

American Aftermath: PATROL IN THE COUNTRY

In 2007 President Howard Dean is dead. The West Coast is a fiery grave as terrorists manage to sneak a nuclear bomb through the shipping lanes after President Dean dismantled the Department of Homeland Security. The East Coast has become a chemical cesspool after a hidden Al Qaeda army hit us on our soil. Rural America suffers the hardest losses as thousands of miles of national forests and rural towns are sprayed with toxic chemicals by crop dusters. America is in ruins. The borders are closed by the remaining military forces left and the police departments are forced to act as our National Guard. Vice President Al Gore is assassinated while visiting California. Washington is hit shortly afterwards by a nuke which was hidden in a Metro bus. There is no more government.

It is now 2010. Three years after the United States disaster a new government made up of military officers is formed. They manage to secure the country and begin an operation to weed out the Al Qaeda army. Rumors have been circulating about strange events occurring in rural America. Cannibalism, murder and anarchy have been getting out of hand. SWAT teams have been sent to investigate and control the situation. Whole towns have been evacuated leaving much of the rural communities empty. Anyone who can be saved is.

THE MISSION

Military intelligence has detected movement at night in a small town in New Hampshire, just outside of Laconia. The SWAT team has been sent in to investigate and recover any survivors. The military has provided backup and is doing a sweep of the areas on the edge of town. This includes neighborhoods and trailer parks.

Briefing

"At 0300 this morning we detected heat signatures from a location just outside of Laconia, NH. As you all know, Laconia was ground zero for a chemical explosion that wiped out the entire community. The heat signatures remained active until dawn, then proceeded into what we believe were cellars or other underground placements. It is highly possible that enemy forces have taken refuge there because it is officially off limits due to the chemical dangers. Your mission is to provide support to the SWAT team and patrol the outer sections of this area. Check every house, shed, crawlspace and whatever else it out there. Bring back any survivors. Enemy combatants are to be exterminated no prisoners. Civilians that have been exposed

to chemicals and are beyond treatment, terminate. Recovery of medical staff is your major priority."

Players

Players are to create characters using TBS (The Basic System) with military characters in mind. To roll up characters have players take 1d10 and roll for each Main Stat. They automatically start with a base stat of **10** for each. *So if Joe has a base **STR** of **10** and he rolls **1d10** and gets **5**, his **STR** is **15**.*

When buying skills, once again remember that you are part of a military unit. Make sure you buy skills that a military person would have. That means you need to choose at least two Firearms skills. Also don't forget to take a First Aid or Paramedic skill, you'll need it.

When it comes to equipment, make sure you have the basics. Flashlights, flash grenades, rope, stretcher, first aid kit, radiation detector, chemical warfare suit, radio communication, cell phone and whatever other little gadgets you might want.

Players automatically get a Flak Vest, which has an **AC** of **21**, but only covers the waste, chest and shoulder areas. They also get a helmet which provides **15 AC**. Each player also may choose one weapon of choice from the **Shooting Weapons Table**. To make this simple, players that take a heavy weapon like a machine gun may only take a pistol as a second choice. Players that take M-16s may opt for a grenade launcher attachment (grenades do **1d4x10** damage), but may not take another shooting weapon. *We encourage players to think realistically. Players also receive a combat knife which does **1d6+STR MSB**.

As for vehicles, no. This is a foot patrol mission with no heavy armor.

The Neighborhood

The patrol will take the squad into an area where the trailers have been removed. The only remaining structures are Earth houses (houses build in the ground, much like living in the foundation of a home with no house on top). A teenage girl will run up to the players and ramble on about survivors. She is worse for wear, with chemical burns on her arms and she smells like she hasn't had a shower for months. Her hair is covered in grease and it is matted to her skull.

"They are in the houses. They tried to eat me. But the sun, they hate the sun. Oh my God, help me." She breaks down in tears and collapses. "There is a doctor....." The girl goes silent as she points towards the neighborhood that is nothing more than a dirt road with doors in the ground.

Grass has grown up in the area, covering the foundations making it hard to tell what is natural Earth and what is just a thin layer covering a home. The wind is still. There are no other sounds. Some of the doors are busted up and there are holes in the ground that once housed skylights. Players can investigate each whole, shining lights down to see if anyone is inside.

GM Note: Players might want to drop flash grenades into the holes. They may. There are no sounds and no movement in the holes when they do it. When they reach the 8th whole further down the players will see a woman in one of the homes. She will ask the players to come inside. If the players inquire about the teenager the doctor will tell a fantastic tale of people who were affected by the chemicals and began eating people.

"After the chemical attack people started acting strange. My patients acquired a taste for human flesh. We found that they didn't like the light though. I secured myself and a survivor in this home two weeks ago when my patients got out of control. They are scattered throughout the homes here, but they won't come out in the sunlight."

If players ask if it is safe she will inform them its all clear in this home and invites them down. If the players ask her to come out she will ask them to help her carry some supplies out.



Only one player at a time may descend into the home. The walls are concrete and there is a large open room at the bottom of the ladder. To the left and right there are more rooms, but they are too dark to see in. The doctor is standing at the far end of the room. As the players approach have them make a Perception roll Difficulty 20. *If the players succeed they will notice that the doctor has chemical burns on her right cheek and she has a smell to her. If they fail then they can proceed to make inquiries such as where are the supplies.

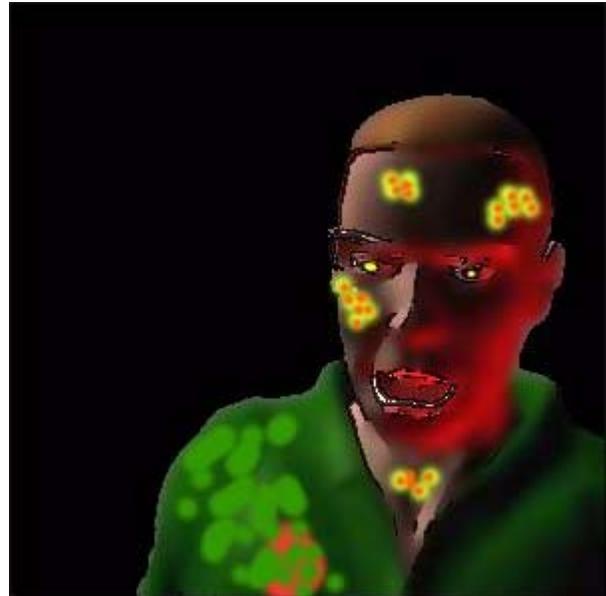
Once all the players are down in the home they will notice movement in the rooms to the left and right. *If the players notice the chemical burns and they inquire or they make it obvious they have noticed the movement in the rooms will occur then.

One figure will appear in each doorway, they will have chemical burns on their faces with flesh hanging off. They will have neon yellow puss running from their wounds. Their shirts are covered in blood stains.

GM Notes:

The Doctor will smile when the zombie mutants appear. "They are hungry. You must feed them." She will then begin to laugh a grotesque laugh that has a gurgling sound to it.

The Zombie mutants will begin to attack. There are a total of 10 zombie mutants in the home and the doctor. She will not attack. Fortunately for players only two at a time can move through the doorways. This allows time for escape.



Players can either stand and fight or retreat up the ladder offering cover fire to each other. Grenades in such a small space will only injure fellow players and also collapse the home on top of everyone. The zombies will not pursue outside of the home, but the doctor will. She screams "Get back here! We need to help them!" *Players are welcome to frag the witch, I would.

By the time players reach the main road the sun will be going down. They are welcome to stick around and have it out with the zombie mutants or they can retreat. From this point GMs can decide if this is the end or not.

Zombie Mutant				
Stat	#	MSB	Secondary	#
INT	10	0	Hit Points	40
WILL	12	2	Stun Points	40
CHA	4	-6	Initiative	11
AGI	16	6	Punch	17
STR	17	7	Kick	19
END	20	10	Run	30
SPD	15	5	Lift	289
Skills	LvL	MSB	Main Stat	
Attack	3	6	AGI	
Dodge	2	6	AGI	
Perception	3	0	INT	
Education	2	0	INT	
Unarmed	3	6	AGI	
Weapon	DMG	RNG	Special	
Bite/Grab	1d10		Burning	
Armor	AC	MxAGI	Special	
Natural	5			

The Zombie Mutant

While technically not dead, the zombie mutant is close to it. The surrounding towns near Laconia suffered heavy pollution in their drinking water. Slowly they became sick until they could no longer function. The chemical used in the attack was experimental. No one knew exactly what it could do over a long term exposure. The zombie mutant does not feel pain like we do. Their nerves have been affected by the chemicals and numbed them. Because the chemical affects the body's nervous system their eyes have a difficult time adapting to light changes. This results in them receiving a **Minus 4 (-4)** to all actions while in a brightly lit environment. The chemical exposure also left the victims with heavy doses introduced into their blood. This has caused

massive infection and an oozing of puss through open sores around the mouth and veins close to the skin. The chemicals are still very toxic. Anyone who comes into direct contact with the chemical will receive burns. The **toxic blood** causes **1d10 damage** when in contact with flesh. The only way to truly kill a zombie mutant quickly is by hitting them in the head, destroying all brain functions. Because they feel no pain, they suffer no penalty from any damage done to other areas of the body. Zombie mutants will die, however, from a massive loss of blood. Injuries inflicted upon a zombie mutant will bleed like any normal wound and eventually cause the creature to bleed to death. **BUT beware!** Any time a **zombie mutant explodes** either from shotgun fire or explosives their body sprays tremendous amounts of **toxic blood** causes **1d10 damage in a 15 foot radius!** Zombie mutants are smart and will use weapons and other tools to achieve their needs.

The Female Doctor				
Stat	#	MSB	Secondary	#
INT	18	8	Hit Points	30
WILL	19	9	Stun Points	30
CHA	15	5	Initiative	10
AGI	16	6	Punch	14
STR	14	4	Kick	16
END	15	5	Run	28
SPD	14	4	Lift	196
Skills	LvL	MSB	Main Stat	
Attack	3	6	AGI	
Dodge	6	6	AGI	
Perception	8	8	INT	
Education	10	8	INT	
Unarmed	5	6	AGI	
Medical Skills	8	Vary	Vary	
Weapon	DMG	RNG	Special	
Grad	1d10			
Armor	AC	MxAGI	Special	
Natural	3			

The Female Doctor

The doctor was part of a medical team that was sent to assess the towns around Laconia. She ended up staying when the team left to try and help the countless victims. One by one people started vanishing. She thought it was enemy militants behind the disappearances, but later discovered that the sheriff had been stashing half eaten bodies in the local school basement. She learned quickly that victims were turning to cannibalism when the food supply started running out. Soon the doctor began to fall ill. She fled the town with other refugees to hide from the growing population of cannibals. They hid out in a small neighborhood that had been cleared out by the military. As stragglers arrived the doctor found herself serving them over to the victims trying to find a way to cure their state. The doctor herself was getting unholy urges to eat flesh as

well, but managed to stave off the hunger. Soon her hideout was filled with zombie mutants wanting to be fed and cured. Knowing that her medical skill was the only thing keeping her alive, she continued on. Her sense of morality is now warped by her hunger, but she is not quite fully transformed.

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