

MIDDLE GEORGIA LEAGUE HALLOWEEN 2005

COMPLETE SCENARIOS

1| CARNAGE AT CROW'S POINT

Something's happened. No one knows what, but they know that it's Evil(TM). As twilight falls, the townsfolk of Crow's Point are turning on each other and murdering their neighbors.

SETUP

None, other than dividing the teams evenly.

GAME PLAY

Two sides start at different ends of the field. Their entire objective is to make sure the other side dies.

2| SEARCH AND RESCUE

As the Hunters arrive, there are innocent townsfolk still running for their lives in Crow's Point. Only the Hunters can save them.

SETUP

- Locations
 - The Amphitheater (starting point) is designated as the Church.
 - The Tennis Courts are designated as the Safe-camps.
- Hunters
 - Hunters should comprise half the player base.
 - Two Hunters are designated Priests.
 - One Hunter is designated the Chainsaw Wielding Waco.
- Monsters
 - Zombies should comprise one-quarter of the player base.
- Others
 - Townsfolk should comprise one-quarter of the player base.
 - Townsfolk are armed, but their guns don't have to be turned on. (They are armed for the sole reason of giving themselves 4 hits if/when they become a Zombie.)

GAME PLAY

The Townsfolk are released onto the battlefield first. Two minutes later, the Zombies are released and the scenario begins. Two minutes after that, the Hunters are given the "green light" to move in.

The objective is to find as many Townsfolk as possible and escort them to the Tennis Courts where they are safe from Zombie attack. The Townsfolk are encouraged to act hysterical and confused, while the Zombies are encouraged to pretend they're townsfolk (but not too convincing). The scenario ends in twenty minutes or until all remaining Townsfolk are in the Tennis Courts.

3| INVESTIGATION

The Hunters are ordered to find out the cause of the disturbance and given three locations that could be foci. There are Zombies still roaming and a Werewolf sighted.

SETUP

- Locations
 - The Amphitheater (starting point) is designated as the Church.
- Props
 - Three flags will be placed in open locations.
 - The Journal will be hidden nearby the closest flag.
 - The Artifact piece will be hidden at farthest flag.

- Hunters
 - Two players are designated Werewolf Hunters.
 - Two players are designated Priests.
 - One player is designated the Chainsaw Wielding Waco.
- Monsters
 - One Moderator is designated the Specter.
 - One Moderator is designated the Werewolf.
- Others
 - One Moderator is designated as a spotter.

GAME PLAY

The Hunters will be told the general location of the flags and to immediately bring back anything they find there. At the first flag, the Specter will be waiting to show the location of the Journal to any Hunter that will follow.

While the second flag holds nothing, the Zombies will be nearby to make a surprise rush.

The final flag is the crux of the scenario. The spotter will be casually roaming the area in a Moderator capacity until the Hunters touch the artifact. The spotter will notify the Werewolf via radio. The Werewolf will unleash a mighty howl and race to kill as many Hunters as possible. The scenario ends when the Artifact piece is back at the Church or the Werewolf is destroyed.

4| HORACE WALLPOLE

The Journal, written by a Hunter who's been missing for months, tells of a man named Horace Wallpole. Wallpole is an old man who, in an effort to prolong his life turned to the occult. He alone is responsible for the Evil(TM) that has befallen this town. Perhaps by killing him the spell on Crow's Point may be released?

SETUP

- Locations
 - The Amphitheater (starting point) is designated as the Church.
 - The Gazebo is designated as Wallpole's house.
- Hunters
 - Two Hunters are designated Werewolf Hunters.
 - Two Hunters are designated Priests.
 - One Hunter is designated the Chainsaw Wielding Waco.
- Monsters
 - One Moderator is designated the Werewolf (if it survived last game).
 - One Moderator is designated the (normal) Vampire.
- Others
 - One Moderator is designated Horace Wallpole.

GAME PLAY

The Hunters are instructed that Horace Wallpole is the cause of all this Evil(TM). They must find him and "deal with him". Zombies are still out in force, and if they didn't destroy the Werewolf last scenario then it is still out there as well.

Upon approaching Wallpole's house, Wallpole will begin calling for help. He insists he is not tainted and even has a serum that protects him. He warns of a Vampire that is holding him hostage, and begs to be rescued and taken to the Church.

If they kill Wallpole, so be it. The Vampire is still hungry and coming for them. The scenario ends when the Vampire is destroyed.

5| COUNTERATTACK

With the Artifact, Wallpole, and even the Journal out of the Monsters' hands, they go on the offensive and make an attack on the Townsfolk in the camp. They must hurry, however, because dawn approaches.

SETUP

- Locations
 - The Tennis Courts (starting point) are designated as the Safe-camps.
- Hunters
 - Two Hunters are designated Werewolf Hunters.
 - Two Hunters are designated Priests.
 - One Hunter is designated the Chainsaw Wielding Waco.
- Monsters
 - One Moderator is designated the (new?) Werewolf.
 - One Moderator is designated the (new?, normal) Vampire.
- Others
 - Five volunteers are designated Townsfolk who have an active sensor but no weapons.
 - One Moderator is designated as the timekeeper.

GAME PLAY

The Hunters and Townsfolk begin in the Tennis Courts. They may set up however they wish in preparation for the attack.

Monsters begin in the Amphitheater and may make their way to the Tennis Courts however they wish to achieve their goal. Once at the Tennis Courts and the battle begins in earnest, Monsters are encouraged to rattle the fences and cages and make as much "monsterish" noise as they can.

The timekeeper starts the clock as soon as the Monsters exit the Amphitheater, and announces "Dawn" (Game Over) after 25 minutes of game play. The scenario may also end the moment all Townsfolk are killed.

6| ESCAPE FROM CROW'S POINT

Crow's Point is decimated and for good or ill, it's all over. The garlic has rotted, the silver is spent, and lack of oil just locked up the chainsaw. Now there is only to leave. Hey, look! A car!

SETUP

- Locations
 - The Amphitheater (starting point) is designated as the Church.
- Hunters
 - The 7 most distinguished Hunters of the night will be Soldiers for this game.
- Monsters
 - One Moderator will be designated as the Specter.
 - All other players and Moderators will be Zombies for this game.

- Others
 - One Moderator will be designated as the spotter.
- Props
 - Clue Cards: The Hunters must follow the clues on each card to the next location in the chain in order to eventually make it out.
 1. **The Car:**
White Card: *"The car is locked. It belonged to John-boy Watson who died in the Happy Fun Camp. His keys are probably still on him."*
 2. **Happy Fun Camp:**
Green Card: *"Car Keys"*
 3. **The Car:**
White Card: *"The battery is dead. Get a new one from HW Auto Garage."*
 4. **HW Auto Garage:**
White Card: *"The garage is locked and the windows are barred. HW stands for Horace Wallpole, who made his money in many various investments. There's probably a spare set of keys at his manse."*
 - 5a. **Wallpole's Manse:**
White Card: *"There are no keys. But you hear a voice in the wind."*
 - 5b. **The Specter and the Cave:**
Green Card: *"Garage Keys."*
 6. **HW Auto Garage:**
Green Card: *"Car Battery"*

GAMEPLAY

There will be Zombies roaming free all over the town. The Hunters' goal is to romp through the town, collecting items at various locations, and survive until they have everything necessary to end the scenario.

The first major obstacle should be their own paranoia as they see several volunteers lying around in Happy Fun Camp (Card 2). These volunteers should be very clear on who is truly dead and who is to rise slowly and noisily. This should be an easy grasp, just thick with tension.

The second major obstacle will be Wallpole's Manse (Card 5). They should sweat it out a moment or two before the Specter approaches to guide them to where they found the Artifact piece. Wallpole dropped his keys there and they should be fairly obvious.

The last major obstacle will be the final trip to the car after acquiring the car battery. All available Zombies should be laying in wait for the surviving Hunters.

The spotter's job is simply to place Card 3 and Card 6 when necessary. The scenario ends after the last Hunter either reaches the final destination or is killed.

and it was at that point I experienced feelings of dread in my basement and attic. I grabbed the nearest crucifix and decided to settle in for a long night. I played Resident Evil again until dawn came and the feeling went away.

I need to get to the bottom of this before I go crazy...

~ p.

July 13, 2005

My investigation, wrought with all the dead ends I have written about, has suddenly turned an unexpected one-eighty. In desperation, I followed up on what seemed another wild goose chase. At then end, just when I thought I was about to come full circle again, I found a name.

Horace C. Wallpole.

Wallpole is a respected man in Crow's Point. Much of this town is owned by his estate, and much of the business was brought by his investments. Somewhat of a local tycoon, he is rich beyond what anyone else in this town could dare to dream. He is known. He is loved. He is feared.

He is dying.

Wallpole is old. It's as simple as that, otherwise he would have the proper medicines and treatments imported or invented. But there is no cure for age. No means by which to turn back the hands of time. At least, not by normal science. And so Wallpole has turned from the natural and sought out the unnatural and the supernatural. He found Evil™.

My research has dug up all manner of strange rituals and incantations Wallpole has studied (and perhaps perfected?) in order to prolong his life of renown and luxury. From Satanism to Vudon, from Sohkar to Zuul, Wallpole has mixed and matched all the black arts and become a conjurer, an enchanter, and a summoner. While he still doesn't understand much of what he has discovered, and his power is still quite miniscule, he dabbles non-the-less. I have already found several instances of his influence in various walks of life here in Crow's Point, and I fear his dark experiments will only be further twisted by his ignorance before he discovers his Magnum Opus:

The secrets of immortality.

Sooner or later, he will either destroy himself or many others in this town unless he is stopped. But do I hide my time and await council and support from other Hunters? Or do I confront Wallpole now, while there is still a chance for this town?

~ p.

July 16, 2005

I have made my decision. There is only one acceptable course of action. If the Evil™ that is plaguing these people is to be defeated, then