ZOMBIES versus DEATH-BOTS!
A Mini Fan-Venture Springboard (thingy…)
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Working under the direction of ARPA, the United States Army, and CHESS, Tora-Tek has been working on a solution to the "Zombie Problem". Their research followed three distinct paths:
1. Preventing the spread of zombie pathogens.
2. Creating a cure for zombiism.
3. Creating a method for destroying mass numbers of Zombies, should paths 1 and 2 fail.

In order to study the spread of zombiism, and test various zombie vaccines and antidotes, Tora-Tek keeps a small stock of zombies on hand. Where they get them is a company and government secret. This stock of zombies is also used to test the "Death-Bots" which researchers have developed to destroy zombies in the event of an outbreak. Again, the source for these zombies is a strictly confidential. After 10 years of research, and over one billion taxpayer dollars, the team at Tora-Tek has come up with the following:
1. There is no way to prevent a Zombie event. Similar to the common cold, there are literally millions of viruses that can cause Zombiism, under the right set of rare circumstances. A small percentage of people, about one tenth of one percent, are immune to some or all Zombie pathogens.
2. There is no cure for zombiism. Once a human has been infected, he or she is doomed to become a mindless undead.
3. Zombies are susceptible to flame throwers!
4. Death-bots are great at killing zombies, and have other military applications, but they were enormously expensive, even by Cold-War Era standards. Too expensive for even the U.S. Military.

The Military ordered the Death-Bot program shut down, along with the isolation of the test zombies. The Death-Bots were moved to long-term storage, and all of the zombies were placed in quarantine in a deep sub-basement, some 200 feet beneath the floor of the rather unimpressive Building 18. Sometime in the early hours of the 23rd of July, 1989, a zombie outbreak occurred, and the facility was locked down. After several failed attempts to rescue the trapped Tora-Tek employees, CHESS declared the facility a loss and enacted "Code 82", which was the detonation of a small thermo-nuclear device. This detonation was felt in the surrounding town as a minor freak earthquake (one that most people did not even notice). The basement structure collapsed burying any surviving Zombies under tons of rubble which was then covered in three feet of lead, and nearly 100 feet of concrete. Building 18 itself was extensively "remodeled" after the event and now serves as an office building for accounting, legal, and Human Resources departments.

TODAY

Zombies don't die or get tired, they only hunger. The explosion that was supposed to vaporize all of the zombies was "blunted" by the structure designed to contain them. While the explosion caused catastrophic damage to the underground facility, it left several sections relatively intact. Isolated in a tiny pocket, a single zombie survived the blast and structural collapse and began the slow process of digging its way to the surface in search of food. Unable to dig through the concrete cap, the zombie found its way to soil and was able to slowly dig their way to the top where they have begun to emerge in the area around Building 18. Before anyone realized what was going on, the zombie had bitten an employee. In short order, the area around building 18 was literally crawling with the undead.

Fortunately Tora-Tek security personnel arrived once the emergency was recognized and had the situation well in hand, until the Death-Bots showed up.

Designed and built in the late 1980's, the Death-Bots were created to contain a "Zombie event". The Death-bots were stored in a nearby building where they sat dormant for several decades. Recently, the Death-Bots were taken out of storage to test the atomic reactors that power them, and perform tests to see if the machines could be used in an anti-terrorist role. When the security personnel activated the "Code 77" protocol (a holdover from the 1970's), the Death-Bots received a signal that there was an on-going Zombie event, and quickly made their way to the area around Building 18.

Unfortunately, due to the rather limited computing power available at the time of their design, the Death-Bots run on a very simple logic; kill anything that is not a Death-Bot. This is accomplished by simple video shape recognition software and hardware. This was supposed to be the first thing the technicians updated, but they were still checking to make sure the reactors were safe when the Code 77 activated them.

The Death-bots arrived and immediately opened fire (energy weapons only) on any non-death-bot they encountered. This included Security personnel, accountants, lawyers, HR representatives, and even a few other employees caught in the open at the wrong time.

Now Tora-Tek's problems are compounded, and the entire area is a nightmare scene of unstoppable robots and shuffling undead spreading out from Building 18's parking lot, killing (or infecting) anyone which whom they come into contact.

As they spread out, the Death-bots and Zombies encounter each other less and less frequently, but do encounter Tora-Tek employees. While the situation is still technically under control, it could explode at any moment. The Player Characters are needed to rescue trapped employees, and destroy all zombies and Death-Bots. There are, of course, a few minor complications:

1: The Death-bots were not built with an "off" switch. Anyone who designed them has long since retired, moved to other facilities, or died. If one can be located, they might know how to shut the Death-bots down.

2: Once the Code 77 alarm was triggered, CHESS and DoD were alerted to the problem. Their solution to any zombie event is simple; Nuke the area. A Chess Tech Team will arrive at some point during the adventure to evaluate the situation. If they are satisfied that the PC's have things under control, they will delay the nuke strike (but a CIA-operated stealth bomber will be circling only 100 miles away ready to launch a nuclear missile at a moment's notice).

3: While most of the buildings are secure from zombies, some of their doors, windows, and walls have been breached by weapons fire from the Death-Bots.

4: Building 22* which may or may not house several hundred vats where humanoid clones are grown (for "stem cell research"). Most are full sized humans. If the Zombies reach that building, their ranks will explode (GM's option on how many will be available, but make the players freak a little).

*Put Building wherever you like to suit your fellow players.

DeathBot

- Robotic Body: 5% human in appearance, +15 to S
- Heightened Endurance B (x2)
- Heightened Senses: Zombie locator - Will find all zombies (and people) in a 100" radius. May make up to two flame attacks per action without penalty (roll only once for each attack).
- Speed Bonus: +4" per turn movement, and +11 to all initiative roll
- Flame Powers: Attack only. Range=75", PR=3, Damage = 1d12.
- Armor B: ADR 45

- Weakness: Physical handicap - cannot jump
- Weakness: Physical handicap - cannot heal
- Weakness: Phobia/psychosis - bad programming. DeathBots WILL attack the nearest non-Deathbot and attack it.

Weight: 750 lb	Basic Hits: 15
Strength: 25	Endurance: 50
Agility: 6	Intelligence: 0
Ferocity: 20	Reactions from all: -3
Hit Point: 131	Power: 81
Damage Mod: 0	
Accuracy: -2	
Carry Capy: 7,734 lbs	Basic HtH: 2d10
Det. Hidden: N/A	Detect Danger: N/A

The DeathBots are non-sentient, and thus fight as level 4. DeathBots are rather primitive, but very powerful robots. They will allow nothing to stop them in their quest to seek out and destroy zombies. They will, however, attack anything resembling a Zombie (i.e. human). They odds of a Deathbot attacking a non-human-looking target are equal to its percent human appearance. DeathBots are powered by small atomic reactors and will recharge their power back to 100% in four turns (60 seconds), during which time they will perform no actions.

Zombie

- Invulnerability: Ignores 20 points of damage per turn
- Regeneration: Heals per Turn rather than per day. If HP reach zero, Zombie will become incapacitated until he heals back to 2/3 maximum, at which point it will return to seeking brains.
- Heightened Endurance B: +25
- Natural Weaponry: +1 to hit, +2 damage with Teeh and hands (claws)
- Poison/Venom: Any time a Zombie does damage with his/her teeth, the victim of the attack will lose 1d8 HP per turn (cannot be rolled with). When HP's reach zero, the victim becomes a Zombie.
- Heightened Senses: Brain sense - can always sense a living brain and will seek it out.
- Weakness: Reduced Agility: -5
- Weakness: Lowered Intelligence: -10 [0]
- Weakness: Vulnerability: Double Damage from Flame attacks.
- Weakness: Vulnerability: Invulnerability and Regeneration do not apply to damage received from Head Hits

Physical Handicap: Reduced movement rate.
Special Requirement: Brains! Zombies will always seek out living brains.

Weight: 150 lb	Basic Hits: 3
Strength: 11	Endurance: 35
Agility: 5	Intelligence: 0
Ferocity: 18	Reactions from all: -3
Hit Point: 9	Power: 52
Damage Mod: 0	
Accuracy: -2	
Carry Capy: 362 lbs	Basic HtH: 1d6
Det. Hidden: N/A	Detect Danger: 30%

Zombies are really dumb. Since they have no Intelligence, they are non-sentient and fight at level 4. Zombies will seek out any human and attempt a grappling attack on within 1". Once a grapple attack is made, the Zombie will attempt to bite his target (Attack per normal HtH with a +10 to hit grappled prey – even if a different Zombie has the target grappled). Without legs a Zombie will still crawl at 1" per turn towards the nearest brains.

Notes to GM: Civilians, police, and military NPC's are generally available on the WWW, or in V&V adventures and Supplements. Use whatever buildings you like, this is just for fun. Don't get too worried about how many Zombies or Dathbots are around, just keep the action running until the players begin to get tired of destroying Zombies and/or DeathBots.

Have fun!