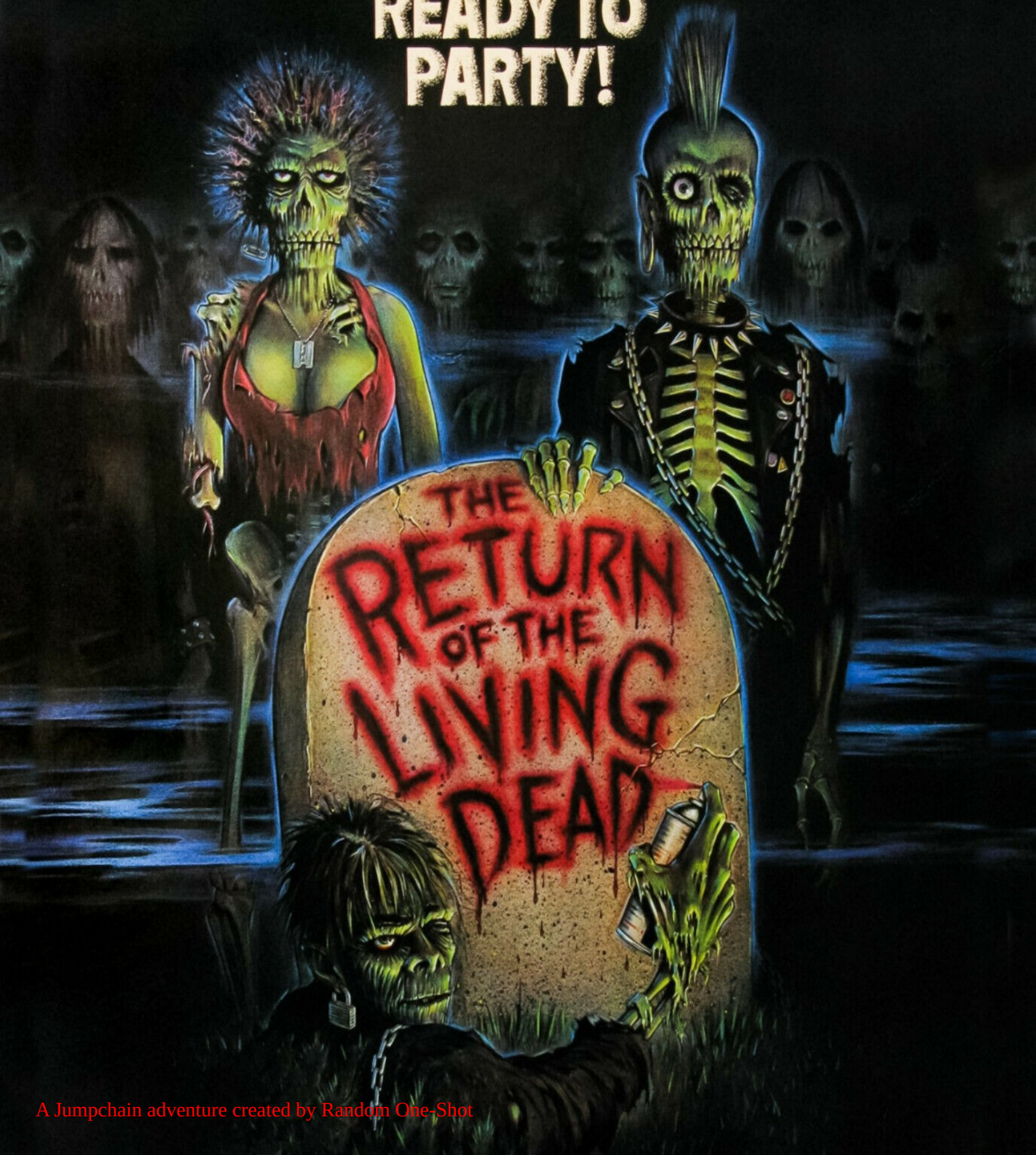


**THEY'RE BACK FROM
THE GRAVE AND
READY TO
PARTY!**



Welcome to Louisville, Kentucky. You're only staying for one night, but it's going to be a doozy. I expect you want your CP now, right? Tough luck. Seems they fell off the truck on the way here. I'm sure someone stumbled over them, but that someone isn't you.

+ 0 CP

Here's your operating budget. If you want more, you'll have to pull in some overtime. Oh and you don't need all those special powers, abilities, items and such that you've picked up. Your Body Mod will do just fine.

It is July 3rd, 1984 at 5:45 p.m. The Gauntlet will end at 5:02 a.m. the next day. Slightly less than twelve hours of work. It sounds easy, right? Well, there's a bit of a problem. About five minutes ago, someone slapped a certain hazardous materials storage tank and caused a leak of 2-4-5 Trioxicin. This gas is lethal, but its most dangerous property only affects the dead. Any corpse - and I do mean *any* corpse - that is given even the tiniest dose of the stuff will reanimate. If this doesn't sound like such a problem, keep in mind that the gas doesn't do a darned thing to block out the pain of their rotting body. There's only one thing that does and that's brains. Like, say, yours.

Are you starting to see the issue here?

What starts with a playful slap is going to end in an artillery strike. Since this is meant to be a challenge, you can't just leave the city and wait for events to unfold without you. For your time here, you will be trapped within a one mile radius of the old cemetery, the warehouse and the crematorium. Even more unfortunately, somewhere in this area are four zombies that are already mobile. Only two of them are hostile so

far, but given time that will change. You will have to do something about them if you don't want anyone else to die.

Your goal is simply to survive until morning with as many of the nine principle human characters as you can protect. As a reminder this includes Ernie, Tina, Spider, Trash, Scuz, Burt, Casey, Suicide and Chuck. Of course, you can take on additional challenges if you wish.

With the preamble out of the way...

Do you want to par~tay?! It's party time!

Background

Who are you? Arriving without stopping to change your clothes (so to speak) won't cost you a fee, but there may be some advantage to buying yourself a past. If you want the benefits but not the baggage, you can take any of the three bought backgrounds as a Drop In, gaining only the discounts and a free location to start in.

- ☒ Drop In - No memories, no background, no connections - just you as you are.*
- ☒ Punk (50 CP) - An acquaintance of yours named Suicide has given you a lift with some of his friends and you all intend to have a night of fun.*
- ☒ Medical Supply Employee (50 CP) - You had meant to leave the warehouse at 5 p.m. when your shift ended, but you forgot your wallet and had to head back.*
- ☒ Mortician (50 CP) - Your senior coworker Ernie has asked for your help with a particularly troublesome cadaver. It should be a slow night and easy money, right?*

Locations

Roll 1d6 to see where you end up, pick your background's free location or choose a location for 50 CP.

1. *Old Cemetery (Entrance)* - An ancient and neglected cemetery, covering several acres of land. Punks can start here for free.
2. *Old Cemetery (Center)* - The gates are far out of sight and it is nothing but gravestones as far as the eye can see. Better start walking.
3. *Unedda Medical Supply Warehouse* - A medical supply warehouse with a variety of stock inside. Medical Supply Employees can start here for free.
4. *Mortuary* - A large mortuary with an attached chapel and crematorium. Morticians can start here for free.
5. *Outskirts* - You arrive right on the edge of the one mile radius confinement zone and must work your way in to the area of interest. The clock is ticking, so hurry.
6. *Here's a bit of good luck. You can have your pick of starting locations.*

Drawbacks

And here's that overtime. I'm afraid Drawbacks are your only method of earning CP today. You can take as many as you like, but be aware that attempting to cheese a Drawback will only result in humiliation and pain. This is a Gauntlet and you're supposed to struggle, remember?

- ☠ Easy Mode (+0 CP) - Not up for a Gauntlet? All right, fine. Take these 1,000 CP and treat this like a normal Jump. You lose all access to the rewards of the Gauntlet, however.*
- ☠ Elsewhere, Elsewhen (+0 CP) - If you would like, you can leave this setting and head to one of the other 'Living Dead' series films. The same rules apply - you must survive and save the people you meet from their canon deaths.*
- ☠ Butter Fingers (+100 CP) - You are incredibly clumsy. Expect to drop and bump into things a lot, on top of your general coordination taking a nosedive. But hey, it's not like good hand-eye coordination is that important in an emergency, right?*
- ☠ Bad Sense of Direction (+100 CP) - You couldn't find your own ass with a map, a compass and a native guide. Given that the warehouse, mortuary and especially the cemetery are large locations and night is coming soon, this is going to be a serious problem.*
- ☠ Coward (+100 CP) - You're a wuss. Anytime the situation seems dangerous, you just go to pieces. You will outright refuse to do anything that might put you in more danger and will have to rely*

on other people to get you through things like fights or a frantic escape.

- ☒ Selfish (+100 CP) - A big part of why the people in this film lasted as long as they did is that, while they weren't particularly competent, they at least stuck together when things got nasty. That's not you. You're only in this to save your own life and everyone knows it. Expect others to distrust you.*
- ☒ Bad Luck (+100 CP) - All those little things that can make a disaster worse just seem to keep happening to you. Were you holding the only set of car keys to the escape vehicle? Oops, they must have slipped out of your pocket. That creaky stair that everyone has known about for years? It will break when you and only you step on it.*
- ☒ Physical Handicap (+200 CP) - Seems you've had an accident, Jumper. Whether you're blind, deaf, mute, missing a limb or what not, you've gained some kind of massively inconvenient physical handicap for your time here.*
- ☒ Prime Target (+200 CP) - If there are zombies about, they will all make a beeline for you, ignoring all other targets until your brains have been devoured. Maybe it's your shampoo?*
- ☒ Wrong Genre Savvy (+200 CP) - You retain very basic knowledge of the movie if you have it, but the details are blurred. The important part is that you suddenly gain the certainty that you are in a sci-fi-romance film and you will make all of your decisions accordingly. No one and nothing will ever change your mind about*

this, ensuring you always fail to treat the situation with gravity that it actually deserves.

- ☠ Trust The Wrong People (+200 CP) – You keep putting your trust in the wrong people for the task. Maybe you hand Tina a pipe and send her out to fight or you insist the police will surely beat the zombies THIS time. Either way, anyone you ask to do something will somehow find a way to bungle it, badly.*
- ☠ Meta-Knowledge (+300 CP) – Forget basic knowledge of the movie. Forget all knowledge of the movie. You're entering this Jump with not a clue as to what awaits you, not even the memory of this document's wording, and no attempt to inform yourself after the fact will work.*
- ☠ Late Start (+300 CP) – Rather than starting at 5:45 p.m., you will begin just as the evening rainstorm rolls in. Your time is very short now.*
- ☠ The U.S. Army Wants You! [Dead] (+500 CP) – In addition to locating some lost Easter eggs, Colonel Glover now has another objective – you. If you do manage to stop the outbreak, he won't order an artillery strike to deal with you. No, that's overkill. He will order the nearest Army, Marine and National Guard units to haul ass to Louisville and hunt you down until you are dead. If you don't stop the outbreak, he'll be happy to let the artillery strike finish you off. If you are undead and manage to stop the outbreak, he's just going to order his men to shove you into a barrel.*

⌘ 2-4-5 Trioxicin Poisoning (+500 CP) - Oh no. This is arguably the worst outcome for you in this Jump. You've somehow been gassed with 2-4-5 Trioxicin. The pain will get worse, your muscles will start to stiffen and a horrible craving will overtake you. You only have about five hours before the nausea and cramps become truly debilitating and things won't get better from there. I hope you work fast. If you take this drawback, you don't have to 'survive' the night. It will suffice that you are in one piece, free and have not eaten the brain of a living human. If you fail any of those three conditions, you fail the Gauntlet.

Perks

Drop In

- ☠ *Doppler Radar (100 CP) - You now have a supernatural sense for the weather. You will be able to give fully accurate, extremely detailed weather reports up to three days in advance.*
- ☠ *Tough Noggin (200 CP) - Your skull seems to be exceptionally durable. It will take a very determined zombie to break through to your brains. That said, most zombies here are quite determined. Don't rely on this alone.*
- ☠ *Never Drop A Call (400 CP) - Communication technology relies on a lot of different factors to work correctly. If any of them fail, the whole chain can go down. No longer. As long as you can get your hands on a radio, telephone or what have you, your call will go through and will only end when either you or the other party hangs up.*
- ☠ *Chemically Inert (600 CP) - 2-4-5 Trioxacin is a nasty thing. Good thing you don't have to worry about it. With this Perk, you are completely immune to all effects of 2-4-5 Trioxacin. Please note that this does not make you immune to being eaten. Post Gauntlet, you are now immune to all artificially created chemical and biological weapons.*

Punk

- ☠ *Tuff Enough (100 CP) - Being a rough and tumble delinquent, you will never panic in bad situations. Okay, maybe you will, but only for a few seconds.*

- ⌘ *Fisticuffs (200 CP) - You've been in a scrap or two, yeah. You can fight with melee weapons or with your bare hands and feet well enough to fend off a zombie or two.*
- ⌘ *You Got Some Lumber Nails?! (400 CP) - Yeah, you have lumber nails. And boards, rope, chain and hammers. Any time you need to quickly fortify a place against an invasion, you will find enough do-it-yourself siege materials to do the job laying around somewhere nearby.*
- ⌘ *No Pain, All Gain (600 CP) - Pain no longer bothers you or slows you down at all.*

Medical Supply Employee

- ⌘ *I'd Owe You A Favor (100 CP) - You are pretty good at getting people to do stupid or dangerous things for you on the promise of a vague favor later down the line. This is useful when there's a nasty problem to fix that you don't want to dirty your hands with.*
- ⌘ *They Let The Sonuvabitch Out! (200 CP) - You have a unique talent at shifting all blame for a terrible outcome onto someone else's shoulders.*
- ⌘ *I'll Drive (400 CP) - You can drive like a bat out of hell, handling a speeding car like a professional stunt driver.*
- ⌘ *Slave Driver (600 CP) - You won't stop. Even if your solutions only seem to create more problems, worse problems, you won't give up hope and throw in the towel. Your willpower is now infinite and you have the mental fortitude to endure all kinds of hell without snapping.*

Mortician

- ☒ *Basic Human Anatomy (100 CP) - You have a basic understanding of the human body, alive and dead. This includes first aid training, which could come in handy for treating injuries.*
- ☒ *I Put Bars Up Outside The Glass (200 CP) - No one's getting past your defenses. Whatever barrier you assemble for defense will not break from outside forces. This does nothing for anything attached to the barrier, mind you. Barricading a window will only seal the window. If the wall around the window is weak, that can still break.*
- ☒ *Crack Shot (400 CP) - You are an ace with a pistol and other small firearms. Hitting a moving target while you are running is no trouble at all.*
- ☒ *Owner And Operator (600 CP) - You know every inch of this mortuary and it shows. Maybe it's the sounds the building makes or maybe you have a sixth sense, but either way the result is the same. You are constantly, intimately aware of whatever building you stand in, giving you real-time knowledge of any damage or intrusions it suffers. This will not put any strain on your mind.*

Items

General

- ☒ *Walkman And Headphones (50 CP)* - A simple cassette player with a corded set of headphones. Never runs out of power. The songs are all German opera which is unusual, but what is more unusual is that when you listen to the music you can feel your negative emotions leaving you in a hurry. This would be great if you needed to calm down to think clearly.
- ☒ *Snacks (50 CP)* - Twelve hours can be longer than you might think, especially when you are running around, fighting and screaming a lot. Take some light snacks and drinks of your choice, enough to fill an average grocery store bag. That should carry your stomach until dawn.

Drop In

- ☒ *Eye Exam Chart (100 CP)* - A simple chart with a collection of letters on it, such as can be found in any optometrist's office. If you pay attention, you may notice the letters spell out a secret message that will impart vital information to you. The message changes to reflect the circumstances at the beginning of each Jump.
- ☒ *Master Key (200 CP)* - This key opens all the locks to be found in the cemetery, mortuary and medical supply warehouse. Post Gauntlet, it can open all tumbler style locks.
- ☒ *Pickax (400 CP)* - This has the perfect amount of heft and sharpness to pierce someone's skull.
- ☒ *Rabid Weasels (600 CP)* - Yes, really. You now have ownership of one dozen rabid weasels and they will obey your every command.

Although not an effective deterrent to a horde of zombies, swarming a single zombie will certainly give the brain muncher something else to worry about while you run away.

Punk

- ☒ Durable Clothes (100 CP) - The height of anti-establishment fashion. This outfit of heavy leather, spikes and denim will offer you some protection from gnashing teeth.*
- ☒ Melee Weapon (200 CP) - A knife, a pipe, a baseball bat - your choice. This weapon is unbreakable and will always be in your hand when you need it.*
- ☒ Portable Stereo (400 CP) - The best of 1980's audio tech. This boom box can play the Trioxicin theme by Francis Haines on demand! Oh, and it can also play a copy of your voice that will lure in any surrounding zombies to investigate. That should be useful for a distraction.*
- ☒ Car (600 CP) - Arguably the most important thing you can have in this situation. A shame you're trapped in the area, right? Still, if you have to move between locations in the designated Gauntlet zone, this is probably the best way to do it. This car will always run perfectly, never needs gas and is indestructible. You aren't, so don't go crashing it into something lightly.*

Medical Warehouse Worker

- ☒ Medical Supplies (100 CP) - Hopefully Burt won't mind that you took these. You have a small case filled with basic first aid supplies.*

- ☒ *A Working CB Radio (200 CP) - You might prefer a phone, but this is portable. This relatively small CB radio can allow for communication with others outside of the immediate area.*
- ☒ *Storage Barrel (400 CP) - A air tight, locking barrel made of steel. Anything you put in here is not getting out.*
- ☒ *More Brains! (600 CP) - A collection of half a dozen human brains, carefully preserved in formaldehyde and unbreakable glass jars. One of these would be an appetizing alternative to a brain locked away behind a thick skull.*

Mortician

- ☒ *Nitric Acid (100 CP) - A 40oz bottle of nitric acid, strong enough to eat through pretty much everything. Make sure you don't get this in your eyes.*
- ☒ *Walther P38 (200 CP) - A 9mm semi-automatic pistol. No, having this does not make you a Nazi. Will never break, jam or need maintenance. Comes with 3 magazines that hold 8 rounds each and a box with 48 bullets.*
- ☒ *Incinerator (400 CP) - This easy-bake-oven for humans is fully sealed against contamination, allowing you to burn corpses for days without worrying about bits and pieces landing outside the mortuary. As this is a rather large item, you can decide where it gets placed within the Gauntlet.*
- ☒ *Reanimated Half-Corpse (600 CP) - Well, not sure why you'd want this, but here you go. This fully restrained zombie is half the person they used to be, with everything below the waist vanished somewhere. They don't seem to need brains to deaden the pain and are perfectly happy to answer any questions you may have about the reanimated lifestyle.*

Companions

You can import any of your Companions for 50 CP or your whole roster for 300. Like you, they are reduced to their Body Mods for the duration of this Gauntlet. If they do not possess a Body Mod, they are reduced to their base state from their home world. They can take up to 500 CP worth of Drawbacks.

If you wish to take a person from this world to become a Companion, you may do so for free. They need only agree to go with you. Given that the most likely alternative is being eaten alive, this shouldn't be hard to sell.


Challenges

- ⓧ *Nip This In The Bud* - Barricade Freddie, Frank and Tar Man in the basement, Yellow Man in the freezer and keep out any potential interlopers. All of the aforementioned prisoners will be attempting to escape and curious visitors seeking their missing loved ones will no doubt arrive before morning. If you can manage this, take any two individual 200 CP or less Items from this document and add them to your Body Mod.
- ⓧ *The Great Outdoors* - For the duration of the Gauntlet, you cannot set foot inside either the mortuary or the warehouse. If you can manage this, take any one stat from your Body Mod and increase it two ranks or take any two stats from your Body Mod and increase each one rank.
- ⓧ *Priority First Responder* - In addition to the main characters, you must also save the lives of all of the paramedics and police officers who would have died during the course of the night. If even one of them dies before the Gauntlet ends, you fail the challenge. If you succeed, you gain copies of the entire police force and paramedic fleet of Louisville, Kentucky to bring with you as Followers.
- ⓧ *Hail Mary* - You must contact Col. Glover after the mass reanimation has begun and convince him to control the outbreak by conventional means. If you succeed in convincing him to send soldiers rather than a mobile artillery strike, your reward is a battalion of U.S. Army soldiers to command as Followers.


Rewards

Well, congratulations. You've made it to the end of the ordeal and now it's time to tally up what you've earned. At the beginning of this mess, there were 9 people you were trying to keep alive besides yourself. How many did you save from their horrible fate?


Just Yourself

 *Well, that's disappointing. Still, you technically passed. Take this indestructible barrel of 2-4-5 Trioxicin and the chemical blueprint to make more.*


Yourself and 1 other

 *Ah, that's a bit pathetic. Well, you tried. Take the above rewards and also any one of the 100 CP Perks to add to your Body Mod for your future Gauntlets.*


Yourself and no less than 3 others

 *A decent showing. Take the above rewards and also any one of the 200 CP Perks to add to your Body Mod for your future Gauntlets.*

Yourself and no less than 5 others

 *A good showing. Take the above rewards and also any one of the 400 CP Perks and any one 400 CP item to add to your Body Mod for your future Gauntlets.*

Yourself and no less than 7 others

 *A fine showing! Take the above rewards and also the Perk [What Is This Plan?] - you can call down an artillery strike of your very own. Once per Jump, you may call in a low-yield nuclear artillery attack (something that would level about 20 square suburb blocks, with plenty of collateral damage) with any form*

*of communication you possess. Try not to be standing nearby
when it comes down.*

Ending

Well, you've reached the credits. Where will you go now?

☒ *Go Home*

☒ *Stay Here*

☒ *On To The Next Jump*

Notes

V1.1 Changes

- ✖ Added two general 50 CP items to help with leftover CP for people who had 50 CP left over from either the location roll or the origin choices. If you have not realized it yet, I'm bad with math.
- ✖ Changed the rewards for the scenarios, as no one seemed terribly impressed with them.
- ✖ Added the option for being a Drop In in any of the backgrounds if desired.
- ✖ Changed the layout of the document a bit.