



THE ZOMBIES OF MARS

A Deadworld adaptation for AFMBE
based on John Carpenter's Ghosts of Mars

By
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Adapted from John Carpenter's, The Ghosts of Mars
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Intro

Thanks for checking out The Zombies of Mars, adapted from John Carpenter's, Ghosts of Mars. I had fun watching this movie a million and one times and creating a scenario from it that I hope will be an enjoyable romp through the town of Shining Canyon battling the undead hordes of Big Daddy Mars.

Anyone familiar with the movie will no doubt know already that this is a deadly scenario and may be prone to a little bit of inner-party strife. Then again, that's part and parcel to any interesting survival horror story. Still, for anyone to survive to live another day on Mars the group does need to work together when it's all said and done or die alone against Big Daddy Mars and his minions.

Because of a distinct lack of time (and admittedly a little laziness) this document has no pictures. Anyone not familiar with the people and places mentioned herein should really give the movie a watch. Thank you again for giving the document a download and if you enjoy the write-up and end up using it shoot me an email to let me know how it went at: kalibos13@hotmail.com. If by chance you happen to be Screen Gems or John Carpenter and wish to ask me to take down the document you may use the email as well and I will happily comply. If, however, you are the aforementioned people and might be interested in seeing the Ghosts of Mars expanded as a Role-Playing Game after seeing this document, by all means, keep me in mind. I'd be happy to work on it.

Thanks and enjoy.

A History Lesson

The year is 2176. The moon houses two large colonies and hydroponically produces more food for the earth and the moon colonies. Much farther out from the moon lies the red planet, Mars. Ever since mankind first set foot on the moon they have looked toward the red planet for everything from curiosity of what might have lived there to what possible resources it may hold. However, for a long period of time mankind ignored those impulses and thought only for the present. Even so, there were still those that dreamed of one day seeing the surface of the red planet in person and a new campaign was eventually started that would be the rise of the new Space Program.

By 2008, mankind was once again looking toward the stars. By 2009, reports returned from several probes that hinted at many useful resources that could possibly be mined from Mars. Once again, after a long break that many people thought would never end, the space race began anew. This time, however, many of the principle spacefarers were working together to reach the stars. By the beginning of 2011, the first manned flight to Mars had begun its journey. New technology had allowed mankind to reach the far off planets much quicker and by 2012 they were beginning their return journey. What they brought back gave everyone hope for the future.

There were many new resources on Mars that the people of Earth could use; new fuels for power that would last far longer than anything before it. The immediate colonization of Mars was ordered and by 2015, the first colony was in place. Since that time, many more colonies have sprung up on the surface of Mars due to the massive over-population problem on Earth. Approximately 640,000 colonists live and work in far-flung colonies all over the planet.

There have been many more amazing discoveries on the surface of Mars and a thin, breathable atmosphere actually exists due to new and hardy plantlife that has been created to thrive on the surface of the planet. The plantlife is much like moss and only grows in certain areas, but does much to make the atmosphere breathable by humans. So far the terraforming of Mars is about 84% complete.

The most notable and recent discoveries are regarding the possibility of alien life that once lived on Mars. Artifacts have been found to suggest that an, as of yet unknown, race of alien beings once inhabited Mars. Researchers and archaeologists have come from all over to live in the colonies to study these phenomena when they are found. To date, there are over one hundred colonies spread over the surface of Mars and they are connected by railways or ore haulers that allow each colony to interact with each other from time to time. In fact, it has become much like the old west of Earth's history.

The government of Mars is matriarchal in nature. There is a central government that has the interests of Earth in mind. This group is called The Cartel. The government has created the Mars Police Force to patrol the colonies and respond to problems that may arise in the colonies and along the relay stations of the rail systems.

Recently, the MPF has been called in to pick up a prisoner that is wanted for the death of several people in one of the many relay stations set up along the rail systems. Each of the workers was brutally murdered. They had been strung up by their feet and their heads cut off. The heads were never found. The suspect is being held at one of the colonies after being caught trying to use stolen money from the relay station. This is where the adventure begins...

Enter the Cast

The cast are all members of the MPF. They are much like police, but with military weaponry at their disposal. Though their designation is MPF, or Mars Police Force, many people refer to them as the cops, cosmic enforcers, pigs, and other not-so-flattering names. Many people see them as nothing more than meddlers in the affairs of the colonists. However, when problems arise, they are the first ones called in. As an aside, some of the players may play some of the other characters in the scenario, like Williams or one of the prisoners.

The MPF have standard issue weaponry and Breathers. The breathers attach to the collar of their jackets and help augment the thin oxygen levels of Mars. Two years ago they were still using full-face breathers. It will be another ten years before the air is like Earth's atmosphere. Without the breathers, someone who is not used to the thin atmosphere could suffer headaches for up to one month, while adjusting.

The central base of operations for the MPF is the capital city of Chryse. The cast leaves Chryse via the rail system and eventually arrives at the station. After reaching the station, things get strange.

If the ZM wishes the game to run something like the movie, then keep the commander as an NPC and have her killed alone and her head placed out on the hill. Someone can find it later once they realize she is gone.

The Arrival

On the way to Shining Canyon on the ore hauler, Trans Marineris 74Y, it is learned that there is no communication with the mining colony. This is not surprising, however, since there was a heavy dust storm in the area that the ore hauler is currently traveling through, which may have knocked out the transmission tower. The cast will have a short lay over in the colony of approximately four hours due to the schedule of the ore hauler. When the cast enters the town it is quiet, which is quite strange. It is around 6:30pm (1830 hrs) in the evening and dark. The cast is more than ready for a decent meal, a shower and a little rest before they have to return with the criminal, James Williams. The ore hauler is scheduled to return at around 10:00pm (2200 hrs).

If the Commander is an NPC, have her split up the team where most of the players go toward the Rec Fac and the rest go to check up on Williams.

The colony is small (much like the towns of the old west) and there is no one on the streets. Lighting is on in many of the buildings. Entering a couple of the buildings, it will not take the cast long to realize something is wrong. It looks like no one is home, like they all just left in a hurry. Also, as the cast searches the place it will become apparent that there is some form of electromagnetic interference in the area, probably due to the storm, that is causing problems with the communications equipment and personal comm systems of the cast members.

There are clues to be found around the colony. These are in no particular order and the ZM may either dole them out to specific groups or use any other means to hand out the information to the players:

- Some of the buildings have been damaged and it looks like some form of fight took place within them. What's more, some of the buildings have strange things in them like barbed wire attached to pieces of scissors and other sharp implements, which are strung about the room like some macabre artwork or decoration.
- There are some rovers here and there, but it looks like they were just left parked for the most part. One or two are parked oddly in the middle of the road.
- One of the vehicles has a living man inside. He has locked himself inside and is screaming at whoever comes near not to let "it" out. The vehicle is locked tight and the man cannot be heard from within it. Anyone may be able to try to read lips to figure out what he is saying, but it still will not make sense. He will eventually kill himself with the really big knife he has with him.
- There is a large central storage garage. In the garage there is what looks to be a voltage overload that can be seen from the outside that looks to be shorting out the lighting inside. When the door is opened the cast will see spatters of blood on the wall. Also, hidden behind the various stacked storage bins, barbed wire, machine parts, and other gear, can be found trails of blood, like something was dragged through here. There are also more of those strange decorations here and a woman's arm. It is a grisly sight and should evoke the willies, as this is one of the first signs that something may be really wrong. There are also many broken open storage bins.
- In the Recreational Facility (Rec Fac) are the bodies of many colonists. They are hanging upside down and their heads are missing. It is a horrid scene and should evoke a fear check for whoever finds it. The floor is covered in blood.
- The surveillance/guard room is operational and the prisoners are still in their cells, including Williams. If he did all of this, he's an even better criminal than anyone thought, as the electronic level 8 lock is still operational (see the Gear section later in this document for stats on a level 8 electronic lock). There are 5 prisoners, including Williams in the prisons beyond the security door. There is also a day log here that explains that there was a work stoppage called last night due to the storm. Winds were reported at 60 knots. There are no further logs after that one. Somewhere within the prison building there are three more infected hiding out. One was the dispatch officer on duty at the time of the attack and can be found in a storage closet. She is docile when found, but will eventually become a danger.
- One shack holds three "mine workers" (these are really Williams' friends who were preparing to attempt to break him out when all Hell broke loose). These people have a little insight into what went on. They've been hiding in this locked shack since it started. All they know is that they were watching from the ridge when some strange glowing red mist blew into the valley on the storm and after the storm subsided a big fight broke out in the colony and people started killing other people. Those that killed everyone began making weapons out of the machine parts and went out into the wastes and may return at any moment. They can describe that the people were acting weird, cutting themselves and piercing themselves with all manner of things. The trio has been eating packaged rations they found in the shack (They saw some of the insane

people return while they were attempting to find some way to open the prison door and they hid). If they get the opportunity, they will attempt to spring James from the cell and keep the cops from taking him. They do have weaponry. They also know where the weapons locker is located and can open it.

- Up on a dune nearby are the heads of the colonists on poles (this should be another fear check). By the time the cast finds this, the commander (if she was an NPC) has a place on one of the poles as well. Not far from that area, if the finder listens close, there is some form of strange chanting in a language that is not human. If they go to investigate they will see the remaining colonists, all ritually cut, scarred and pierced chanting around a central figure with some large bladed weapon in his hand. His teeth are filed to points and his cut and pierced face is painted white with black makeup under his eyes. He is a frightening and imposing figure. He stands in front of a man that is on his knees. The man is tied up. The leader of these strange people is screaming something unintelligible. Then, he raises the sword-like blade and cleanly cuts the head from the man on the ground. As he does so, the rest of the people scream more unintelligible words. If the onlooker is not careful, one of the people in the valley below may notice him or her. Out of the 400 colonists that used to live in Shining Canyon, about 200 look to be in the group of insane chanters below.

- The clinic holds three people in various stages of self-mutilation. One is fairly docile, one is growling from a bed at whoever enters and a third is skulking around inside and will attack as soon as he can get surprise. He is carrying a sharpened piece of steel like a sword. The others will attack as well when the first is taken down.

And All Hell Breaks Loose

The cast can investigate the prison once they realize that something horrible took place here not very long ago. James is being held by himself in a high security cell. Inside the common cell there are four prisoners. Three of them are various colonists and are all in a common cell. One of the four prisoners had gone down there and checked herself into the cell earlier this evening and has been here since. She is a Spec 6 Science Officer. Her story is in her profile in the NPCs section. She will relate her story to the cops; though will be very reluctant to do so as she is responsible for accidentally bringing Hell down upon Shining Canyon, as well as Drucker's Ridge. There is an old drunk, a thief, and a worker that got into a brawl in the bar. They are all hungry and in need of a restroom break as they have been down here since the problem started. All the prisoners are detailed in the NPCs section. You can go off of their profiles to get a good idea how they act.

James seems as though he is in a trance and no amount of rattling the cell or screaming at him will rouse him. In truth, he's well aware of the group, but is not about to let the cops see him jump; though insulting him will at least get him to turn around and give a dirty look. James and his story are detailed below. The cast can let the other prisoners go since they are not really dangerous. Once the cat's out of the bag on what's going on, the cast may want to let James out as well.

Inside the infirmary portion of the prison are three of the creatures. One was once a woman, but is now hideous in its appearance. Bolts, wire, and small pieces of wood and steel are pierced through her skin. She is cut up in many places, almost ritually. She will attack as soon as she can catch someone by surprise. When she is taken down the creature will try to infest another host in the group (preferably an NPC for now). See the Zombies of Mars section later in this document for information on the possession ability. The second and third, once male, will attack as well.

It will quickly become apparent that the team will have to get in touch with the ore hauler, but the electromagnetic interference coupled with some minor damage done to the transmission tower will keep them from doing so. They will have to hold out until it arrives. Of course, four hours later, the hauler will still not be there when the cast goes out to meet it.

Whether someone from the Cast discovers the zombies of Mars nearby or not, eventually the creatures will return to the town to begin destroying the buildings and the Cast will be discovered at that point. Give the Cast a little time to explore and get a little information first before you bring Hell down upon them.

The Hauler

The cast can figure out that it may be possible to use the tower to boost a signal through their personal comm units. They can finally get a hold of the hauler and find out that it is delayed due to debris on the tracks. They hope to have it cleared soon. With no idea how long they have to wait for the hauler the cast has to try to survive.

Eventually, the hauler will arrive and the cast can attempt to escape. This will be difficult at best and there is a high probability that many of the cast will die. Of course, that is the nature of the movie and the scenario. Once the cast escapes, Williams will attempt to flee before they return to Chryse. He knows that the government wants to keep this all secret as long as possible and is more than willing to pin the blame on a person from the wrong side of the tracks. He already has two strikes against him. He is a criminal and a male. Any remaining cast may be inclined to let him escape, realizing the truth in his statements. When the cast returns to Chryse, they will be questioned extensively on the matter and it will all be conveniently swept under the carpet.

Why Not Call In Backup?

There could be any number of reasons why the team on *Ghosts* did not attempt to call in any kind of backup, but the most likely is that the electromagnetic interference from the storm blocked all long range communication, as evinced by the fact that they could not contact the Hauler until the storm had passed and the Hauler was closer to the camp at Shining Canyon. It could also have been that the radio tower had been damaged in the dust storm or perhaps damaged by the creatures themselves. Another reason could be that communication of that distance is not possible and word has to be sent by train and there was no way that they could raise Chryse even had they wanted to.

There is also strong evidence in the movie that there are no flying conveyances like shuttles or small transports on Mars, which, though unlikely by 2176, could still be as good a reason as any. The evidence is the fact that everyone seems to travel by train, rover or hauler, including the MPF. However, again this could be because shuttles were grounded by the dust storm or perhaps shuttles and flying vehicles do not do so well in the Martian atmosphere.

Let's Take The Rovers!

If your players decide to take some rovers out into the wastes and hit the open spaces of Mars there are some inherent problems in that plan. The first and foremost is fuel. The rovers run on fuel cells and must be refueled at a refueling station. They have a range of around 200 miles before needing refueling, which could probably see them to a relay station if they stayed close to the tracks. However, staying close to the tracks is

exactly how the dust travels and the Cast could quickly find themselves possessed or in a back and forth struggle for their lives. There's also no telling how many relay stations have already been taken by the creatures.

The second problem is time. It takes several hours for the ore hauler to get from Chryse to Shining Canyon and travels much faster than the rovers, which move at a top speed of 60 mph. The rovers at Shining Canyon are also not built for overly rough terrain, which would mean an even slower speed if they decided to go out into the badlands instead of staying with the tracks. A trip that takes several hours by ore hauler could take up to triple that by rover.

The third problem the Cast would face is the fact that the rovers scattered around the town are not at top fuel and will need refueled before making the trek. This means fighting through the hordes of undead to reach the refueling station in the town. Driving through the creatures will eventually become problematic as the rovers are not very heavy and not built to ram through a mass of creatures intent on killing everyone inside the rover. There is a chance that they could potentially topple a rover with enough of them under the wheels or overwhelm it with numbers.

The group will need to find enough rovers to transport everyone, unless the MPF decide to just leave the others behind. Later in the scenario, this may not be as much of an issue as the NPCs die off. A rover can hold up to 6 people with two in the front and four in the back.

The last and most important problem is fighting their way through the horde to reach any rovers they need. There is one rover behind the prison complex in the walled and gated yard and can be assumed to be fully fueled.

So, with all of those problems in mind, if they really want to make a break for it in the rovers let them try, though it won't be easy and they may just arrive at Chryse far too late to do anything other than mourn the dead.

What, No Kaboom?

If the players decide, either through deductive reasoning or by using out-of-character information from the movie, that it would be a bad idea to blow the reactor, don't fret. Eventually Big Daddy Mars' horde will find the nuclear power station. Though Whitlock mentions that only by retracting the control rods and exposing the core can they cause the power station to blow, destroying enough controls in the control room could very well have the same effect. If you desire a random outcome, simply give the place a 40% chance of going critical after the horde finds the place and starts destroying it.

If the players decide that the reactor is far too dangerous a thing to just leave on and wish to shut it off, they may do that as well, though there should be a very harrowing battle to get away from the power station after spending the time to shut the place down.

Even if it does not explode the creatures will eventually give up their bodies for faster travel and will continue traveling along the tracks to the next locale. Eventually they will reach Chryse, though possibly at a slower pace, which gives the Cast more time at Chryse to try to convince someone of the danger that's fast approaching.

The End?

This game doesn't have to end with this one scenario. The problem is not solved. The menace is still there. It will eventually arrive at Chryse itself. The cast can once again meet up with Williams. He needs a new posse and the cast may do nicely.

From here, the ZM may allow the cast to eventually find a way to stop the creatures once and for all. Any method the ZM devises would be fine. However, it should not be easy.

The end of this scenario is only the beginning. There is a war going on, whether the human invaders know it or not. The zombies of Mars will not stop until every last invader is destroyed.

Places To Go

As there are 640,000 colonists on Mars there should be any number of colonies and settlements on the surface. Those listed below are only those mentioned in the film. ZMs should feel free to locate an atlas of Mars and place more colonies anywhere they like.

Chryse

The hub of the council and the MPF, Chryse is the closest thing to a capital city on Mars. It is a sprawling metropolis filled with all manner of establishments from entertainment to a black market presence. The Cartel is in frequent contact with the Council at Chryse and controls all output and production through the Council. The Cartel has been trying unsuccessfully to squash the rumors that there is something not right on Mars and is beginning to lose control of the situation. Even if the Council told them the truth about the lost mining colonies and relay stations in the outer sector they would not believe that Mars is being overrun by the long dead inhabitants of an ancient Martian civilization. Chryse is located at the edge of the Chryse Planitia basin.

Shining Canyon

The town of Shining Canyon was one of the farther outlying mining outposts on Mars. Before being taken by the zombies of Mars it was home to close to 400 colonists and miners. Some of the places to see in Shining Canyon were the casino, miner's barracks, dining hall, recreational facility, mine office, prison complex, and nuclear power plant. Shining Canyon, like many of the outlying mining colonies, is located along the Valles Marineris.

Drucker's Ridge

Another far-flung mining outpost, Drucker's Ridge was the first to succumb to the attacks from the zombies of Mars. Arlene Whitlock was the one who investigated the sealed chamber that was uncovered by blasting techs at Drucker's Ridge. Upon touching the seal of the chamber it disintegrated and let loose the entities presumed to be the warrior elite from the original Martian race that inhabited the planet. Arlene narrowly escaped in a modified weather balloon and followed the tracks for several days before reaching Shining Canyon. Drucker's Ridge lies some distance east of Shining Canyon along the Valles Marineris.

Camp Sinai

Camp Sinai is one of the outlying settlements and is akin to a wild west boomtown. Nearby is a huge cavern nicknamed, "The Mouth of God." The cavern has not been explored, though religious fanatics come to Camp Sinai hoping to hear the words of God echoing from the cavern.

Relay Station K-305

One of the many relay stations along the tracks that run between the outposts and colonies of Mars. Much like all other relay stations, K-305 held a dining hall, recreational facility, and sleeping barracks, and security/vault room. K-305 is the relay station that serves as a transfer point for anyone traveling through Drucker's Ridge, Shining Canyon and Camp Sinai.

Utopia

Jericho claims the place is filled with work amnesty cutthroats, but regardless of the people, Utopia is indeed a penal camp and not a good place to visit. However, it may very well house some of the most ruthless fighters against the former denizens of Mars.

The Council

The Council at Chryse consists of nine members with the ninth being the council head. She is also the mouthpiece of the Cartel in all matters regarding policy and is always female. The council adjudicates all matters that deal with Mars policy and laws and controls the goings on of the MPF.

The Cartel

Very little is known about the Cartel and its place in the Mars/Earth politics. However, whenever there's a work stoppage or prices rise it's a good bet that the Cartel is involved. The Cartel should be considered a very organized and powerful syndicate; surely with the interests of Earth in mind, but also their own pockets in mind. When dealing with the Cartel, make sure you read the fine print. They are the "face" of Mars and deal with all PR for the planet. As long as Mars looks good on the books and workers keep signing contracts Earth's government is happy. It's no wonder that they are beginning to sweat this sudden threat from Mars' past. A problem this big could potentially threaten their own power base.

The Matronage

The government of Mars is Matriarchal in nature and as such is the complete opposite from Earth's government. The women of Mars hold more power and prestige, generally speaking, than men. As a result, there are many more high ranking women than men in the government and in the MPF. As an aside, there are also many more bisexual or even homosexual females on Mars, though this seems most prevalent in the inner sector than in the outlying colonies and is especially prevalent in Chryse and the MPF. Indeed, at times all one has to do to get a promotion in the MPF is to play for the proper side, so to speak. This makes high ranking men in the MPF and the council a rarity and very accomplished, ruthless and dangerous people to have dragged themselves tooth and nail to the position they now hold.

Characters, NPC's, and Zombies

Here are the various cast members that the players can use, NPC's for the ZM's use (sometimes called cannon fodder), and the zombies of Mars themselves. The Characters are written up as the characters in The Ghosts of Mars and as such, are gender specific. However, they should be easy enough to modify if need be. Savvy players and ZMs will note that not all of the Qualities and Drawbacks have been used up. This should allow for some minor modification, if you and your players wish.

The MPF

The Mars Police Force is the law enforcers of Mars and the military of the Matronage. They have the best gear, weaponry, and training that the Matronage has available. The colonies of the outer sector still rarely see the MPF in force, unless there is need of prison transfer or threat of riots or some other high profile problem that the local security personnel are not equipped to handle. Unfortunately, response time is slow, to say the least, as the teams must travel by ore hauler or train, which takes several hours.

The Matronage has begun to place small MPF teams along some of the relay stations and has been trying to get more support from Earth to obtain faster vehicles or flying conveyances that can withstand the harsh landscape and atmosphere of Mars, but have met difficulty in this regard. With other terraforming procedures happening elsewhere, the Earth government does not feel that they can afford to shift resources to Mars at this time. Their stance may very well change as things unfold on the Martian surface, but may come too late.

Commander Helena Braddock

Survivor

Str: 3 **Dex:** 4 **Con:** 4

Int: 3 **Per:** 3 **Wil:** 3

LP's: 44

EP's: 38

Spd: 16

Essence: 20

Qualities/Drawbacks (14/3)

Hard to Kill 2

Attractiveness 1

Nerves of Steel 3

Situational Awareness 2

Status 6 (Commander)

Covetous (Lecherous) 1

Honorable 1

Prejudice (men) 1 (mild)

Lesbian (0)

Skills (38)

Brawling 3

Climbing 1

Demolitions 1

Dodge 3

Driving (Land Rover) 2

First Aid 1

Guns (Handgun) 2

Guns (Shotgun) 3

Guns (Assault Rifle) 2

Hand Weapon (club) 2

Humanities (law) 3

Intimidation 1

Notice 3

Questioning 2

Running (Marathon) 3

Seduction 2

Stealth 3

Survival (Martian Landscape) 2

Personality

They say I'm a hard-ass, but you gotta be if you wanna be in charge. Why they're sending us out here in the middle of nowhere to pick up a known killer like Williams with nothing more than myself, two rookies and a couple experienced grunts is beyond me. Shit, two of 'em are males. I damn sure would've preferred a couple more good solid women on this trip, but I guess we'll have to make due.

Quote: *"This ain't no routine prison transfer, people, so I want you all jack-ready and double tough."*

Gear

HP 40 Scattergun, Breather, 9mm Pistol, Knife, Personal Comm Unit, Light Riot Jacket, 2 Clips

Lieutenant Melanie Ballard

Survivor

Str: 3 **Dex:** 4 **Con:** 4

Int: 3 **Per:** 3 **Wil:** 3

LP's: 50

EP's: 37

Spd: 16

Essence: 20

Qualities/Drawbacks (17/5)

Attractive 2

Charisma 1

Hard to Kill 4

Fast Reaction Time 2

Nerves of Steel 3

Military Rank 3 (Lieutenant)

Situational Awareness 2

Addiction (Clear) 2

Cruel 1

Honorable 1

Recurring Nightmares 1

Skills (38)

Brawling 4

Demolitions 1

Dodge 3

Driving (Land Rover) 1

First Aid 1

Guns (Handgun) 2

Guns (Shotgun) 3

Guns (Submachine Gun) 2

Hand Weapon (club) 2

Humanities (law) 3

Intimidation 1

Notice 3

Questioning 1

Running (Marathon) 2

Stealth 3

Survival (Martian Landscape) 2

Martial Arts 2

Personality

I don't have shit to prove. I'm just doin' my time and gettin' off this rock and back to Earth. I'm just a short timer and I damn sure don't need another bar on my shoulder or some hotheaded commander givin' me shit because I don't play the game. Still, that's not to say that I won't do the job to the best of my ability. There's some damn strange shit goin' on here on Mars, shit that no one wants to admit. Something's coming; I just hope it holds off until I'm off this rock.

Quote: *"Forget it. This asshole doesn't know anything."*

Gear

HP 40 Scattergun, Breather, 9mm Pistol, Knife, Personal Comm Unit, Light Riot Jacket, 2 Clips

Sergeant Jericho Butler

Survivor

Str: 4 **Dex:** 3 **Con:** 4

Int: 3 **Per:** 3 **Wil:** 3

LP's: 54

EP's: 40

Spd: 14

Essence: 20

Qualities/Drawbacks (10/6)

Hard to Kill 4

Attractiveness 1

Fast Reaction Time 2

Military Rank 1 (sergeant)

Situational Awareness 2

Covetous (Lecherous) 1

Cruel 1

Delusions (Grandeur) 1

Honorable 1

Showoff 2

Skills (41)

Brawling 4

Demolitions 1

Dodge 3

Driving (Land Rover) 1

Guns (Handgun) 2

Guns (Shotgun) 2

Guns (Assault Rifle) 4

Hand Weapon (club) 2

Humanities (law) 2

Intimidation 1

Notice 3

Running (Marathon) 2

Stealth 3

Survival (Martian Landscape) 1

Lock Picking (electronic) 4

Lock Picking 3

Mechanics 3

Personality

Being stationed at Chryse is about as boring as it can get. Not many breeders to be found anymore, especially at Chryse. Still, it beats that arse-hole of a penal camp I was stationed at previously. This tour at least there's a couple a lookers in the group. Just maybe I might get lucky this time out.

Quote: *"I have a way with mechanical objects. I have many hidden talents. Care to give it a go?"*

Gear

M-16 Ultra, Breather, 9mm Pistol, Knife, Personal Comm Unit, Light Riot Jacket, 2 Clips

Corporal Michael Descanso

Survivor

Str: 3 **Dex:** 4 **Con:** 4

Int: 2 **Per:** 3 **Wil:** 4

LP's: 53

EP's: 40

Spd: 16

Essence: 20

Qualities/Drawbacks (10/3)

Hard to Kill 5

Nerves of Steel 3

Situational Awareness 2

Military Rank 0 (Corporal)

Honorable 1

Obsession (something to prove) 2

Skills (38)

Brawling 4

Demolitions 1

Dodge 3

Driving (Land Rover) 1

First Aid 2

Guns (Handgun) 4

Guns (Shotgun) 3

Hand Weapon (club) 2

Humanities (law) 3

Intimidation 1

Notice 3

Running (Marathon) 2

Stealth 3

Survival (Martian Landscape) 2

Martial Arts 1

Computers 2

Personality

Great. My first assignment out of training and we gotta go pick up some hardened criminal.

Everyone seems to think this guy's a big deal.

Still, I think I got what it takes; and as long as I follow the commander's lead maybe I can get some recognition on this trip.

Quote: *"No, this is my first time playing Tarts. Sergeant, just...just how dangerous is this guy we're bringin' back?"*

Gear

HP 40 Scattergun, Breather, 9mm Pistol, Knife, Personal Comm Unit, Light Riot Jacket, 2 Clips

Corporal Bashira Kincaid

Survivor

Str: 3 **Dex:** 4 **Con:** 3

Int: 3 **Per:** 4 **Wil:** 3

LP's: 40

EP's: 34

Spd: 14

Essence: 20

Qualities/Drawbacks (9/4)

Acute Hearing 2

Attractiveness 1

Fast Reaction Time 2

Hard to Kill 2

Situational Awareness 2

Military Rank 0 (Corporal)

Cruel 1

Honorable 1

Obsession (something to prove) 2

Skills (39)

Brawling 4

Demolitions 1

Dodge 3

First Aid 1

Guns (Handgun) 3

Guns (Shotgun) 3

Guns (Assault Rifle) 1

Hand Weapon (club) 3

Humanities (law) 3

Intimidation 1

Notice 3

Running (Marathon) 2

Stealth 3

Survival (Martian Landscape) 2

Martial Arts 2

Communication Systems 2

Gear

HP 40 Scattergun, Breather, 9mm Pistol, Knife, Personal
Comm Unit, Light Riot Jacket, 2 Clips

Personality

Yeah I'm a fuckin' rookie, so what? Everyone thinks just because you've never seen any action that you're not ready. I'm ready. I can take anything they dish out. I just wish the commander would pay attention and see that I'm as good as any of the others.

Quote: *"Fuck that thing! Whatever it was."*

James “Desolation” Williams

Survivor

Str: 4 **Dex:** 4 **Con:** 4

Int: 3 **Per:** 3 **Wil:** 3

LP's: 57

EP's: 39

Spd: 16

Essence: 21

Qualities/Drawbacks (12/8)

Hard to Kill 5

Fast Reaction Time 2

Nerves of Steel 3

Situational Awareness 2

Cruel 1

Honorable 1

Reckless 2

Covetous (wealth) 2

Status (criminal) -2

Skills (39)

Brawling 4

Dodge 4

First Aid 2

Guns (Shotgun) 3

Guns (Submachine gun) 4

Hand Weapon (knife) 3

Intimidation 3

Notice 3

Running (Dash) 2

Running (Marathon) 1

Smooth Talking 2

Stealth 3

Streetwise 2

Survival (Martian Landscape) 2

Throwing (sphere) 2

Personality

Me and my brother's seen all kinds of weird things and we been in a lot o' scrapes, but I don't know what the Hell's goin' on. I was just in the wrong place at the wrong time. Sure I took the money. You'd a done the same thing. The only one lookin' out for me is me. I believe in stayin' alive. People ask me why I even bother. I tell 'em stick around, I may tell 'em someday, when the tide is high and the water's risin'.

Quote: *“I didn't say I was innocent. I said I didn't kill nobody.”*

Gear

Nothing (in prison. He can later pick up twin HK MP9's from the weapons locker)

Uno

Survivor

Str: 5 **Dex:** 4 **Con:** 4

Int: 2 **Per:** 2 **Wil:** 3

LP's: 61

EP's: 42

Spd: 16

Essence: 20

Qualities/Drawbacks (10/7)

Hard to Kill 5

Nerves of Steel 3

Resistance (fatigue) 2

Covetous (power & wealth) 2

Cruel 1

Delusions (grandeur) 2

Reckless 2

Skills (42)

Brawling 4

Dodge 4

Driving (Land Rover) 2

First Aid 2

Guns (Shotgun) 3

Hand Weapon (knife) 3

Intimidation 3

Notice 3

Running (Dash) 2

Running (Marathon) 1

Smooth Talking 1

Stealth 3

Streetwise 2

Surveillance 2

Survival (Martian Landscape) 2

Throwing (sphere) 2

Weight Lifting 3

Personality

Those charges they got my brother locked up on is bullshit. So we decided to go bust him out. Now there's not only fuckin' insane miners, but cops too. I ain't lettin' no cops stop us from getting' my brother out o' that jail. I ain't figured out yet how we're gonna do it though with all those crazy bastards out there. Even if we do get Desolation outta there we still gotta get away. Hopefully he'll have a plan.

Quote: *"Who you callin' scumbag, motherfucker!"*

Gear

Two 12 Gauge Winchester Marine Ultra (nicknamed little thunder) in leg holsters, Binoculars

Dos

Survivor

Str: 4 **Dex:** 4 **Con:** 5

Int: 2 **Per:** 2 **Wil:** 3

LP's: 58

EP's: 42

Spd: 16

Essence: 20

Qualities/Drawbacks (8/10)

Hard to Kill 4

Nerves of Steel 3

Resistance (pain) 2

Addiction (Laffer) 3

Cruel 1

Reckless 2

Showoff 2

Covetous (wealth) 2

Skills (40)

Brawling 4

Dodge 4

Guns (Shotgun) 2

Guns (Submachine gun) 2

Guns (Handgun) 4

Hand Weapon (knife) 3

Intimidation 3

Lock Picking (Electronic) 2

Notice 3

Running (Dash) 2

Running (Marathon) 1

Smooth Talking 2

Stealth 3

Streetwise 2

Survival (Martian Landscape) 2

Throwing (sphere) 1

Gear

Two 9mm Browning Ultra Pistols, Black Market Breather (Laffer), Large Knife

Personality

Uno's plan to get Desolation out o' prison sounded good at the time. Hell, maybe it'll still work. The pigs arriving kinda made things more difficult, but we're gettin' out compadre out o' there. No problema. Maybe we'll even get some money outta this.

Quote: *"Now that you're done moppin' the floor, why don't you get me a beer, killer."*

Tres

Survivor

Str: 4 **Dex:** 4 **Con:** 3

Int: 3 **Per:** 3 **Wil:** 3

LP's: 50

EP's: 36

Spd: 14

Essence: 20

Qualities/Drawbacks (9/6)

Hard to Kill 4

Nerves of Steel 3

Fast Reaction Time 2

Cruel 1

Reckless 2

Honorable 1

Covetous (wealth) 2

Skills (41)

Brawling 4

Demolitions 3

Dodge 4

Guns (Shotgun) 3

Guns (Handgun) 3

Hand Weapon (knife) 3

Intimidation 2

Lock Picking (Mechanical) 3

Notice 3

Running (Dash) 2

Running (Marathon) 1

Smooth Talking 2

Stealth 3

Streetwise 2

Survival (Martian Landscape) 2

Throwing (sphere) 1

Gear

Two 9mm Pistols (Browning Ultra), Large Knife, 5 Clips

Personality

I don't know what's goin' on, but things are goin' downhill fast. Desolation and his gang are kinda like my family. I'd go through Hell for 'em. Looks like I may have to. That red dust made everyone crazy. I've seen people do ceremonial stuff before, but never like what the crazies down at the mine were doing. I've got this feeling that we better try to all work together or we'll all die alone.

Quote: *"There's some detonators in those cases over there."*

The Prisoners

A.K.A information sources; A.K.A. cannon fodder. The prisoners are all Norms. None of them are really equipped to handle the Zombies of Mars horde. Still, if they want to survive they better make quick work of the information when asked and stick with the Survivors. If they're lucky, some of them may even survive the encounter to tell about it later.

Like the rest of the characters presented previously, these still have a point or two to spend here and there, which could give them a little bit better odds than a snowball in Hades in surviving the night. Yeah, and maybe brown cows give chocolate milk.

You might also note that none of them are really adept at using any type of firearm. There are two types who have guns on Mars, cops and criminals. If you're not one or the other, your knowledge and familiarity with any firearms is limited to nonexistent. Only two of the prisoners have any skill with guns, Arlene Whitlock and Akooshay. Cruel ZMs should feel free to give the others that horrid -4 for unskilled attempts to the Guns Task rolls for the other two prisoners if they end up having need to fire one.

More lenient ZMs can just allow the other two to pick up a couple more points of Drawbacks and get the skill, but they should still be limited to a skill of 1 to 2 max to keep with the setting.

Arlene Whitlock

Norm

Str: 2 **Dex:** 3 **Con:** 2

Int: 4 **Per:** 2 **Wil:** 2

LP's: 39

EP's: 23

Spd: 12

Essence: 15

Qualities/Drawbacks (5/3)

Hard to Kill 3

Status (Spec 6 Science Officer) 2

Addiction (alcohol) 1

Honorable 1

Recurring Nightmares 1

Skills (31)

Brawling 1

Climbing 2

Computers 3

Dodge 2

Driving (Land Rover) 1

First Aid 1

Guns (Handgun) 2

Guns (Shotgun) 1

Haggling 1

Hand Weapon (club) 2

Humanities (Archaeology) 3

Notice 3

Piloting (Hot Air Balloon) 1

Sciences (Geology) 2

Sciences (Biology) 2

Stealth 2

Survival (Martian Landscape) 2

Gear

Whiskey Flask

Personality

I was a Spec 6 science officer in charge of the excavation at Drucker's Ridge. They uncovered something over there. They called a Section 740, a scientifically significant find, which applies to any number of things found on Mars; biological organisms, an indication of water, things like that.

They had dynamited the side of the mountain and discovered a tunnel carved into the rock that had been buried for who knows how long. At the end of the tunnel there was this seal with alien writing on it. I touched the seal to try to wipe some of the dirt and dust away and the whole seal just disintegrated, opening another long corridor. There was some horrible wailing coming from down the hall and a red dust swirled out from inside the hall. It got out. **They** got out. Near as I can figure it's some form of microorganism; part of the remains of whatever alien race used to live here.

Don't you see? I'm responsible. I let them out. It infected the people of Drucker's Ridge and that's when the riots started. I left in a modified weather balloon and drifted for several days following the tracks until the wind pushed me too low and I hit a windmill and crashed. I figured the jail would be the safest place, so I checked myself in here.

Quote: *"I opened Pandora's box. I let 'em out."*

Akooshay

Norm

Str: 3 **Dex:** 3 **Con:** 2

Int: 2 **Per:** 2 **Wil:** 2

LP's: 36

EP's: 26

Spd: 10

Essence: 14

Qualities/Drawbacks (3/5)

Hard to Kill 2

Attractiveness (in a slutty sort of way) 1

Covetous (wealth) 2

Status (thief) -2

Cruel 1

Skills (35)

Brawling 3

Cheating 2

Dodge 2

Gambling 2

Guns (handgun) 1

Guns (Shotgun) 1

Hand Weapon (club) 2

Hand Weapon (knife) 1

Lock Picking (mechanical) 2

Lock Picking (electrical) 2

Notice 2

Pick Pocket 2

Sleight of Hand 3

Seduction 2

Smooth Talking 1

Stealth 3

Streetwise 2

Surveillance 2

Gear

Nothing (in prison)

Personality

Yeah, so I like to liberate men of their money when they think they're gonna get something. Problem is, this time I got caught stealing from the wrong guy. How was I to know he was an off duty security officer. Now I'm sitting here with a couple drunks and some woman who evidently decided to check herself in here and I haven't seen guard one in quite a while.

Quote: *"It's about time. We haven't had a meal or a piss break in six hours."*

Benchley

Norm

Str: 2 **Dex:** 3 **Con:** 3

Int: 2 **Per:** 2 **Wil:** 2

LP's: 30

EP's: 26

Spd: 12

Essence: 14

Qualities/Drawbacks (3/3)

Nerves of Steel 3

Honorable 1

Humorless 1

Addiction (Alcohol) 1

Skills (33)

Brawling 2

Bureaucracy 1

Climbing 2

Demolitions 2

Dodge 2

Driving (Land Rover) 2

Driving (Ore wagon) 2

Engineer (mining) 3

Gambling 1

Hand Weapon (Club) 3

Hand Weapon (pick) 3

Hand Weapon (Pneumatic Crusher) 2

Hand Weapon (Stone Saw) 2

Mechanic 2

Notice 2

Stealth 1

Throwing (Sphere) 1

Personality

People say I'm not a very personable guy. That's probably why I just kinda drift from place to place. Long as people leave me the Hell alone everything's alright. I just wanna get out of here. This place is gettin' old.

Quote: *"I'm too old for this shit."*

Gear

Nothing (in prison)

Zimmerman

Norm

Str: 2 **Dex:** 3 **Con:** 2

Int: 2 **Per:** 3 **Wil:** 2

LP's: 32

EP's: 23

Spd: 10

Essence: 14

Qualities/Drawbacks (2/4)

Hard to Kill 2

Addiction (alcohol) 2

Lazy 2

Skills (34)

Brawling 2

Bureaucracy 1

Climbing 2

Demolitions 1

Dodge 2

Driving (Land Rover) 2

Driving (Ore wagon) 2

Electronics 3

Gambling 2

Hand Weapon (Club) 3

Hand Weapon (pick) 2

Hand Weapon (Pneumatic Crusher) 2

Hand Weapon (Stone Saw) 2

Mechanic 2

Notice 2

Stealth 1

Survival (Martian Landscape) 2

Throwing (Sphere) 1

Gear

Nothing (in prison)

Personality

Ya get drunk once and cause a little trouble in the bar and they lock you up for hours without any food or anything. I just had a bad day, is all. I just wanna get outta here and get back to work. Hell, I'm already dried out.

Quote: *"Hey, c'mon, are you gonna let us out?"*

The Zombies of Mars

The Zombies of Mars were once an alien civilization of warlike humanoids called the Hur'Ur. They were aggressive and defended their territory ruthlessly from anything that was not of their own race. Long ago, other civilizations did attempt to visit Mars and were met with only bloodshed and annihilation. Over time their climate began to change and the Hur'Ur was not able to adapt to the changes and so went dormant. This dormancy was a strange process that caused their bodies to turn to dust, but their Essence remained.

Their greatest warriors were entombed in various protective vaults around Mars and became dormant in this manner. The seal was built as such that any alien touching the seal would release the Essence of the Hur'Ur warriors to attack the transgressors on their world. Once released, they would possess the bodies of their enemies and go to war against the invaders, killing until none remained and all vestiges of their presence were destroyed.

Possession

The Zombies of Mars have the ability to possess those they come in contact with. In *Ghosts*, this possession seems to be virtually instantaneous, but with a period of adjustment as the creature becomes familiar with its new form. However, for the sake of giving the players a fighting chance (after all, a small chance is better than none at all), the victim must make a series of Contested Difficult Willpower Tests against the basic Martian Zombie below, but at a -2 to the roll.

Each time the creature wins it drains 5 Essence from the victim. If the victim wins he fights off the possession for a Turn. The victim must make a number of Successes equal to the Willpower of the creature consecutively. If the victim is drained of all Essence (not to -30, but to 0), he is possessed. However, even after possessed, there is still a period of a few minutes where the creature is disoriented as it becomes acclimated to its new body. During this combat of wills the victim may be aware of the mind and memories of the alien and if the menace is fought off they will retain those memories.

However, this memory sharing goes both ways and it may only be a matter of time before the Zombies of Mars begin to pick up some rudimentary knowledge of human technology. If this happens, the Zombies of Mars may become unstoppable; and if they set their own sights on conquest...

As far as NPCs go, simply have them possessed with no rolls to fight off the alien.

Note: It may be possible to use Clear (Tetramonochloride) to help combat the alien Essence. Clear disorients the creature further, eliminating the -2 to the Test to fight it off. However, Clear is also addictive and could cause more harm than good in the long run. Still, it is something that the scientists may want to look into if your game runs beyond the scenario at Shining Canyon.

Big Daddy Mars

Big Daddy Mars is the leader of the Hur'Ur warrior elite and the toughest of all the Zombies of Mars. When he possesses a victim he brings along with him a great deal of power and ability. Anyone unfortunate enough to be targeted for possession by Big Daddy Mars are at a -4 to their roll instead of the usual -2.

Str: 4 **Dex:** 4 **Con:** 5

Int: 3 **Per:** 3 **Wil:** 4

DP's: 121/221

Spd: 18

Essence: 23

Skills: Brawling 5, Hand Weapon (Sword) 5, Hand Weapon (Buzz Saw Atlatl) 4, Dodge 4, Intimidation 4

Attack: punch D4x4, kick D4x5, Sword D8x4, Atlatl Saw D8x6

Weak Spot: None (+10)

Getting Around: As in Life (+7)

Strength: Strong Like Bull (+5)

Special Strength Features: Damage Resistant (+5), Flame Resistant (+1)

Constitution: Hardy Specimen, Increased Constitution

Senses: Like a Hawk (+2)

Sustenance: Who Needs Food? (+8)

Intelligence: Language (+1), Long-Term Memory (+5), Problem Solving (+15)

Willpower: Resilient

Spreading the Love: Possession (+10)

Special Features: Hard to Kill 7 (+7)

Power: 115

Krueger Hand

Str: 4 **Dex:** 3 **Con:** 4 **DP's:** 50

Int: 2 **Per:** 2 **Wil:** 4 **Spd:** 14

Essence: 19

Skills: Brawling 3, Hand Weapon (blade glove) 3, Hand Weapon (Atlatl Saw) 2, Dodge 2

Attack: punch D4x4, kick D4x5, blade glove D6x4 slashing, Atlatl Saw D8x6

Weak Spot: All (0)

Getting Around: As in Life (+7)

Strength: Strong Like Bull (+5)

Constitution: Hardy Specimen

Senses: Like the Living (+1)

Sustenance: Who Needs Food? (+8)

Intelligence: Language (+1), Long-Term Memory (+5), Problem Solving (+15)

Willpower: Resilient

Spreading the Love: Possession (+10)

Special Features: Hard to Kill 3 (+3)

Power: 80

Handy Bra Gal

Str: 4 **Dex:** 3 **Con:** 3 **DP's:** 47

Int: 2 **Per:** 2 **Wil:** 3 **Spd:** 12

Essence: 17

Skills: Brawling 3, Hand Weapon (club) 3, Hand Weapon (atlatl saw) 2, Dodge 2

Attack: punch D4x4, kick D4x5, Steel Bar D8x4, Atlatl saw D8x6

Weak Spot: All (0)

Getting Around: As in Life (+7)

Strength: Strong Like Bull (+5)

Constitution: Fresh One, Increased Constitution

Senses: Like the Living (+1)

Sustenance: Who Needs Food? (+8)

Intelligence: Language (+1), Long-Term Memory (+5), Problem Solving (+15)

Willpower: The Every-Zombie, Increased Willpower

Spreading the Love: Possession (+10)

Special Features: Hard to Kill 3 (+3)

Power: 74

Mad Max Swordsman

Str: 4 **Dex:** 3 **Con:** 3 **DP's:** 47

Int: 2 **Per:** 2 **Wil:** 3 **Spd:** 12

Essence: 17

Skills: Brawling 3, Hand Weapon (sword) 3, Hand Weapon (atlatl saw) 2, Dodge 2

Attack: punch D4x4, kick D4x5, sword D8x4, atlatl saw D8x6

Weak Spot: All (0)

Getting Around: As in Life (+7)

Strength: Strong Like Bull (+5)

Constitution: Fresh One, Increased Constitution

Senses: Like the Living (+1)

Sustenance: Who Needs Food? (+8)

Intelligence: Language (+1), Long-Term Memory (+5), Problem Solving (+15)

Willpower: The Every-Zombie, Increased Willpower

Spreading the Love: Possession (+10)

Special Features: Hard to Kill 3 (+3)

Power: 74

Any Old Zombie of Mars

Str: 2 **Dex:** 3 **Con:** 3 **DP's:** 36

Int: 2 **Per:** 2 **Wil:** 3 **Spd:** 12

Essence: 15

Skills: Brawling 2, Hand Weapon (any) 2

Attack: punch D4x2, kick D4x3, or by weapon type

Weak Spot: All (0)

Getting Around: As in Life (+7)

Strength: Dead Joe Average (0)

Constitution: Fresh One, Increased Constitution

Senses: Like the Living (+1)

Sustenance: Who Needs Food? (+8)

Intelligence: Language (+1), Long-Term Memory (+5), Problem Solving (+15)

Willpower: The Every-Zombie, Increased Willpower

Spreading the Love: Possession (+10)

Special Features: Hard to Kill 2 (+2)

Power: 62

Weapons and Equipment

Herein lies some of the gear depicted in the movie. Most of the firearms are just improved and “suped-up” versions of modern firearms. Sly ZMs might mention that the weaponry isn’t as high-tech on Mars as on Earth because Earth most likely would have sent surplus weaponry to Mars to equip the MPF, which would mean improved 20th century models and possibly cutting edge 21st century models. It may be likely that a team could be equipped with OICW in later sessions, but such gear would be reserved for military assaults, which weren’t needed on Mars...until now. It could be likely in 2176 that man portable laser weaponry has even been invented and **Eden Studios’** *All Tomorrows Zombies* for *All Flesh Must Be Eaten* would be a perfect place to obtain such items for the Cast in later sessions. However, those things would not be available until Earth and the Cartel finally acknowledged the threat and sent troops and supplies in an attempt to put an end to it.

Weapons

HP 40 Scattergun

High powered pump-action shotgun carried by the MPF and military forces. Damage listed is for buckshot. Raise all damages for other round types by 1.

Type	Range	Damage	Cap	EV
Shotgun	10/30/50/100/200	D8x7(28)	12(clip)	8/4

Remington 11-87 Ultra

High powered pump-action shotgun issued to security forces. Damage listed is for buckshot. Raise all damages for other round types by 1.

Type	Range	Damage	Cap	EV
Shotgun	10/30/50/100/200	D8x7(28)	8	8/4

M-16 Ultra

Perfected and powerful version of the M-16.

Type	Range	Damage	Cap	EV
Assault Rifle	10/50/150/600/1000	D8x5(20)	40(clip)	8/4

HK MP9

Improved version of the MP5 with collapsible stock.

Type	Range	Damage	Cap	EV
Submachine Gun	8/20/40/130/200	D6x5	50(clip)	6/3

12 gauge Winchester Marine Ultra

A shortened version of the Winchester Marine. The weapon is nicknamed Little Thunder. It is small enough to carry in leg straps. Some carry two, one on each leg. Approximately 2 ft long.

Type	Range	Damage	Cap	EV
Shotgun	10/30/50/100/200	D8x6	8	6/3

9mm Browning Ultra

A little more stopping power than the traditional Browning pistol.

Type	Range	Damage	Cap	EV
Handgun	4/15/30/90/180	D6x5	15	1/1

Stun Baton

Standard issue baton used by the MPF. When activated, it holds an electric charge that can temporarily incapacitate an opponent on a successful strike. The victim rolls a Simple Constitution Test at a penalty of 5 plus the Success levels of the attack. If failed, the victim is temporarily knocked senseless and paralyzed for D10 Turns minus the victim's Constitution Attribute with a minimum of 1 Turn. Even if the roll succeeds, the victim is at -2 to all physical actions for D6 Turns, due to the electrical jolt to the system. The Zombies of Mars are not affected by this weapon.

Type	Range	Damage	EV
Hand Weapon	Melee	D6(3) x Strength	2/1

Atlatl Saw

This gruesome weapon is shaped much like a sickle on a one foot long handle and is used to throw circular saw blades with deadly speed. The additional length of the handle allows greater distance and power in the throw, as one does not need to be holding the sharp edge like a Frisbee. The contraption works much like an atlatl, which is used to propel spears at much greater distance. The sickle-like end cups the blade and holds it until the atlatl is whipped forward in a side-arm throwing motion. The blades are actually capable of cutting off limbs.

Type	Range	Damage	Cap	EV
Hand Weapon	5/10/20/40/60	D8x(strength+2)**	1	3/1.5

Detonators

Usually used with dynamite or C4, it still packs quite a punch by itself. It has a very short blast radius though; only about one yard for ground zero and two for maximum range. Increase the damage multiplier by 1 if used in cans for makeshift grenades.

Type	Range	Damage	Cap	EV
Explosive	3/7/10/13/20	D4x4/x2	1	.5/.25

Pneumatic Crusher

The Pneumatic Crusher is a heavy jack-hammer-like device that is used to break down large rocks into smaller manageable pieces. It has a large V shaped wedge on the piston that drives through large boulders. The tool is fuel-cell powered and could be used as an ungainly and heavy melee weapon in a pinch.

Type	Range	Damage	EV
Hand Weapon	Melee	D10xStrength@	30/15

Stone Drill

This is a heavy power drill that is used to drill deep holes into a rock face so that dynamite or other explosives can be sunk into the rock face and detonated. The drill can be used as an unwieldy melee weapon in a pinch.

Type	Range	Damage	EV
Hand Weapon	Melee	D8xStrength+1**@	25/13

Stone Saw

These are large, fuel-cell powered saws with multiple circular blades on them, which are capable of cutting into rock to shear away chunks to put into the bins being sent to the Pulverizer. They make ungainly melee weapons, but could do in a pinch.

Type	Range	Damage	EV
Hand Weapon	Melee	D10xStrength**@	30/15

Gear

Breather

This piece of gear clips onto the collar of a jacket and is used to augment the light oxygen atmosphere of Mars. Without it, a colonist may experience headaches that make life difficult unless drugs are taken to make the pain go away. The headaches last about a month and the sufferer is at -1 to all actions without medication. Cost \$20 (Free to all MPF and Security), Common Availability. Weight is negligible.

Light Riot Jacket

These black jackets have the insignia of the MPF sewn onto them. There are generic versions of these jackets that guards can wear in the mining colonies. They have an AV of D6+7(10) and weigh about 3 lbs (1 ½ kg). Cost \$300. Common availability, especially through the black market.

Tetramonochloride (a.k.a. Clear)

Clear is a mild disassociative hallucinogen with a calmative or tranquilizing effect. It can cause mild dream-like visions, usually of a memory, but could be more interesting at the ZMs discretion. Anyone not familiar with the effects of Clear may become disoriented during the state of lucid dreaming. It causes a -1 to all physical and mental Tasks or Tests while on the drug. An interesting side-effect of Clear is its ability to disrupt and disorient an alien Essence during a possession attempt, which will completely negate the minus to the victim's roll to resist. Cost through the black market ranges from \$10 to \$20 per pill depending on availability. Uncommon Availability (though sometimes Clear "disappears" from MPF drug busts).

Laffer

A Laffer, as it is referred to in certain circles is a black market breather that has been modified with a 15% nitrous mix, creating a makeshift nitrous oxide or "laughing gas" mix. Inhaling from the Laffer causes a high, but long-term use can have some adverse side-effects. The user feels euphoric and almost giddy and may be prone to giggling at inappropriate times. It causes numbness and impaired senses and dizziness and may even cause mild hallucinations. Prolonged use can damage the lungs and brain tissue of the user and

may lead to death. Consider a Laffer “high” as a -2 to all physical Tasks or Tests involving any kind of coordination or agility, as well as any mental Tasks or Tests. The user also has a bit of impaired judgment during the high and as a result gains the equivalent of the Reckless and Showoff Drawbacks, as well as a milder version of the Paranoid Drawback. Cost through the black market ranges from \$50 to \$100 and possibly more, depending on availability and need. Uncommon availability.

Electronic Locks

Your standard electronic lock in the setting has no minuses to disable or disengage, but could take a bit of tinkering to get it to do so. As the locks become more sophisticated and difficult to disable they are given a rating. Each rating is the number of Successes in the roll that are needed to successfully disengage the lock and the Successes are cumulative and each roll is considered 10 minutes of work. Also, half of the rating of the lock is subtracted from the roll, due to the extreme difficulty and sophistication of the lock. Thus, someone attempting to disengage a level 8 security lock would need 8 Success levels and would have a -4 to their roll. A botched roll that does not equal at least a 1 after all minuses and the Rule of One is considered will permanently damage the lock and the lock will remain locked. Cost and availability varies.

Vehicles

Land Rover

The typical Rover used by the mining colonies and settlements. It possesses no armor or armament (though it is durable) and can carry up to 6 people with 2 in the front and four in the rear compartment; or gear can be stowed in the rear compartment instead. It has four solid tires and runs on fuel cells.

Weight: 4,000 tons	DC: 54
Speed: 60/40	AV: 10
Acceleration: 20	Range: 250
Toughness: 3	Availability: C
Handling: 3	Accuracy: N/A

Ore Wagon

The ore wagon can carry up to three passengers including the driver in the front. The rear bucket is reserved for ore and rock that is dumped into it from the Pulverizer. The vehicle possesses no armor (though it is durable) and has 6 solid tires and runs on fuel cells.

Weight: 18,000 tons	DC: 138
Speed: 60/40	AV: 10
Acceleration: 15	Range: 300
Toughness: 4	Availability: C
Handling: 2	Accuracy: N/A

MPF Rover

The MPF Rover is much like a normal Land Rover, but also sports light armor and a single 7.62mm machine gun with a 45 degree forward facing arc. It can carry up to 6 people including the driver and has four reinforced solid tires.

Weight: 6,000 tons	DC: 110
Speed: 70/40	AV: 24 + D8x2 (32)
Acceleration: 20	Range: 250
Toughness: 3	Availability: U
Handling: 3	Accuracy: N/A
Primary Armament: 7.62mm Machine Gun (See AFMBE Core for stats)	

Other Vehicles

ZMs should add any other vehicles they desire as the game progresses. All *Tomorrows Zombies* is the perfect supplement for the design of other ships and vehicles for use against the Zombies of Mars. Though no space-faring transport ships were ever shown or mentioned, they have to exist somewhere.

Product Tie In

The Grays and the Saurians have both met the aliens from Mars in their past and are not aware of their ability to go into dormancy. Both subscribe to the motto of good riddance to bad rubbish concerning the Hur'Ur. If they learn that this great threat is still around and now in possession of human technology, they may be brought into the conflict.

ZMs wishing to expand the game further may allow Psionics from *CJ Carella's WitchCraft*, *Terra Primate*, or *Conspiracy X*, or even Bionics from *All Tomorrows Zombies* in later sessions, representing advances in human technology and studies into the powers of the mind.

Timeline Reference

This last bit is merely a timeline reference based upon events in the film and approximations have been made in any areas where no time passage was mentioned. It is unclear in the film just how much time passed while the Cast were trapped in Shining Canyon, but since the action flowed quickly once the possessed colonists and miners returned it could be that the team was only in Shining Canyon for a few hours before the Hauler picked them up. The timeline below reflects this. ZMs may use this as a reference or pace the scenario however they feel appropriate. Likewise, if the ZM wishes Chryse to be closer to Shining Canyon, the timeline should be modified to allow for a longer stay in Shining Canyon and a shorter trip back to Chryse.

- 1:30pm (1330)** – The Prisoners are already incarcerated in the prison at Shining Canyon and are given a meal at this time
- 2:30pm (1430)** – Williams is captured while trying to use stolen money and placed in solitary. The prisoners are given their last restroom break
- 4:00pm (1600)** – A work stoppage is called on account of a huge dust storm with winds reported at 60 knots. Williams' posse is on the ridge witnessing the glowing dust that was brought with the storm. The people are infected by the glowing dust.
- 4:20pm (1630)** – The possessed zombies are fully acclimatized to their new bodies and begin killing those who are not infected. They drag everyone left alive off to be killed execution-style.
- 4:50pm (1650)** – Williams' Posse go down into the town to try to find a way to open the prison and spring Williams and to have better protection from the dust storm, but are forced to hide in a nearby storage shed when a group of zombies return.
- 5:50pm (1750)** – The MPF is en route to Shining Canyon on the ore hauler and passing through the dust storm that already hit Shining Canyon.
- 5:55pm (1755)** – Trans Marineris tries to contact Shining Canyon, but has no luck. The conductor states that it's approximately another 40 minutes before reaching the depot.
- 6:30pm (1830)** – The MPF disembark at Shining Canyon and are told that it will be around 4 hours before the hauler can return. There's still 12 hours before sun up.
- 10:00pm (2200)** – Hauler does not return as scheduled.
- 11:00pm (2300)** – Contact finally made with Hauler. Hauler delayed by debris on the tracks 3 km away.
- 12:30pm (2430)** – Hauler finally arrives. Team fights their way to the Hauler. Idea to blow up the reactor. Team goes back to blow the reactor.
- 1:00am (0100)** – Reactor set to blow.
- 1:30am (0130)** – Reactor goes boom, obliterating everything within a 2 mile radius and sending the glowing dust skyward.
- 3:24pm (1524)** – The hauler reaches Chryse. Wounded are taken to a medlab and patched up.
- 5:00pm (1700)** – Council meeting convenes to hear the testimony of the survivors.
- 6:00pm (1800)** – Meeting is adjourned and the survivors are allowed to rest in their quarters. Williams sneaks into Chryse after running into more carnage at a relay station and finding out that the problem was not solved at Shining Canyon.
- 7:00pm (1900)** – Riots begin in Chryse. All Hell breaks loose. All available MPF scrambled. Williams meets up with the survivors.
- 10:00pm (2200)** – Chryse is overrun.