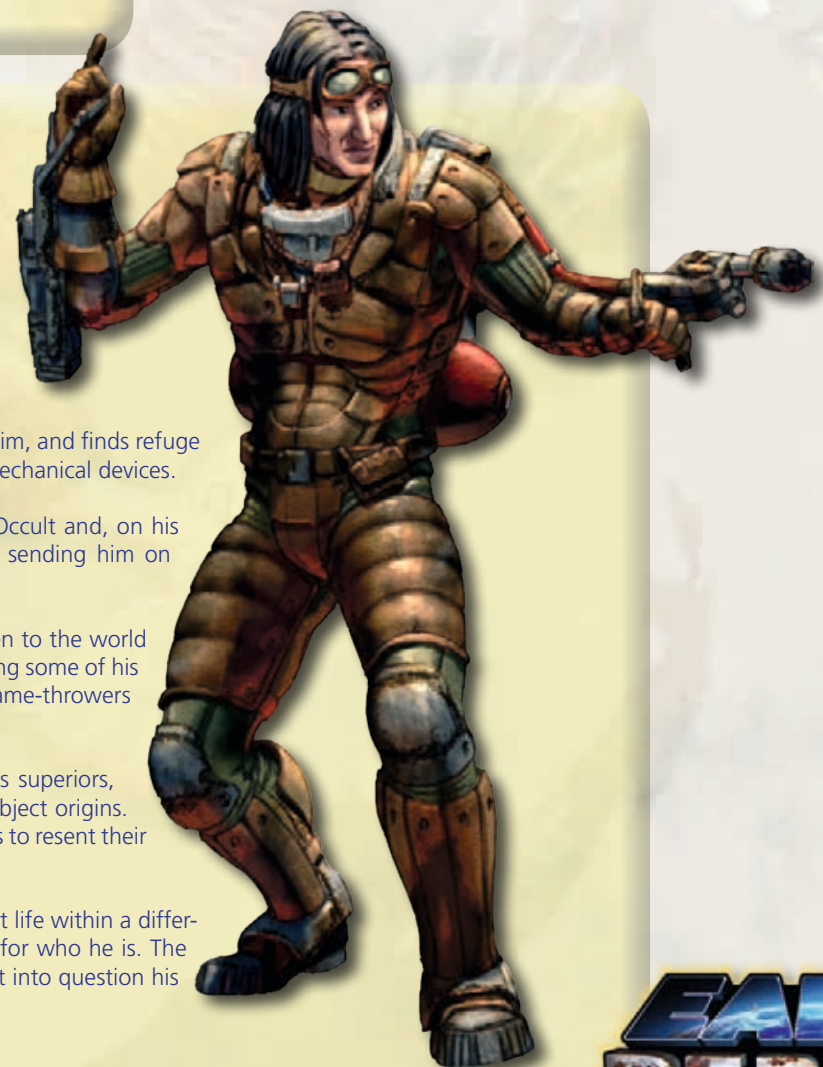
Growing up, the hardship of his life as a Test Subject had been further compounded by his autistic condition: he doesn't understand the strange world around him, and finds refuge in things he can control, in particular his invention of mechanical devices.

Cherokee's mechanical skills impress members of the Occult and, on his 20th birthday, they welcome him among them, even sending him on missions occasionally.

He thrives in the new environment, becomes more open to the world around him, and feels happy about his inventions. Among some of his more original creations are highly effective miniature flame-throwers designed as wrist attachments.

Nonetheless, Cherokee is consistently mistreated by his superiors, sometimes even regarded as a slave, due to his Test Subject origins. Over time, he recognizes their condescension and comes to resent their contempt.

As the years pass, he finds himself hoping for a different life within a different community where he might be better appreciated for who he is. The first encounters with other survivors might very well put into question his loyalty to the Salemites.





## Jack Saw

**Faction:** Salemite

**Type:** Zombie

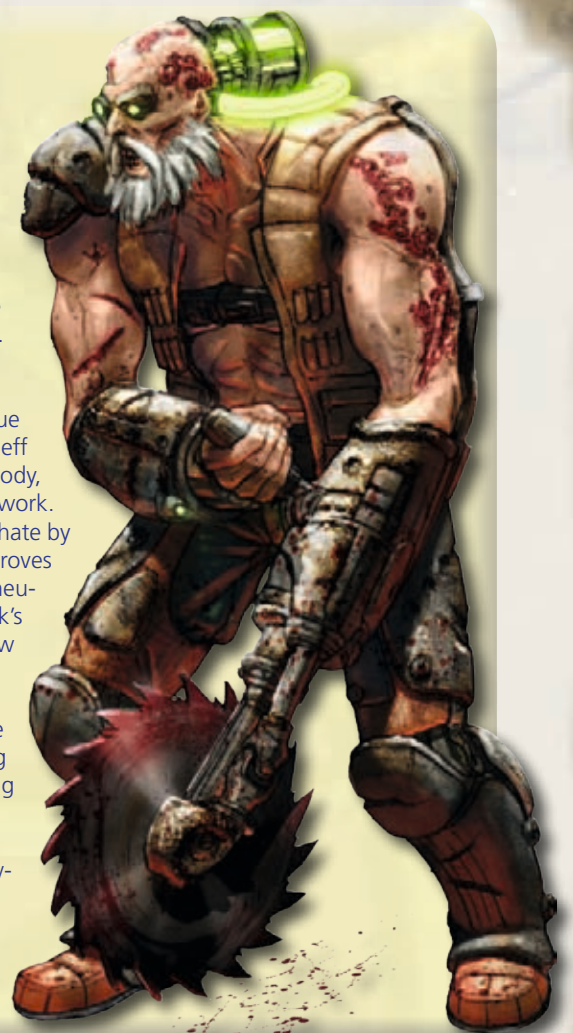
**Age:** 45 when Jack Sawyer died

Jack Saw is the reanimated cadaver of Jack Sawyer—deceased in 497 p.a.—who was buried under rubble during the restoration of the old Salem city hall. The renovated building, now dedicated to Jason F. Kendall, is currently being used by the Salemite High Command.

Jack is reanimated within minutes of his death. His mind still has vague recollections of his old job and the physical tasks he used to perform. Jeff Deeler studies the reduced mental activity of the freshly reanimated body, and detects signs of violent tendencies as well as a constant desire to work. He makes a proposal to the S.S.C. to leverage this excess of energy and hate by turning Jack Saw into a fighting and demolition machine. The S.S.C. approves the project and grafts onto Saw's brain an advanced, new model of a neuronc helmet. For his part, Jeff Deeler affixes a cybernetic arm to Jack's body. The arm is equipped with a tempered steel circular saw. Jack Saw is born.

He is soon assigned to close combat missions: his rage and violence are devastating in direct contact. He is also given many physically exhausting tasks like demolishing walls, cutting wood, cutting doors out of existing walls, etc.

Saw's modifications prove so popular that a line of cybernetic saw-equipped zombies is created.



## Zombies

**Faction:** Salemite

**Type:** Zombie

**Age:** variable

These zombies are equipped with a Power Fist and lower body reinforcement. However, they do not have automatic Zombie Serum delivery systems. They must be given daily injections of serum in order to remain reanimated.

The Salemites often use these zombies as guard dogs or basic infantry soldiers during combat. As soldiers, they cannot use weapons because of their very limited intelligence, but they nonetheless prove useful as defensive walls of "flesh." Without the benefit of a neuronc helmet, a zombie's IQ is indeed quite low!





# SCENARIO 1: BEAUTY AND THE BEAST



## September 21st, 502 p.a.

Vasquez and her partner are on an exploratory mission far away from NORAD City, unaware that they are getting deeper into Salemite land.

When they cross paths with a Salemite commando squad, they try to establish a friendly dialogue. The Salemites' answer is unhesitatingly and surprisingly aggressive.

After decades of obsessive and deranged practices, the Salemites see anyone who is not one of them as nothing more than a potential test subject for their unholy experiments. Surface exploration is marked by the anticipation of capturing survivors of other factions to resupply their inventory. They are not interested in establishing any kind of relationship with other factions; they just want to retrieve, control, and own as many artifacts and resources and as much knowledge and land as they can.

Vasquez is captured while her partner is killed in the encounter. Back at NORAD command, after days of no communication, it is believed that both scouts are dead – or worse, tortured first for information about the location and defenses of their city.

Meanwhile, Vasquez is being held prisoner in a restored mansion, located above ground. It belongs to Salemite scientist, Jeff Deeler, an oddly frightening man who uses his compound to perform horrific experiments on human beings.

Jeff Deeler orders Franck Einstein to guard Vasquez, unaware of the creature's growing fondness for the beautiful stranger. But it becomes obvious that something is wrong as the brilliant monster's attitude and responses to orders start changing for the worse: it is getting harder and harder to keep him under control whenever Vasquez is around. Deeler moves Vasquez to a secure room and locks Einstein away in a bedroom on the other side of

the mansion, hoping that out of sight means out of mind. But then...

Zombies are shuffling about in the park, guarding the compound like slow and ugly dogs. One of them, Jack Saw, is out in the woods, cutting wood for the winter, a task always assigned to him.

Back in the mansion, Deeler is gently relieving himself of some extra weight when a booming noise from across the dining hall interrupts his quiet time. Franck Einstein's deafening howl echoes through the mansion corridors. Deeler immediately realizes that Franck Einstein, crazy in love with the NORAD soldier, is at this very moment breaking out of his cell and going to look for her... and that's when Deeler thinks: "Time to set things straight with this ungrateful beast and his unnatural urges..."



Vasquez' Escape to Freedom



## Scenario Setup

Build the map using the frame as shown in the picture. The floor tile pieces shown on the map have exaggerated round corners and inner glows for easy identification. Carefully choose the doors according to their characteristics (**Sliding** vs. **Wooden**, **Magnetic** cards, and **Defensive** values), and place them between the proper squares, as shown.

### Hints to Speed up Map Construction

It's easier if you sort the tiles by shape and store your game with the tiles always sorted. When building the map, start with the main indoor rooms. Then proceed with the corridors, followed by the larger outdoor pieces (with grass or trees), and finally fill the gaps with the small outdoor tiles.



## NORAD Forces

The NORAD player controls only **Franck Einstein** at the beginning of the scenario. **Vasquez** is locked up in one of three possible bedrooms (see map). Only the Salemite player knows where she really is.



The NORAD player's base CP allowance is: 10 CP.



In this scenario, the NORAD player receives the Initiative during each Initiative phase.



## Salemite Forces

The Salemite Player controls **Jeff Deeler**, **Jack Saw**, **Zombie 1**, and **Zombie 2**.

Jeff Deeler carries a **Magnetic** card. Place a **Magnetic** card marker on Jeff Deeler's **Character** card.



The Salemite player's base CP allowance is: 10 CP (remember to add Jeff Deeler's Bonus CP of +2 as described in the Initiative phase section).

## Deployment

The Salemite player places his four miniatures on the squares indicated by the **Character** pictures on the map. Jeff Deeler is on the toilets. Jack Saw is in the woods; the two other zombies are on their tombs in the Cemetery.

The Salemite player also takes Vasquez's marker and two NORAD **Decoy** markers. He secretly places the three NORAD markers face down, one per bedroom, as indicated on the map.

Franck Einstein is placed inside the locked bedroom, as shown on the map.

## Special Rules

Vasquez starts the game with a **Prisoner** marker on her **Character** card to symbolise that she is locked up in a room. As long as she is locked up, Vasquez cannot be **activated** and doesn't provide **Bonus CP** during the **Initiative** phase. When the door to a bedroom with a face down NORAD **Character** marker is opened or destroyed, or when one of its walls is broken down, reveal the **Character** marker in the room. If it is a **Decoy**, remove it from the map. If it is Vasquez, replace the marker with Vasquez's miniature on the map and remove the **Prisoner** marker from Vasquez's **Character** card.

Starting with the next **Activation** round, the NORAD player will be able to **activate** Vasquez as any other **Character**. However, the NORAD player will need to wait until the next **Initiative** phase to earn Vasquez's **Bonus CP**.

## Scenario Length

The scenario ends when one player has reached his victory conditions.

## Victory Conditions

The Salemite player wins if Vasquez dies. The NORAD player wins if Vasquez successfully exits the map through the south side indicated by the arrows labeled "Vasquez's Escape to Freedom". As soon as Vasquez enters any square past the red line on that side, the game ends and the NORAD player wins.

## SCENARIO 2: LAST HOPE CHAPEL



### November 16th, 502 p.a.

NORAD's Secret Service receives a peculiar intelligence report about a remote town in ex-North Carolina.

Father Gilbird, the spiritual leader of the town, who is passionate about the pre-Apocalypse history of the area, has learned that the ruins around them are of an old university by the name of Chapel Hill. Not surprisingly, the Chapel was the first building to be restored.

The town's inhabitants are victims of Salemite oppression and do everything in their power to resist. According to the report, Father Gilbird has developed a mystical, religious counter-agent to the infamous Zombie Serum concocted by the Salemite scientists.

After Father Gilbird's colleague and best friend, Father Jackson, is eaten alive by Salemite Zombie troops who raided the village on their way to Florida, the priest performs a powerful blessing ceremony on his church to provide a safe shelter for the believers and the villagers.

NORAD sends its best undercover agents on a commando mission to protect and rescue Father Gilbird. Nick Bolter, James Woo, and Monica Vasquez, fresh from her escape from Jeff Deeler's compound, arrive at the village very late on the evening of November 20th. They meet with Father Gilbird and try to convince him to come back with them to NORAD City. His knowledge will be of great value to end Salemite oppression. But Father Gilbird is dedicated to his village and his parishioners. There is no way he will ever abandon them.

The three soldiers share a nice, quiet dinner with Father Gilbird, a strong and inspiring force-of-a-man in the middle of these troubled times. After dinner, he shows his guests to their rooms. Of course, he cannot resist taking them to his beloved Chapel on the way. He explains that he has secured the Chapel's doors with Magnetic Card locks and that he holds the only Magnetic Card key. This provides sufficient protection against human beings, he assures, but not against the zombies' supernatural strength. Then he mentions the special blessing he has performed on the Chapel. It is so strong here that the Salemite's evil aberrations would never dare enter. After visiting the monastery, they all retire to their rooms, reassured by the Father's words.

Naturally, the Salemite's also found out about Father Gilbird and the rumors about his supposed antidote to the Zombie Serum. They send a small raiding group with the objective of killing the Father and grabbing the



formulas and samples relating to the counter-agent—if they even exist. The group arrives in the middle of the night while the NORAD agents are in their rooms. Father Gilbird hears strange noises coming through the monastery corridors. He wakes up and goes down to the basement to investigate: not the best decision of his life. He meets a gruesome death at the hands of a famished zombie. His horrible screams wake the three NORAD soldiers. Faced with this zombie invasion, their only hope for survival is to reach the Chapel. Unfortunately, the only Magnetic Card providing access to all the Chapel doors was in the possession of Father Gilbird. Hopefully, he left it in his bedroom.

For Nick Bolter, Vasquez and James Woo, it might very well be the... Last Hope Chapel!

## Scenario Setup

Build the map as shown on the picture. The frame is not used during this scenario. Carefully choose the doors according to their characteristics (**Sliding** vs. **Wooden**, number of hits in the icon, **Magnetic card**), and place them between the proper squares as shown.



### NORAD Forces



The NORAD player's base CP allowance is: 8 CP (remember to add Nick Bolter's, Vasquez's, and James Woo's Bonus CP as described in the Initiative phase section).



In this scenario, the NORAD player receives the Initiative during each Initiative phase.



### Salemite Forces



The Salemite player's base CP allowance is: 15 CP (remember to add Jessica Hollister's and Jeff Deeler's Bonus CP as described in the Initiative phase section).



## Deployment

Place a **Magnetic card** marker on the map in the square indicated. On the map, the Officer's Bedroom #2 represents Father Gilbird's bedroom.

The NORAD player takes the **Character** markers corresponding to the three **Characters** he controls and places them behind his screen. He must choose and place one **Character** marker, face down, in each of the three bedrooms in the squares indicated on the map.

The Salemite player takes the **Character** markers corresponding to the five **Characters** he controls and places them behind his screen. He must choose and place one **Character** marker, face down, on the stairs coming from the basement (See the Salemite **Character** marker placed inside the building on the map). He then places the four remaining **Character** markers face down **on any outdoor squares**.

**Outdoor Square:** any square containing grass, dirt or a tree (for example: the present scenario uses 28 outdoor squares).

**Note:** The face down Salemite **Character** markers visible on outdoor squares in this map show an example of a valid initial deployment. The Salemite Player does not have to follow this exact setup example.

Once both players are satisfied with their initial deployment, all **Character** markers are revealed and replaced by their corresponding miniatures. During this process, players choose the facing of each miniature they control.

## Special Rules

The three zombies cannot enter any square inside the Chapel. However, a zombie can execute a **Close Combat** order against a **Defender** standing in the Chapel as long as the zombie himself stays out of the Chapel.

## Scenario Length

The scenario ends when one player has reached his victory conditions.

## Victory Conditions

The Salemite player wins as soon as any one NORAD **Character** is Killed.

The NORAD player wins as soon as two NORAD **Characters** are in the Chapel.





# SCENARIO 3: TARGET: PR. JOHN KENDALL

**April 18th, 503 p.a.**

Professor John Kendall Jr. is already famous throughout the Salemite community for his work on the Zombie Serum. But now his fame is about to reach greater heights due to the creation of a Deadly Virus, a highly effective new potential weapon which kills within seconds after exposure.

The professor comes to Salem Underground to show off his discovery to the S.S.C. (Secret Scientific Community). After a successful demonstration, he returns to his private mansion with the virus to perfect the project, escorted by Salemite Chief of Security, Jessica Hollister, and two of Kendall's most relentless Zombie bodyguards. On the way back, however, they fall victim to an ambush by a small squad of NORAD agents. Evidently, NORAD is aware of the professor's creation. The squad's orders are simple: eliminate John Kendall Jr. and bring back the Deadly Virus intact. The professor is not a warrior but he is a particularly clever man. He quickly realizes that he must release the virus in order to survive! His plan is to inject himself with the only dose of antidote in existence, which he keeps hidden in his private Chemistry Lab, and then release the Deadly Virus, killing everyone in the area except himself. Unaware of his plan, Jessica Hollister and the zombies protect him as best they can, while he makes for the lab. For the sake of a world just reborn, let's hope he never reaches that damned lab...

## Scenario Setup

Build the map respecting all elements shown on the map (including door types, Defensive value, and Magnetic cards).



## NORAD Forces

- James Woo: equipped with a Grenade Launcher
- Vasquez: equipped with a Sniper Rifle
- Nick Bolter: equipped with a Heavy Machine Gun



**8** NORAD Base CP allowance: 8 CP



## Salemite Forces

- Pr. John Kendall: equipped with a Magnetic card marker and a Deadly Virus marker
- Jessica Hollister: equipped with a Light Bolter
- Zombie 1: equipped with a Knife
- Jack Saw



**10** Salem Base CP allowance: 10 CP



The Salemite player receives the Initiative in each Initiative phase.





## Deployment

The Salemite player places the miniatures of the four **Characters** he controls on the squares indicated on the map by the corresponding **Character** markers. Each **Character** is assigned to a specific square. The Salemite Player must respect this deployment, though he can choose the facing of each of them.

The NORAD player does the same with the miniatures of the three **Characters** he controls.

## Special Rules

Pr. John Kendall will not give the Deadly Virus to anybody (whether Salemite or NORAD) until death! He can however transfer his **Magnetic card** to someone. If John Kendall dies, any non-zombie **Character** entering the square occupied by his **Dead** body can pick-up the Deadly Virus. Zombie **Characters** cannot stay on John Kendall's **Dead** body. If John Kendall is **Killed in Close Combat**, his **Attacker** can pick up the Deadly Virus marker and/or any other **Equipment**.

## Scenario Length

The scenario ends when one player has reached his victory conditions.

## Victory Conditions

The Salemite player wins as soon as Pr. John Kendall enters any square of the Chemistry Lab, or when all NORAD **Characters** are **Dead**.

The NORAD player wins as soon as any NORAD **Character** exits the south side of the map marked "NORAD's Exit Route", crossing the red line on that side of the map, while carrying the Deadly Virus.

Any other situation is a draw.



## December 29th, 503 p.a.

Weeks ago, the Salemmites found a highly valuable ancient relic. They brought it back and placed it safely in a building they call the Vault, located in a remote Salemite-controlled location. Jessica Hollister is currently in charge of a battalion guarding the artifact. The precious item has been stored in the Secret Safe Room, and not even she knows what she is guarding. Her orders are simple: prevent anyone from entering the Secret Safe Room and stealing whatever is inside. She also receives instructions that not even Salemmites may enter the room, no matter what, unless a breach of security occurs that could endanger the item's safekeeping. Of course, Jessica Hollister wonders what secret of such importance could hide behind these steel doors. Her curiosity is consuming her, but as a good soldier dedicated to her faction, she would never think of disobeying orders.

Meanwhile, NORAD's Secret Service follows clues to track down the legendary historical item. The path they follow leads them to the Vault. It appears impenetrable, and as if that were not enough, Jessica Hollister and her troops are now defending the place. A frontal assault would be tantamount to suicide. So NORAD decides to launch a diversion attack in a Salemite village north of the Vault. They hope that Jessica Hollister will send most of her troops to stop the invasion. And that's exactly what happens. Poor Jessica Hollister... so predictable. Meanwhile, a small NORAD commando group, fully equipped with explosives, attempts to break into the Vault. Their mission: bring back the artifact kept inside at any cost!

Finally realizing that the attack in the north is a decoy and that she is now all alone in the Vault with Jeff Deeler, Jessica Hollister starts to panic. She needs to come up with ways to defend the Secret Safe Room. First, she looks for a way to booby-trap the access points to the safe inside the building. But then she remembers that the place is full of dead bodies stored here for experiments. Why not use them? There has got to be some Zombie Serum somewhere in the Chemistry Lab. She rushes to the lab before the NORAD commando breaks in. She finds the Zombie Serum but it is not in a state ready for transport. So she starts looking for syringes. She finds a drawer full of them, but in the rush and panic, she drops the drawer to the floor and they shatter into thousands of pieces;

only one remains intact. Damn it! She is desperate, and her lack of scientific training makes her feel useless, so she calls Deeler to the rescue. He runs to the Lab and fills the last remaining syringe with a dose of Zombie Serum. Hollister orders him to create as many Zombie soldiers as possible, refilling the syringe each time, while she looks for some high-tech defensive equipment. As they rev up for the battle, Hollister shouts: "The contents of this safe must be protected by all means necessary, even if it should cost us our lives!"

## Scenario Setup

Build the map including all elements shown on the picture (being careful to use proper door types, **Defensive values**, and **Magnetic cards**).



### NORAD Forces

- ▶ **James Woo:** equipped with an M7 Colt, Medical Kit, and Time Bomb
- ▶ **Vasquez:** equipped with a Revolver, Kevlar Armor, Morphine, Motion Detector, and Plastic Explosive
- ▶ **Nick Bolter:** equipped with a Heavy Machine Gun, Targeting Lens, and Mines



**NORAD Base CP allowance: 8 CP** (Add each Character's CP Bonus).



The NORAD player receives the **Initiative** in each **Initiative** phase.



### Salemite Forces

- ▶ **Jeff Deeler:** equipped with Zombie Serum, Zombie Control Device, Morphine, Knife, and a **Magnetic card** marker
- ▶ **Jessica Hollister:** equipped with a Taser, Jet-Pack, Mines, Titanium Claws, and a **Magnetic card** marker



**Salemite Base CP allowance: 10 CP** (Add each Character's CP Bonus).



## Deployment

The Salemite player places his two miniatures on any two valid squares inside the building. He cannot deploy any **Character** on **out-door squares**. He also chooses each **Character's** facing.









Once the NORAD player has either opened the Safe door or destroyed any wall leading to these four squares, the above restrictions become null and void.

## The U.S. Constitution



At the beginning of the scenario, place the US Constitution **Equipment card** face up on the side of the board. The U.S. Constitution is considered to be in the crates inside the Secret Safe Room, as indicated by the red arrow. In order to pick up the U.S. Constitution, the crate must first be destroyed using the normal rules to destroy **Floor Elements**. Once the crate is destroyed, any **Character** passing through its square can pick up the U.S. Constitution at no cost, while respecting the Weight Limit.

If a **Character** is carrying the U.S. Constitution, its controller can keep up to 6 **Order tiles** behind his screen at the **Final phase**, and draws tiles during the **Initiative** until he has up to six **Order tiles** behind his screen.

## Hint

How can a fresh zombie created by Jeff Deeler get out of the Zombie Lab (locked by a **Magnetic Card Sliding door**) and still return the **Magnetic card** to Jeff Deeler so Jeff Deeler does not remain locked inside? Let us assume that Jeff Deeler is standing in front of the door with the **Magnetic card**. The zombie is **activated**. He moves and passes through Jeff Deeler, takes the **Magnetic card**, opens the door, gives the **Magnetic card** back and moves through the open door. All these actions are done using **Move orders**. Taking and giving the **Magnetic card** cost nothing, opening the door costs 1 **Movement point**. The door will only close at the end of the Zombie's **Activation round**, and at that time, Jeff Deeler will still be holding his **Magnetic card**.

## Scenario Length

The scenario ends when one player has reached his victory conditions.

## Victory Conditions

The Salemite player wins as soon as the 3rd zombie is created, no need to have a miniature available, the game ends immediately when the 3rd Zombie is created. Also, it is not required to have 3 zombie miniatures on the map in order to win; it is enough to have created three zombies in total. The Salemite player also wins if there are no NORAD **Characters** alive on the map.

The NORAD player wins when a NORAD **Character** exits the east side of the map marked "NORAD's Exit Route", crossing the red line on that side of the map, while carrying the U.S. Constitution or if there are no Salemite **Characters** alive on the map.



## December 28th, 504 p.a.

One year has passed since the NORAD troops broke into the Vault. After the attack, the Salemites gave up any attempt to reestablish control over the facility which is now under full NORAD control. The Salemites have since decided to establish a new stronghold closer to Salem Underground called Fortress Primus. The new fortress is surrounded by a 15-foot tall wall and guarded by an entire army division.

Lately, the Salemites have been storing all their discoveries, research, and most of their confidential files in the Fortress. NORAD has been doing surveillance on the site for weeks. They plan a decisive attack on the one-year anniversary of the Vault mission, hoping to strike a blow to Salemites' morale. They want to send a message to the Salemites that they will not be allowed to transform the New America into Zombie Land. NORAD shall prevail!

Once again, NORAD knows that a massive frontal assault would fail. NORAD's Secret Service proposes an alternative plan, one that makes it possible to retrieve much of the secret knowledge and technology stored in the stronghold with minimal casualties.

The plan is quite simple but presents considerable risk to the agents assigned to infiltrate the Fortress. First, a commando squad is sent to the area's main power plant. As the plant is not heavily guarded, they have no problem eradicating any resistance there. Once the plant is secure, they shut down power to the entire valley, including Fortress Primus, which must then rely on its own power Generator. But the Generator will not last forever, and NORAD knows it. A few hours after the global shutdown, a group of technicians disguised in Salemite uniforms arrives at the Fortress gates. They are in fact NORAD agents, Monica Vasquez, Nick Bolter, and James Woo.

With the power down, the disguise is sufficiently convincing to fool the Salemite guards into letting them in. Now, the objective is to penetrate Fortress Primus itself, find weapons and equipment (since they had to enter unarmed), and most of all Retrieve the secrets hidden deep in this 'impenetrable' stronghold...

## Scenario Setup

Build the map including all elements shown on the picture (being careful to use proper door types, **Defensive values**, and **Magnetic cards**).



## NORAD Forces

- ▶ Nick Bolter: equipped with a Technical Toolbox
- ▶ James Woo
- ▶ Vasquez



**NORAD Base CP allowance: 10 CP** (add each Character's CP Bonus).



**The NORAD player starts with 5 Mission Points / Morale Points (MP).** Place the NORAD MP marker on space #5 of the score track around the frame (as shown on the map picture).



## Salemite Forces

- ▶ Jeff Deeler: equipped with Deadly Virus and Gas Mask
- ▶ Jessica Hollister: equipped with a Toxic Gas Capsule and a **Magnetic card** marker
- ▶ Pr. John Kendall: equipped with the Laptop Computer and a **Magnetic card** marker



**Salemite Base CP allowance: 8 CP** (add each Character's CP Bonus).



**The Salemite player starts with 10 Mission Points / Morale Points (MP).** Place the Salemite MP marker on space #10 of the score track around the frame (as shown on the map picture).



The Salemite player receives the **Initiative** in each **Initiative phase**.







## Deployment

The NORAD player takes the **Character** markers corresponding to the three **Characters** he controls plus three NORAD **Decoy** markers and places these 6 markers behind his screen.

The Salemite player takes the **Character** markers corresponding to the three **Characters** he controls plus three Salemite **Decoy** markers and places these 6 markers behind his screen.

Starting with the Salemite player and taking turns, each player places one of his markers face down on the map

until all 12 markers are on the map. All markers must show the Salemite or NORAD symbol facing up.

The Salemite player can only place his markers on valid squares inside the building. He cannot deploy any **Character** on **outdoor squares**. By contrast, the NORAD player can only place his markers on outdoor valid squares; none can go inside the building.

When players have no more markers behind their screens, reveal all markers. Remove all **Decoy** markers from the map and replace all other markers with their corresponding miniatures. Each player chooses the facing of the miniatures he controls.

## Special Rules

### Salemite Ground

Since this scenario unfolds on Salemite ground, the Salemite player cannot convert **Spy Points** into **Mission Points** when these **Spy Points** come from a **Search** order. **Spy Points** obtained in a different manner can be converted into MP.

### Search Deck

Once each player has taken the **Equipment** cards he is entitled to, remove the **Radio Scrambler Equipment** card from the game.



The NORAD player prepares the Search deck (see Search section: Scenario Setup in the rules).

Scenario Length

The scenario lasts 6 turns. The score track on the board frame is also used as a turn track. At the beginning of the game, place the turn marker on space #1 of the score track, showing that this is the first turn. At each Final-phase, advance the turn marker to the next number. The scenario ends at the end of the 6th turn.

Victory Conditions

A player earns Mission Points when he successfully achieves one of his objectives.

Both sides can score additional MP using special Equipment or the Floor Elements’ Special Abilities.

Example: if the NORAD player manages to steal the Laptop Computer from the Salemite Player, he can score MP if one of his Characters successfully analyzes the computer he is carrying.

At the end of the scenario, the player with the highest number of Mission Points is declared winner.

Retrieve an equipment card: When one of the Characters you control exits the map on any side while carrying the mentioned Equipment, you immediately earn the corresponding MP.

SCENARIO 6: TRAITORS

June 30th, 505 p.a.

Cherokee Bill has been the favorite target of Jessica Hollister’s bullying for years now. She enjoys assigning him the most undesirable and perilous tasks knowing that if he complains he will be sent back... to the Subjects. In her eyes, he is nothing more than a future laboratory test subject. For now, though, his mechanical skills sometimes come in handy.

What she does not know is that Cherokee Bill is more than a socially-challenged, talented mechanic; he is also a NORAD double agent...

Bill has accepted the abuse from Hollister in order to gather information which he transmits to NORAD headquarters. The more abuse he accepts, the more Hollister uses him, and therefore the more Intel he can gather.

Over time, his role has expanded beyond that of a simple observer: over the past few years, Cherokee Bill has secretly influenced the enhancement and reprogramming of Franck Einstein’s artificially-boosted intellect. He has even taught treachery and spying skills to the clever monster.

Today, Cherokee Bill receives a coded message that a NORAD commando will soon attack Salem’s Town Hall from underground, using Drillers and Mammoth MK IIs on a knowledge and technology pillage mission. Cherokee Bill and Franck Einstein are to prepare for the invaders’ arrival and make themselves available if help is needed, but the message does not include a specific date for the operation. Days and nights go by, with no signal from NORAD. Cherokee Bill begins to think that the operation has been aborted and that they have been forgotten...

Then, in the middle of one night, the floor and walls of the Town Hall start to tremble. The thundering sound of metal hitting concrete and rocks shakes the building from its deepest foundations... and again a second time... and finally a third time, each time louder than the last. Three Drillers are coming into the building from below ground... and they’re big! Hollister is the first to get up. She realizes that this overwhelming surprise attack, from the inside and while everyone is sleeping, could cause panic with her troops. To prevail, she must keep them motivated and skillfully manage their morale. She quickly rallies her troops, but sees no sign of Cherokee or Franck: something is wrong.

She runs to the Communications Room to activate the Radio Scrambler, eavesdropping on NORAD’s conversations while scrambling all their outgoing messages. That is when she realizes that NORAD had the same idea; they’ve used a portable scrambler to mess with the Salemites’ radio frequencies and spy on them at the same time.

This time, the war will not only involve bullets and blades, but also spying and counter-spying. There is nothing she hates more than fighting an enemy she cannot see or traitors she used to consider allies...





## Scenario Setup

Build the map including all elements shown on the picture (being careful to use proper door types, **Defensive values**, and **Magnetic cards**). The scenario requires the three Driller tiles shown on the previous page (select them carefully based on which walls are broken on each tile). When building the map, place the three Driller tiles face down in any of the three spots indicated on the map.



### NORAD Forces

- ▶ James Woo
- ▶ Vasquez
- ▶ Nick Bolter



The NORAD player also receives the following **Equipment cards** that he attaches to the **Characters** he controls in any way he likes: Radio Scrambler (NORAD background), Light Bolter (NORAD background), Rifle (NORAD background), Shotgun (Salemite background).



From now on, only icons will be provided for starting MP and base CP allowance. Refer to previous scenarios if needed for explanatory text.







## Salemite Forces

- ▶ Jeff Deeler
- ▶ Jessica Hollister equipped with a **Magnetic card** marker
- ▶ Pr. John Kendall: equipped with a **Magnetic card** marker
- ▶ Cherokee Bill: equipped with a **Magnetic card** marker
- ▶ Franck Einstein



From now on, only icons will be provided for starting MP and base CP allowance. Refer to previous scenarios if needed for explanatory text.

## Deployment

The Salemite player takes the **Character** markers corresponding to the five **Characters** he controls plus two Salemite **Decoy** markers and places these 7 markers behind his screen. Then he dispatches all markers face down on the map, one on each bed as pictured on the map.



The NORAD player takes the **Character** markers corresponding to the three **Characters** he controls. He collects the Driller sections off the map and places everything behind his screen. The three Drillers are slightly different. He chooses which Driller he wishes to place in each of the three spots dedicated for the Drillers on the map, and places them there face down. Then he places his **Character** markers face down, one on each Driller, in the arrangement of his choice.

The Salemite player reveals all his markers, removes all **Decoy** markers from the map and replaces all **Character** markers with their corresponding miniatures. He also chooses the facing of the miniatures he controls.

Only then does the NORAD player reveal all Driller sections at which point he chooses their orientation. He also reveals the **Character** marker placed on each Driller. The corresponding miniature must be placed in this Driller section on any one of the four squares with the facing of the NORAD player's choice.

## Special Rules

### Salemite Ground

Since this scenario unfolds on Salemite ground, the Salemite player cannot convert **Spy Points** into **Mission Points** when these **Spy Points** come from a **Search** order. **Spy Points** obtained in a different manner can be converted into MP (for example: **Spy Points** coming from the **Satellite Com Room** or from **Radio Scrambling**). The Salemite can still use **Spy Points** to sort the first cards of the **Search** deck as described in the **Spy Points** section (the Salemite are in their own building, so they are expected to know a bit about where some **Equipment** is stored!).

### Search Deck

Once each player has taken the **Equipment** cards he is entitled to, the Salemite player prepares the **Search** deck (see **Search** section: **Scenario Setup** in the rules, except that the Salemite player is the one who shuffles the cards, and the NORAD player decides whether he wants to cut the deck).

## Scenario Length

The scenario lasts 6 turns. The score track on the board frame is also used as a turn track. At the beginning of the game, place the turn marker on space #1 of the score track, showing that this is the first turn. At each **Final** phase, advance the turn marker to the next number. The scenario ends at the end of the 6th turn.

## Victory Conditions

### Immediate Victory

At any time, if a player is the only one controlling **Characters** on the map, he immediately wins the scenario.

### Time Victory

If an immediate victory did not occur before the end of the 6th turn, at the end of the scenario, the player with the highest number of **Mission Points** is declared winner.

For the NORAD, the main objective of the mission is to **Spy** on the Salemite and bring back as much secret information as possible, hit-and-run, quick-and-dirty style. Therefore, in this scenario, each **Spy Point** can be used to gain 2 **Mission Points**.

The Salemite must prevent that and try to eradicate the NORAD before they steal too many secrets...

Both sides can score additional MP using special **Equipment** or the **Floor Elements'** **Special Abilities**.

**Example:** if a player finds the Laptop Computer, he can score +4 MP if one of his **Characters** successfully unlocks the Laptop Computer's secrets. There are also a lot of other ways to score **Spy Points** in the game when interacting with certain **Equipment** or **Floor Elements** (Secret Files, Sat Com Room, Radio Scrambler, Communication Room....)

**The more you re-play this scenario, the more you will discover new tactics and different ways to score Mission Points.**

## Salemite Objectives

## MP Earned

All **Characters** on the map are controlled by the Salemite Player

**Immediate Victory**

Each **Spy Point** can be converted to +2 MP (not if obtained with a **Search** order)

**+2 MP**

## NORAD Objectives

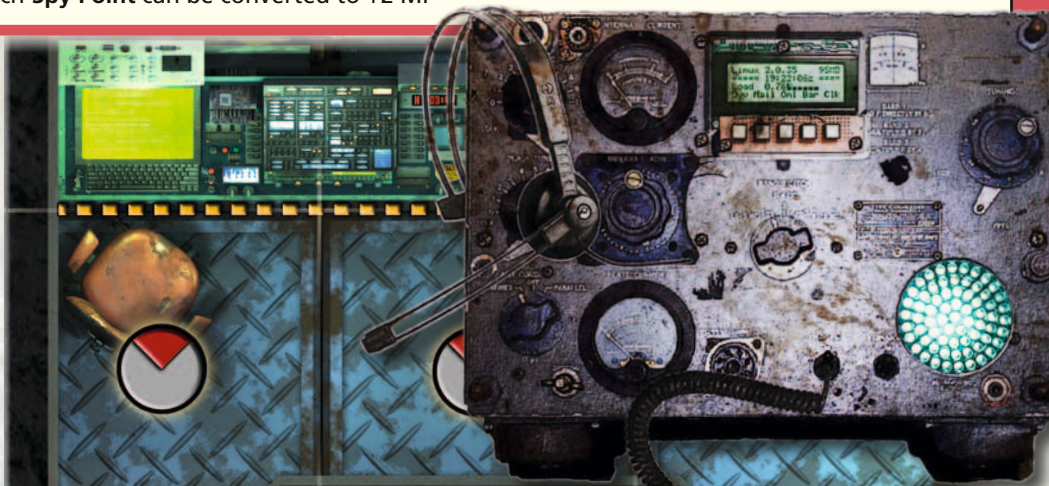
## MP Earned

All **Characters** on the map are controlled by the NORAD Player

**Immediate Victory**

Each **Spy Point** can be converted to +2 MP

**+2 MP**





# SCENARIO 7: CONTAMINATION

**July 16th 505 P.a.**

Ever since Pr. John Kendall Jr.'s discovery of the Deadly Virus two years ago and its demonstration before the S.C.C., the Salemite community leaders have looked for ways to leverage this weapon into an insurmountable advantage against NORAD. They have devised a plan: first, the virus will need to be tested in a live situation. The chosen target is a place called Capital Headquarters: a NORAD army base hidden deep in a Minnesota forest. The Salemites have recently found out that the base has a deadly Mammoth MK II, NORAD's frighteningly effective war-machine dreadnought, on the premises.

The professor proposes combining the use of the Deadly Virus with the Zombie Serum: first use the Zombie Serum to create zombies out of the dead dug up from the local cemetery, then inject the Deadly Virus directly into their blood to make them carriers. The mission is to send contaminated zombies to the Capital Headquarters and evaluate the impact of the contamination directly on site...

The Deadly Virus might just be the weapon that the Salemites need to counter the dangerous threat posed by the high-tech Mammoth MK II. The outcome of this live experiment will hopefully provide the Salemite community the advantage they are looking for...

## Scenario Setup

Build the map including all elements shown on the picture (being careful to use proper door types, Defensive values, and Magnetic cards).

- NORAD Forces**
- Nick Bolter:** equipped with a Light Bolter, Morphine, and a Magnetic card marker
  - Mammoth MK II:** equipped with a Magnetic card marker
  - Vasquez:** equipped with a Sniper Rifle and a Magnetic card marker



**Salemite Forces** 15 0

- Jeff Deeler:** equipped with Rifle w/ Bayonet, Gas Mask, Zombie Serum, and Deadly Virus marker
- Jack Saw**
- Pr. John Kendall:** equipped with a Gas Mask and a Deadly Virus marker





Deployment

The Salemite player takes the **Character** markers corresponding to the three **Characters** he controls plus two Salemite **Decoy** markers and places these 5 markers behind his screen. **He must deploy all his markers face-down on any outdoor squares.**

Once the Salemite player is done, the NORAD player directly places his three miniatures on any valid squares **inside the building**. Reveal and replace Salemite **Character** markers with the corresponding Miniatures.

Then both players can decide to change the facing of the miniatures they control, **but they must stay in the square in which they were placed.**

Special Rules

The Cemetery

In this scenario, the Cemetery can provide an infinite number of cadavers to generate zombies. Do not place Empty Grave markers on the Cemetery when zombies are created. On the other hand, the Morgue can only provide 2 zombies and only if not destroyed.

Contaminated Zombies

When Pr. John Kendall creates a zombie, if he is still carrying the Deadly Virus marker, he automatically injects the Deadly Virus into the zombie's body. There's no test or CP to be spent in order to do this. As a matter of fact, all zombies generated in this scenario are contaminated right from the start **(this includes Jack Saw)**. Zombies created by Jeff Deeler using the Zombie Serum are also contaminated since Jeff Deeler also carries the Deadly Virus.

When a zombie enters a new, uncontaminated **indoor** floor tile, place a **Wound** counter on the floor tile to indicate that the room is now contaminated. The Salemite player earns +2 MP for each floor tile contaminated this way as long as the floor tile consists of a minimum of 4 squares.



Final-Phase: Spreading the Contamination

At the beginning of the **Final phase**, the Deadly Virus spreads from all contaminated rooms to all **adjacent** rooms but only through open or broken doors and walls. The Virus does not spread through closed doors. Place a **Wound** counter on each new floor tile contaminated this way. Repeat this process, starting from each newly contaminated room until every accessible room is contaminated. The Salemite player earns +2 MP for each floor tile contaminated this way as long as the floor tile is at least 4 squares big. The Virus does not spread to **outdoor squares**.

**Note:** "Spreading the Contamination" only occurs at the **Final phase**, not during the **Activation phase**. Also, floor tiles remain contaminated until the end of the game, so keep all **Wound** counters in place on contaminated floor tiles.



Final-Phase: Deadly Virus Effects

Each **Character** standing in a contaminated room at the end of the **Final phase** receives one **Wound**

counter. **Characters** wearing a Gas Mask do not receive counters. The Virus has no effect on **outdoor squares**.

Zombies automatically receive one **Wound** counter during the **Final phase** no matter where they are standing or what they are carrying. The Virus is in their blood and is slowly killing them off (again!) from the inside!



The Deadly Virus Markers

Pr. John Kendall or Jeff Deeler can decide to release the Deadly Virus they are carrying once they are in the building. This can be done for 1 CP placed on an **Inter-act order**. The Virus is always released successfully, no need to perform any test. Simply place a **Wound** counter on the floor tile occupied by the **Character** releasing the Virus and discard the Deadly Virus marker. The Salemite player earns +2 MP for each floor tile contaminated this way as long as the floor tile is at least 4 squares big.

No retreat! No surrender!

No **Character** can exit the map in this scenario.

NORAD Ground

Since this scenario unfolds on NORAD ground, the NORAD player cannot convert **Spy Points** into **Mission Points** when these **Spy Points** come from a **Search order**. **Spy Points** obtained in a different manner can be converted into MP.

Scenario Length

The scenario lasts 5 turns. The score track on the board frame is also used as a turn track. At the beginning of the game, place the turn marker on space #1 of the score track, showing that this is the first turn. At each **Final phase**, advance the turn marker to the next number. The scenario ends at the end of the 5th turn.

Victory Conditions

A player earns **Mission Points** when he successfully achieves one of his objectives. **Both sides can score additional MP using special Equipment or the Floor Elements' special abilities.**

At the end of the scenario, the player with the highest number of **Mission Points** is declared winner.

Salemite Objectives	MP Earned
Each time a new floor tile is contaminated <i>(only if the newly contaminated tile is at least 4 squares big)</i>	<b>+2 MP</b>
The Mammoth MK II dies	<b>+20 MP</b>
Nick Bolter dies	<b>+8 MP</b>
Vasquez dies	<b>+5 MP</b>

NORAD Objectives	MP Earned
Each time a zombie dies	<b>+3 MP</b>
Pr. John Kendall dies	<b>+10 MP</b>
Jeff Deeler dies	<b>+10 MP</b>





*During an undercover mission in Salemite territory, James Woo's cover becomes compromised and he is subsequently captured by the Salemites. He is taken to Mount Purification, a place known only to a few, and for good reason: people who are sent there rarely come out alive... Agent James Woo is one of NORAD's most effective undercover agents as the Salemites now know. They fully intend to take advantage of his capture to extract as much confidential information out of him as possible. It is said that torture is a fate worse than death. Unfortunately for James Woo, the Salemites have turned this disturbing practice into an art form. He will stay alive a very, very long time...*

*The Salemites carved a compound out of rock at the base of Mount Purification years ago. The entrances are in the woods,*

*well hidden from view behind a giant rock and a Statue. But even if they are found, only the Salemites know how to trigger their opening mechanism.*

*Vasquez and a fully equipped Mammoth have been sent to rescue James Woo before he reveals any critical secrets to the Salemites.*



Build the map including all elements shown in the picture (being careful to use proper door types, **Defensive values**, and **Magnetic cards**). For this scenario, the frame is only used to track the scores and the turns.

- ▶ **James Woo:** James Woo is **Wounded** at the start of the scenario
- ▶ **Mammoth MK II:** equipped with a Radio Scrambler and Grenades
- ▶ **Vasquez:** equipped with a Sniper Rifle, Motion Detector, Morphine, Kevlar Armor, and Knife





## Salemite Forces



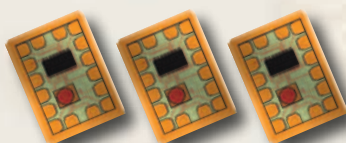
## Capturing James Woo

- ▶ Jeff Deeler
- ▶ Jack Saw
- ▶ Pr. John Kendall
- ▶ Franck Einstein
- ▶ Cherokee Bill



The Salemite player also receives the following **Equipment** that he distributes to **Characters** of his choosing under his control:

- ▶ a Torture Kit
- ▶ 3 Magnetic card markers



## Deployment

The Salemite player starts first, deploying his miniatures directly, without using **Character** markers. He must deploy Cherokee Bill somewhere in the Kitchen (see [corresponding character marker on the map](#)). All other **Characters** controlled by the Salemite player can be deployed on any valid square inside Mount Purification except for James Woo's room. The Salemite player chooses the facing of each miniature he controls.

Once the Salemite player is done, the NORAD player directly places Vasquez and the Mammoth MK II miniatures **on any outdoor squares**, choosing their facing. James Woo is placed on the square containing his **Character** marker on the map. The NORAD player chooses James Woo's facing.

## Special Rules

### James Woo's Cell

James Woo's initial location at the start of the scenario is a cell. James Woo cannot **Search** in this room (nothing has been left here for him). Since James Woo is left alone in the cell with no one guarding him, and since NORAD is about to invade the compound, he is not considered a **Prisoner** in the sense of the rules. So characters under Salemite control must successfully **Capture** him before they can **Torture** him, even if he is still in his cell.

**Characters** under Salemite control cannot attack James Woo, they can only try to **Capture** him. Once James Woo is **Captured**, they can **Torture** him, but they are not allowed to kill him.

### No retreat! No surrender!

Salemite **Characters** cannot exit the map in this scenario.

### Salemite Ground

Since this scenario unfolds on Salemite ground, the Salemite player cannot convert **Spy Points** into **Mission Points** when these **Spy Points** come from a **Search** order. **Spy Points** obtained in a different manner can be converted into MP.

### Underground Exit



The map of this scenario contains a "Sewers Exit" floor tile representing stairs going down to the caves and the sewers (shown at left). A **Character** standing on this square can spend one **Movement** point to exit the map.

## Scenario Length

The scenario lasts 6 turns. The score track on the board frame is also used as a turn track. At the beginning of the game, place the turn marker on space #1 of the score track, showing that this is the first turn. At each **Final** phase, advance the turn marker to the next number. The scenario ends at the end of the 6th turn.

## Victory Conditions

A player earns **Mission Points** whenever he successfully meets one of his objectives. **Both sides can score additional MP using special Equipment or the Floor Elements' special abilities.**

At the end of the scenario, the player with the highest number of **Mission Points** is declared winner.

## Salemite Objective

## MP Earned

Each **Spy Point** obtained through **Torture**

**+1 MP**

## NORAD Objectives

## MP Earned

If James Woo exits the map, free and alive

**+20 MP**

Each time a zombie dies

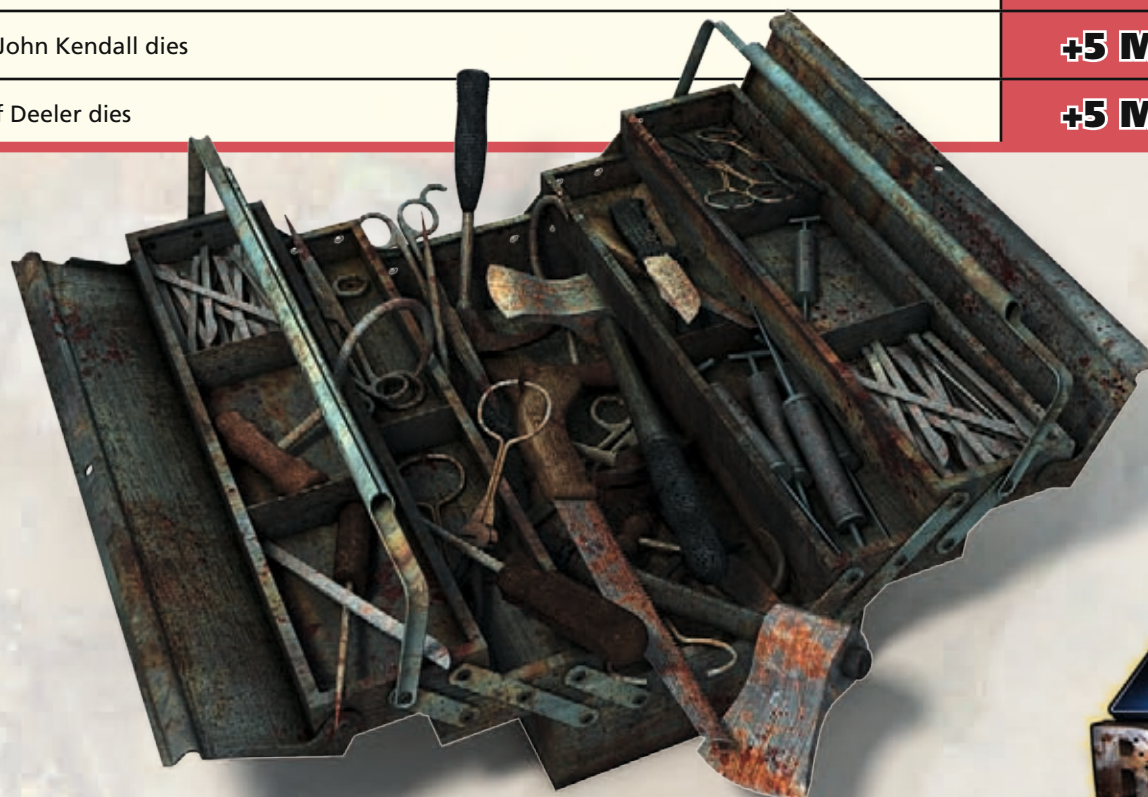
**+3 MP**

Pr. John Kendall dies

**+5 MP**

Jeff Deeler dies

**+5 MP**





# SCENARIO 9: TERROR IN THE BASEMENT

**June 23rd 506 p.a.**

Tired of seeing so many of their valuable research laboratories destroyed at the hands of NORAD, the Salemites decide to build a secret underground complex to pursue their studies, unbeknownst to the population above. They choose a simple house so as not to attract unwanted attention. They enlarge its foundations, build underground levels, and bring inside all the high-tech equipment necessary to perform their most devious experiments. But no secret can be kept forever, especially not from NORAD's Secret Service. A special commando squad has been dispatched with a clear and simple mission: explore every level of the complex, and search and destroy all scientific and technical assets found.

## Scenario Setup

Build the map including all elements shown on the picture. For this scenario, the frame is used only to track scores and turns.

From the ground floor, there is one stairway leading to the basement and one leading to the first floor. Clearly separate all levels when building the map.







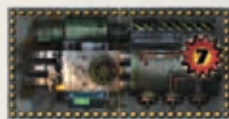
## NORAD Forces

- James Woo: equipped with a Light Bolter
- Mammoth MK II
- Vasquez: equipped with a Medical Kit
- Nick Bolter: equipped with a Heavy Machine Gun



## Special Rules

### The Ventilation system



The Ventilation System provides breathable oxygen to the basement. If it is destroyed, the air in the basement rapidly becomes toxic, causing **Characters** to suffocate. During the **Final phase** of each turn once the Ventilation system has been destroyed, all **Characters** in the basement receive one **Wound** counter.

### Salemite Ground

Since this scenario unfolds on Salemite ground, the Salemite player cannot convert **Spy Points** into **Mission Points** when these **Spy Points** come from a **Search order**. **Spy Points** obtained in a different manner can be converted into MP.

### No retreat! No surrender!

Salemite and NORAD **Characters** cannot exit the map in this scenario.

## Destroy objectives

The Salemite objectives are shown in the chart below. The NORAD objectives are to target certain key rooms as specified in the chart below, and **destroy every destructible Floor Element in those rooms**. Example: the objective "Destroy the Zombie Lab" is met once both cryogenic tanks are destroyed.

## Scenario Length

The scenario lasts 6 turns. The score track on the board frame is also used as a turn track. At the beginning of the game, place the turn marker on space #1 of the score track, showing that this is the first turn. At each **Final phase**, advance the turn marker to the next number. The scenario ends at the end of the 6th turn.

## Victory Conditions

A player earns **Mission Points** when he successfully achieves one of his objectives. **Both sides can score additional MP using special Equipment or the Floor Elements' special abilities**. At the end of the scenario, the player with the highest number of **Mission Points** is declared winner.



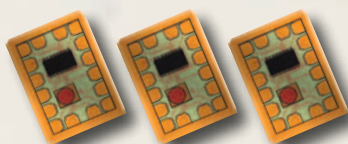
## Salemite Forces



- Jeff Deeler
- Jack Saw
- Pr. John Kendall
- Franck Einstein
- Cherokee Bill
- Jessica Hollister



The Salemite player also receives 3 **Magnetic card** markers that he attaches to **Characters** of his choosing under his control.



## Deployment

The Salemite player deploys his miniatures first, using the miniatures directly, not the **Character** markers. He must deploy **2 characters per level** and choose the facing of each miniature. Once the Salemite player is done, the NORAD player directly places all the miniatures he controls on **any outdoor squares**, also choosing their facing.

### Salemite Objectives

### MP Earned

Capture the Mammoth MK II and keep him <b>Captured</b> until the end of the 6th turn	<b>+15 MP</b>
The Mammoth MK II dies	<b>+10 MP</b>
Vasquez dies	<b>+5 MP</b>
Nick Bolter dies	<b>+5 MP</b>
James Woo dies	<b>+5 MP</b>

### NORAD Objectives

### MP Earned

Destroy the Chemistry Lab	<b>+10 MP</b>
Destroy the Zombie Lab	<b>+5 MP</b>
Destroy the Communication Room	<b>+5 MP</b>
Destroy the Satellite Com Room	<b>+5 MP</b>
Destroy the Ventilation System	<b>+3 MP</b>

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