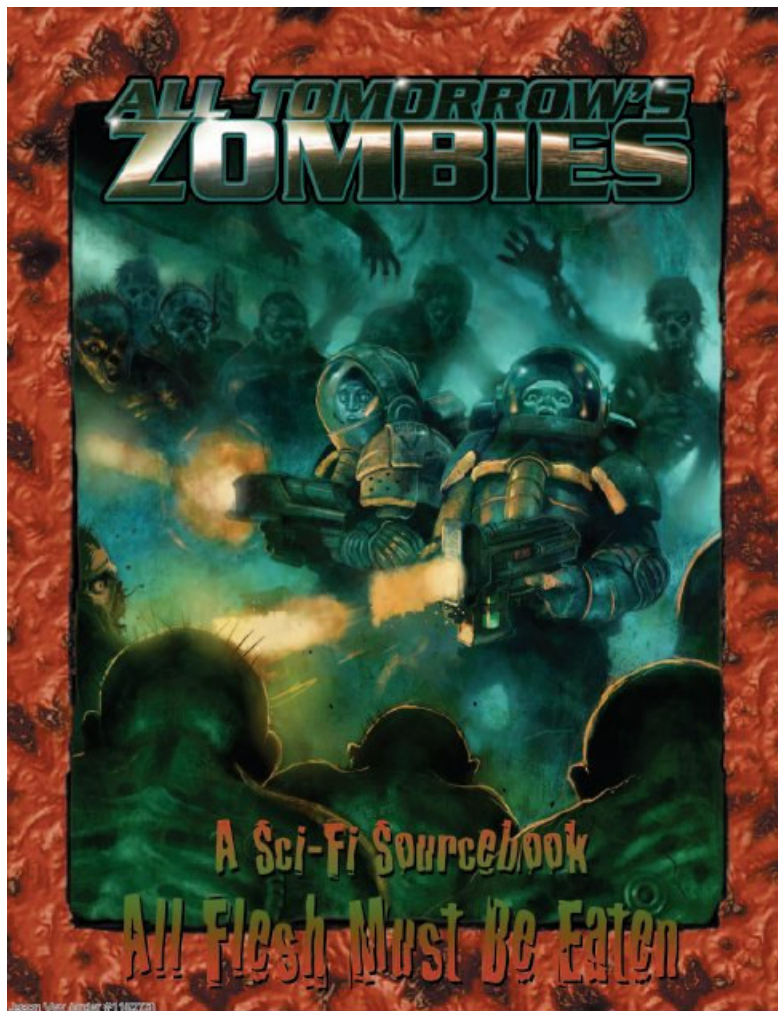# DOOMSDAY RISING

A SCENARIO FOR

BY JASON VEY

DOOMSDAY RISING
An *All Tomorrow's Zombies* Scenario by Jason Vey

BACKGROUND

Set in the "Death of the Alliance" deadworld from ATZ. Basically, for those unfamiliar, this is Star Wars with the serial numbers filed off, and a healthy dose of new Battlestar Galactica (specifically, the Caprican resistance) injected in. Base premise: Two planetary systems who for centuries have been allies are at war, with the Zothian Empire having launched a sudden and devastating strike against the world of Thraxia. Due to the surprise, and the fact that the Zothians seem to have troops that can't die (zombies), their victory was short and brutal. Now the survivors of Thraxia have formed an organized resistance and the war wages throughout the galaxy.

ACT ONE: ARRIVAL ON ZOTH

Thraxian intelligence has gotten word that the Zothians are developing a doomsday weapon that could wipe out the resistance forever, destroying the Thraxian way of life as though it had never been. You are members of an elite spec-ops team put together to penetrate behind enemy lines on Zoth itself, locate any plans and information about this weapon that you can, steal ships, and get to a rendezvous with your Control.

Intel has the plans housed somewhere in a bunker outside the capital city of Zoth Prime.

You have all been loaded in cryo-chambers with false transponders that disguise your life signs and put off a false signal of general cargo. When you are offloaded, you'll be transferred outside the city where a contact will activate the pods, awaken you, and provide you with more information on your mission.

Cryo-sleep is a strange, semi-dreamlike state wherein you are somewhat aware of your surroundings, but cannot act to affect them in any way. It takes some getting used to, but as spec ops, you've all been here before. In this case, the only sensation you feel is movement, as it's pitch dark inside your stasis tubes, which are in turn packed in cargo tubes with labels such as "Medicine," "Food Stuffs," and "Glass," all labels that require care in transport but are common and mundane items.

As things tend to do, it goes wrong pretty quick. You are all blinded for an instant as the lids to your stasis tubes open with a loud hiss, and you hear a voice with a Zothian accent say, "Quickly! You must hurry! I think my cover has been blown and they know I am aiding you. We must get you out of here before they find out what we are doing!"

As you clamber out of your pods and gather your things, you take in the surrounding area. In the distance the capitol city of Zoth Prime gleams in the late afternoon sunlight; around you lightly wooded hills form the bulk of the landscape.

Allow the Mystic Knight a Willpower and Clairvoyance roll to get an inkling of what's going down before it happens. If successful, he has a flash of their contact being shot in the chest, and the certain knowledge they are about to be attacked. If he makes the right choice within six seconds, he can save the contact's life. If not, a blaster bolt fires from out of the woods, striking their contact in the chest, just as a squad of zombies rushes out from the woods; there are two Elite Zombies leading a group of Basic zombie troops (one for each Cast Member). Initiative time.

Stats for Elite and Basic Zombies are on page 160 of ATZ, and the Cast knows from experience that the spine is the weak spot (Decap or shoot through the spine, though the latter suffers a -8). Their preferred method is to close and fight hand-to-hand, so that they can kill the Cast up close and raise them as new zombies under Krauss's command.

After the battle, the contact lays with a sucking chest wound, coughing up blood. His wounds are too severe for even the young Mystic Knight's healing powers. Before he expires, he manages to choke out, "Over the next hill...star-shaped stone. Underneath...mission parameters. Stop them!" and dies.

Perception and Notice checks will locate the stone their contact indicated; beneath is a bearing and coordinates for the bunker, as well as a range

finder/motion detector and satellite positioning system, data chips with starfighter hyperdrive settings for their rendezvous, and one hypo-spray of surgical nanogel per Cast member (a pack can only be applied to an injured party, and provides regeneration per turn up to full life points, then is rendered inert; since it is a single use item and works immediately, it will work on robots and cybernetics before being overcome by the user's implants).

A handwritten, paper note (easier to destroy) with it explains that Intel was never able to infiltrate the bunker itself, so no maps are available, but that it supposedly connects to an airfield nearby.

The Cast has about one day's travel ahead of them.

> If the Cast saves the contact, his cover is still blown, and he's not a combat savvy type. He'll get them to the rock with the info, and head for the hills. If the Cast tries to talk him along, the ZM can adjudicate this as he sees fit.

ACT TWO: THE BUNKER

The Cast arrives at the Bunker just before dusk the following day. As they stand in a copse of trees they can see the entrance, guarded by what appear to be two Star Corps zombies (ATZ, p. 161). Perception and Notice Tasks reveal a camera pointing at the door, with network cables running from the camera into the bunker. There's no data jack *per se,* but with a bit of jiggery-pokery (read: Intelligence and Electronics), someone might just be able to plug a cowboy in to hack that network.

There are three Firewalls inside the network, indentifiable in sequence (ie. After one is defeated, the next can be identified if the hacker so chooses to continue on). The first Firewall is Level 3 (2 success levels) and hacks the security cameras. Firewall the second is Level 7 (3 success levels) and shuts down alarms and unlocks all security doors, except two that he is unable to locate specifically and seem to be on their own circuit. Firewall the third is Level 10 (5 success levels) and seems to be protecting a

"Final solution" type security protocol. Without bypassing the Firewall it's impossible to tell what exactly it does.

Should the cowboy succeed, he can determine that the Level 10 security protocol floods the base with clouds of flesh devouring nanobots, destroying all living (or once living) tissue in the place in minutes, before the nanobots "die" and are flushed out the ventillation system. Only high-ranking officials (or a really good hacker) have security clearance to set off this option.

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FIREWALLS
Level 3
Combat Score: +5
AV 2
Virtual Weaponry: 2 x Success Levels Ranged,
D4 x 2 close
Life Points: 21

Level 7
Combat Score: +9
AV 5
Virtual Weaponry: 5 x Success Levels Ranged,
D10 x 5 close
Life Points: 49

Level 10
Combat Score: +12
AV 5
Virtual Weaponry 6 x Success Levels Ranged,
D12 x 6 close
Life Points: 70

Cyberjacking rules are on page 59-64 of ATZ
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Once inside, the Cast can freely explore the bunker. Important notes are as follows:

1. Upon entering, with a Simple Perception Test, the Mystic Knight will sense the presence of another psychic (and it's a dark presence). After a moment or two, the presence abruptly ceases. Using Clairvoyance may reveal a dark clad young man escaping through what appears to be a secret door. Otherwise, upstairs is almost entirely empty. There may (3 in 10 chance) be d6 Basic Zombies guarding the stairs or wandering the floor. It looks to be a facade, mostly, though the kitchen is stocked, the

head works, and the living suite is well furnished.

2. In the **Med Labs**, downstairs, the Cast will find dead bodies strapped to tables in various stages of cybernetic augmentation. Grotesque experiments have been performed on all the bodies. Some may be animated, but do little more than twitch and grasp mindlessly at anyone who comes near. All are clearly in pain. These are Garth's efforts to create more dangerous soldiers. The laboratory computers reference hundreds of experiments to augment and more easily control and condition zombie and human minions. There will be a scientist in here who (if properly intimidated) may reveal the location of the Safe and Records room, and that it can only be accessed by releasing the security locks in the Control room.

3. **Library**. Exactly what it says. This room has books on philosophy, history, military strategy, even fiction.

4. **Security and Records.** This room is guarded by four Zothian officers. It's where the Cast wants to be, though; on the computer in here is a complete record and schematics for a psychic superweapon that appears to have the sole function of converting an entire planet's population, *en masse,* into zombies by amplifying the Necromantic and psychic powers of any Shadow Knights that sit in one of its stations. With a weapon like this, Krauss could hold entire systems for ransom and defeat planets with merely the threat of mass destruction.

5. **Control:** Located just past the Weapons area (d10 standard blaster pistols, d10 grenades, d4 blaster rifles, d4 clips for each weapon, and ten flight suits hanging on hooks) is the control center for the bunker. From here the entire place can be monitored, and all the doors and security protocols activated and de-activated (including the secret doors to the Library and Air Field). From this room, also,

starfighters can be prepped for launch. One of the monitors (Perception and Notice) that is designated "Air Field Ten," shows a massive, half-completed device that matches the schematics found on the computer in the records room! The device is being guarded by at least a half-dozen zombies wearing Star Corps uniforms.

ACT THREE: ESCAPE

The Cast can activate the air field passage way via the Control Room. Upon arriving, they see d8+1 Death Wing starfighters, and an equal number of Star Corps zombies milling about. If they are dressed in flight suits, they won't immediately draw attention to themselves. Otherwise, they'll have to deal with the threat, somehow.

Optional Encounter

To their right is what appears to be a hangar. Inside is the device, guarded by 6 Star Corps zombies and a young Shadow Knight (the presence felt earlier by the Mystic Knight). Two or three well-placed grenades would destroy the half-finished super-weapon, but the Cast must get close enough to hurl them accurately (only a direct hit to the generator will destroy it). Also, they have to contend with the Shadow Knight and his zombie minions, who aren't going to let them just walk away. Finally, the Shadow Knight isn't foolish; he carries with him a backup copy of the plans to the device.

Note that it's possible for the Cast to bypass this encounter entirely, if they feel that stealing the plans is enough, or are more concerned with getting the heck out of Dodge. If they do, the Shadow Knight will be piloting one of the vessels they have to dogfight with to get out of the system.

Escape

Once the Cast makes it to their starships, if they have prepped for launch they can take off. Otherwise someone is going to have to jack into a control console and do some prep work while the rest of the Cast fends off questioning troops ("Where's your authorization?") and possibly fight their way out.

Either way they're going to have to fight their way out of the system. The Shadow Knight alerted the Star Corps of their arrival and a squadron of d8+1 Death Wing Fighters (Simple Perception from

Mystic Knight reveals 2 re-painted Life Wings among the group) has been dispatched to intercept. Once they clear planetary orbit, the Cast must fight their way through the fighters while the data chip uploads the coordinates to their nav computers, which will take d12 rounds (up to a minute and a half). If they survive and escape, they find themselves back home, hailed as heroes of the rebellion...assuming their mission was a success.

Troubleshooting

The ZM should orchestrate a conflict with the Shadow Knight at some point during this scenario. If the Cast bypasses the Optional Encounter, as explained above, the Shadow Knight will engage them in ship-to-ship combat. If they manage to beat the Level 10 Firewall and "nano-gas" the entire base, the Shadow Knight may be waiting for them outside the bunker in the air field. Either way, he is sort of the main villain of this piece, and if necessary the ZM can work in one or two more sightings or psychic flashes of him, to entice the Cast to track him down and destroy him.

Also, if the Cast nano-gasses the entire complex, two suggestions remain. The Control Center can be self-contained and immune to the nanites, and some of the heavily cybered zombies might go on as mindless robotic killing machines following nanite takover, requiring double the zombie's normal Dead Points to destroy, and treated as having Damage Resistance with an AV of D8 × 4.

Lastly, before enacting the nanite gas, the hacker may notice on a security cam, a few living humans strapped to tables in the med bay. Releasing the gas would amount to murder of innocents, and surely the Mystic Knight would have something to say about that...

ADVERSARIES AND SUPPORTING CAST

Contact
Str 2   Int 3
Dex 2   Per 3
Con 3   Will 2
Spd 12

LP's 30
EP's 26
Essence 15

Attack: Blaster d6 x 5 Energy or Vibro-Knife D4 x 2 slash/stab

Qualities/Drawbacks: Acute Eyesight, Acute Hearing, Contacts (Zothian Customs) 3, Obligation (rebels; Serious), Paranoid, Situational Awareness

Skills: Brawling 2, Dodge 2, Guns (Pistols) 2, Hand Weapon (knives) 1, Notice 4, Research /Investigation 3, Stealth 4

Gear: Various falsified paperwork, blaster pistol, vibro knife, medical (first aid) nanogel

Shadow Knight
Str 3   Int 2
Dex 4   Per 3
Con 5   Will 4
Spd 20

LP's 57
EP's 41
Essence 21

Attack: Energy Sword d10 x 6 energy or by Psychic powers

Qualities/Drawbacks: Acute Eyesight, Cruel 3, Fast Reaction Time, Hard to Kill 5, Nerves of Steel, Obligation (Serve Garth; Total), Situational Awareness, Zealot

Skills: Hand Weapon (Energy Sword) 3, Magic Bolt 3*, Martial Arts 3, Microgravity Control 2, Necromancy 3, Notice 2, Pilot (Starfighter) 3, Humanities (Philosophy) 2, Survival (Forest) 3, Systems Operations (Starship sensors) 1, Systems Operations (Weapons Systems) 2

Powers/Metaphysics: Death Raising 2, Telekinesis 2, Telemagery 3, Pyrokinesis (electrical) 2**

Gear: Nanoweave Armor AV (d8 x 5) + 20, Energy Sword, Data Chip with backup of doomsday plans.

*Use this when making TK or Pyrokinesis attacks instead of the power level to determine whether the power hits.

**Damage is the same (d4 x 2), but fires electrical arcs instead of fire. Can set flammable objects ablaze, but not immolate people, and lightning dissipates after one strike. Can fry electronics (double damage to any electrical instruments). Living creatures struck must make Con and Will Test penalized by attack success levels or be stunned for d4 Turns; first turn the victim is immobilized; after that suffers -2 to all actions for duration of stun.

Basic, Advanced, and Star Corps Zombies can be found on pg. 160-161 of All Tomorrow's Zombies. *Living Soldiers use the same stats, but without weak spots (they are just human) though shock troopers may have Reflective Body Suits AV (D8 x 3) + 8*

CYBER COWBOY
POWERED

STR 3 **DEX** 3 **CON** 4
INT 4* **PER** 4 **WIL** 5*
LPS 50
EPS 41
SPD 14
ESSENCE 20

QUALITIES/DRAWBACKS
Addiction (Heavy smoker) (–2)
Clown (–1)
Contacts (underworld) 2 (2)
Covetous (Greedy) 2 (–2)
Cyberware (3)
Fast Reaction Time (2)
Hard to Kill 4 (3)*
Honorable (–1)
Nerves of Steel (3)
Reckless (–2)
Resources +1 (2)
Showoff (–2)
Situational Awareness (2)

SKILLS
Computer Hacking 4
Computer Programming 3
Computers 3
Dodge 1
Electronic Surveillance 2
Electronics 1
Guns (Handgun) 1
Haggling 1
Hand Weapon (Knife) 1
Lock Picking (Electronic) 2
Notice 2
Research/Investigation 2
Systems Operations (Starship Sensors) 2

POWERS
Data Chip (Medicine) (4)
Data Chip (Pilot Starship) (2)
Data Chip (Systems Operations (Weapons Systems) (2)
3 Data Jacks (4)
Enhanced Attribute (Willpower) +1 (1)
Target Link (3)

GEAR
Light Blaster (D6 x 4 (12)), medpack, portable computer, motion scanner, van, vibroknife (D6 x 3 (9))

PERSONALITY
Don't mind my partners. They always look that threatening. So long as you don't make them jittery, especially the one with the energy sword, you'll be fine. Then again, the Motani's always jittery. If he goes for his gun, just hit the deck and pray.

That was a joke, son.

Me? I'm the tech guy. Not so much on street smarts or a stand-up fight—although I can hold my own if I absolutely have to—but put me in a computer system and I'll find whatever you need. Set me loose in a corporate Intranet and I'll have the IC's so confused they'll be breaking each other down. This one time, I was in a 'net, and there was this, like, level twelve Firewall. I took it down in ten seconds flat. I'm the best hacker there ever was. And I'm yours...for the right price.

You don't believe me? Doesn't surprise me. Everyone out there says he's the best. What's that? No such thing as a level twelve Firewall? You tell that to the boys over at DarkSun Corporation.

Yeah, I know what you're thinking. If I'm so good, why do I need these yahoos, right? Well, like I said, I'm not much in a stand-up, and it never hurts to carry around a big friend with big guns. Plus, I kinda like the guy despite myself. What're you gonna do? He's so grim, I think we balance each other out. Anyway, enough of the small talk. Let's get down to business.

QUOTE
"Five minutes and we're in. No need to kick down the door. Really . . . what could go wrong?"

* Raised by Cybernetic

FIELD ENGINEER
SURVIVOR

STR 3 DEX 4* CON 3
INT 4 PER 4 WIL 4*
LPS 56
EPS 32
SPD 12
ESSENCE 20

QUALITIES/DRAWBACKS

Addiction (habitual drinking) [–1]
Cruel [–1]
Cyberware [3]
Data Jack [2]
Emotional Problems (Depression) [–2]
Good Luck [3]
Hard to Kill 4 [3]*
Honorable [–1]
Increased Life points [1]
Nerves of Steel [3]
Obsession [–2]
Paranoid [–2]
Photographic Memory [2]
Recurring Nightmares [–1]
Situational Awareness [2]

SKILLS

Brawling 2
Bureaucracy 2
Computer Hacking 2
Computer Programming 3
Computers 2
Dodge 2
Electronics 1
Engineer (Starship) 2
Engineer (Starship) (Sensor Systems) 4 (+2)
First Aid 2
Gambling 1
Guns (handgun) 2
Haggling 1
Mechanic 2
Notice 2
Piloting (Starship) 2
Sciences (Mathematics) 3
Smooth Talking 2
Streetwise 2
Systems Operations (Ship Sensors) 2
Systems Operations (Weapons Systems) 2

GEAR

Blaster Pistol D6 x 5 (15), Light armor (vest) AV D6+7 (10), first aid kit, motion detector, portable computer, portable toolkit, survival kit (rations, lantern, canteen, utensils, lighter)

PERSONALITY

Do I want to be here? Hells no. But I'll do anything to make the dreams go away, and the only way to do that is to wipe these bastards out, or die trying. I owe them that much. Payback for my husband's death. His, and the whole damned crew.

See, I was on a Zothian survey ship about five years ago, when two of these things—those *corpses*—got on board. The empire had decided to test its new soldiers on its own people, and we were expendable. Before any of us realized anything was wrong, half the crew were already zombies. We put up as much of a fight as we could, but in the end, everyone died. Everyone, that is, except me. I managed to set the engine core to blow, then get out in an escape pod. I watched the ship, my still-moving dead husband inside, break apart in a brilliant flash of light.

Then I set course for Thraxia. They had to be warned

Of course, by the time I got home, the Zothians had launched their offensive. Everyone I knew at home was dead or a prisoner, and there I was, free, and stuck with nightmares every damned night about what happened to my crew. I joined the resistance and I've been along for the ride ever since.

Then the intel came in about the doomsday weapon. I had to go back and finish it once and for all. They needed a good technician, so I signed on. Only problem is, these grunts aren't taking it seriously. They're all going to find out

the hard way it's not fun and games when the dead start walking.

QUOTE

"Use your head! Two of these things wiped out a Class V star cruiser, and you think your one-liners are going to stop them?"
* Modified by Cyberware

SHADOW SCOUT
SURVIVOR

STR 5†**DEX** 6†**CON** 4*
INT 3* **PER** 4* **WIL** 3
LPS 30
EPS 38
SPD 12
ESSENCE 23

QUALITIES/DRAWBACKS

Adversary (Zombie gang)
(–2)
Covetous (Conspicuous)
(–1)
Cruel (–1)
Fast Reaction Time (2)
Nanotech (2)
Resistance (Poison) (1)
Secret (Murder of Ally) (–1)
Status 2 (2)

SKILLS

Dancing (Thraxian traditional) 1
Hand Weapon (chain/flail) 5
Hand Weapon (sword) 3
Intimidation 3
Martial Arts 4
Notice 3
Pilot (Starship) 2
Rituals (Thraxian Spiritual) 1
Seduction 2
Stealth 4 (6 w/armor)
Systems Operations (Starship
Sensors) 1
Systems Operations (Weapons
Systems) 1
Tracking 4

POWERS

Bio Filter (2)
Dermal Armor (AV 2) (2)
Enhanced Constitution +1 (1)
Enhanced Intelligence +1 (1)
Enhanced Perception +1 (1)
Regeneration (Minute) (3)

GEAR

Monofilament flail (D10 x 6), nanoweave armor
(realtime camouflage and sound dampening capacity;
+2 Stealth) (AV D8 x 5 + 20), vibro-sword (D8 x 5)

PERSONALITY

This used to be farmland, but I guess the wilderness
took over quickly. It's how we want it. We have no
reason to tear up the landscape anymore. We just
have to persuade anyone
unfriendly to keep their
distance.

Some are easier to
persuade than others, but
that's my job. Maybe not
everyone in town would
agree with the lengths that
have to be taken, but what
they don't know keeps
them safe, right?

When I started I had a
flying sentinel to scope the
land—it could detect any
human or Alliance Zombie
within 4k. The Zothians
tried to set traps for me,
but the sentinel could read
the molecular residue of
human contact like
fluorescent paint. I've
stopped using it now, for a
couple of reasons. It
turned out their hackers
could re-program it at will
(I lost a leg and several
feet of gut to some
insurgent sympathizers.
The leg I got back, and I
amped my digestive
juices). It keeps me
sharper up against the
Enemy—makes it real.

Eventually I got off-world,
hooked up with the
organized resistance.
Now I do recon and stealth
missions. Ain't it a bitch?
Me, on stealth duty. I
should be standing in the
spotlight, glory, fame, and
of course...admirers. But
oh, well. I'll take what I
can get. Some day I'll be a hero of the resistance.
Then, watch out!

QUOTE

You think your fancy toys are going to save you out
there? This galaxy's still more dangerous than you,
gorgeous.

* Includes Enhanced Attribute Quality
† Includes Nanotech Quality

YOUNG MYSTIC KNIGHT
POWERED

STR 3 **DEX** 5* **CON** 4*
INT 3 **PER** 5 **WIL** 4*
LPS 53
EPS 38
SPD 18
ESSENCE 35

QUALITIES/DRAWBACKS
Adversary [–5]*
Attractiveness [–2]
Fast Reaction Time *
Hard to Kill 5 [2]*
Honorable [–3]*
Humorless [–1]
Mystic Knight [5]
Obligation [–3]*
Obsession [–3]
Psionic [3]
Resources [–1]
Zealot [–3]

SKILLS
First Aid 2
Hand Weapon (Energy Sword) 3
Humanities (Philosophy) 1
Humanities (Philosophy, Mystic Knights) 3
Instruction 1
Intimidation 1
Martial Arts 2
Notice 2
Stealth 1

SPECIAL ABILITIES
ESP (Clairvoyance) 1*
Biokinesis (Heal) 4
Mesmerism 1
Telekinesis 1

GEAR
Energy sword (D10 x 5), medi-kit, writings on the Mystic Knights

PERSONALITY
I wear my many scars as medals of honor. Each one has been suffered in the defense of an innocent and the battle for freedom from oppression. I am not the greatest of the Mystic Knights, not the most skilled or the deadliest in battle. I am a healer by nature, and it is in that area that I direct my studies. I am young, but I do what I can. My training has been informal. The war began before I was born, and there is no longer an academy for the Mystic Knights. My master taught me all he could, but he was elderly and died in an assault by the putrid corpse troops of Zoth. I barely escaped that, my first battle, with my life. I saved a young girl and her mother from the assault, but was unable to save her father, who arose to join the hordes assaulting the small town where we lived.

They laid waste to that town, whose only crime was unknowingly harboring sons and daughters of Thraxian refugees.

We booked passage on a freighter and made for the farthest reaches of the galaxy, a planet filled with the worst representatives of intelligent life. It was a place with many of its own dangers, but where I hoped they would not think to hunt us down. There I acted as the guardian of the two women, and attempted to continue my studies on my own, poring through the notes of my deceased master. But my development has been slow.

I have since joined with a brash young Motani pilot, also on the run from the Zothian forces, and together we have faced many perils. We contacted a branch of the Thraxian Resistance, and the girl and her mother are now under their care. We are now part of a special operations unit opposing the Zothian oppression. I have sworn never to give up, to continue the battle until the darkness brought into this galaxy by Krauss and Garth is put to a final, decisive end. This oath is as important to my as the code of the Order, which I will pass on in due time, as it was passed to me by my own master. The Code is the only way to ensure the survival of civility and honor in these dark times as we stand against the undead hordes, perversions of nature, that the fallen one raises against us.

We will be victorious, or die trying.

QUOTE
"I sense danger. We must be cautious."

* Granted or modified by Mystic Knight Quality