

MIDDLE GEORGIA LEAGUE
HALLOWEEN
COMPLETE SCENARIOS: 2006

PROLOGUE | CARNAGE AT CROW'S POINT

In the quiet little town of Crow's Point, a community trying to forget the strange happenings of only a year ago, something stirs. The townsfolk have been betrayed by their own, and now the God-fearing townsfolk of Crow's Point must wage their own civil war against cultists with such familiar faces.

SETUP

LOCATIONS

- The S-Bldg / Student Center (Townsfolk starting point) is designated as the Church.
- The Amphitheater is designated as the Graveyard.
- G-Bldg / Plant Operations (Cultist starting point) is designated as The Cave.

OTHER

- Both teams should be divided evenly.

GAME PLAY

OBJECTIVE

This is a warm-up game of standard team vs. team attrition.

TIME LIMIT

45 Minutes or until all of one side are killed.

CHAPTER 1 | WALLPOLE'S LEGACY

Horace Wallpole was Crow's Point's most influential man until his death due to wounds recieved last year. His body was interred, but his work would not rest. His occult experiments produced many strange things, one of which is a serum that prevented necroanimation during this most auspicious season. Now, an intrepid group of Hunters must locate and bring back the serum before it falls into the wrong hands.

SETUP

LOCATIONS

- The Amphitheater (starting point) is designated as the Graveyard.
- The S-Bldg / Student Center (Townsfolk starting point) is designated as the Church.
- The Gazebo is designated as Wallpole's Manse.

PROPS

- Three vials of Zombie Serum will be placed together at Wallpole's House. One vial should be empty.

HUNTERS

- Two Hunters may be designated as Chainsaw Weilding Wackos.

MONSTERS

- There should be a number of Zombies equal to one-third the player base.

GAME PLAY

OBJECTIVE

The Hunters simply have to locate Wallpole's Manse and bring back the vials of Zombie Serum.

TIME LIMIT

30 Minutes or until the Zombie Serum is brought to the Church.

CHAPTER 2 | REANIMATOR

Wallpole has returned. Spotters have identified his corpse amid a throng of other hostiles. It is believed that both Zombies and loyal Cultists are headed this way. The Hunters must defend the Church at all costs and not let Wallpole reclaim his serum.

SETUP

LOCATIONS

- The S-Building / Student Life (starting point) is designated as the Church.
- The Amphitheater is designated as the Graveyard.
- G-Bldg / Plant Operations is designated as The Cave.

PROPS

- The three vials of Zombie Serum will be placed at the Church.

HUNTERS

- Two Hunters may be designated as Chainsaw Weilding Wackos.

MONSTERS

- One Moderator should be designated as Horace Wallpole, a Zombie Master.
- Up to one quarter of the players may be designated as Zombies and Cultists, though there should always be more Zombies.

GAME PLAY

OBJECTIVE

The Hunters must defend both their location and the Zombie Serum.

TIME LIMIT

30 minutes or 1) until the Zombies/Cultists bring the Zombie Serum to The Cave, or 2) Wallpole is decapitated.

CHAPTER 3 | FORBIDDEN KNOWLEDGE

Wallpole's remains could not be found. It is believed that a reserve of cultists collected the sum of his parts and stitched him back together. Spotters have reported that possibly those same cultists are now attempting to break into the town library in an effort to help Wallpole complete his research and experiments. God only knows what Wallpole could summon once he has perfected the dark arts. Stop them before they go too far. All Hunters are being reinforced in the event of a worst case scenario.

SETUP

LOCATIONS

- The Amphitheater (starting point) is designated as the Graveyard.
- L-Bldg / Library (fountain-side patio) is designated as the Town Library.

Hunters

- One Hunter may be designated as Chainsaw Weilding Wackos.
- Two Hunters may be designated as Werewolf Hunters.

CULTISTS

While not a monster per se, these wayward mortals commit monstrous acts none the less. Always in the service of some higher Evil™, Cultists will go to great lengths to accomplish their given tasks.

OFFENSE

Cultists may use guns as normal, though they may not use Max Blasts. Cultists may be allowed special and/or custom weapons as determined by the Moderators.

DEFENSE

Cultists have a full measure of life on their sensor, but they may not use Shields.

BECOMING A CULTIST

Cultists are created only at the discretion of a Moderator for a given scenario.

- Two Hunters may be designated as Priests.

MONSTERS

- Up to one quarter of the players may be designated as Zombies and Cultists, though there should always be more Zombies.
- One Moderator may be designated as either a (normal) Vampire or a Werewolf, depending on the success of the Hunters to this point. Both may be fielded if necessary.

GAME PLAY

OBJECTIVE

Hunters must take and hold the Town Library.

TIME LIMIT

45 Minutes or until 1) all Hunters are killed, 2) any and all Moderator Monsters (Vampire, Werewolf) are destroyed.

CHAPTER 4 | RECONNAISSANCE

Our spotter positions have been overrun. While the cultists have been doing Wallpole's errands, it seems Wallpole himself has been creating more minions. We need to know what's going on, and if the library was just a diversion. Seek out concentrations of Evil™, destroy the infestations, and investigate the locations for any available intelligence.

SETUP

LOCATIONS

- The Amphitheater (starting point) is designated as the Graveyard.
- The second bridge behind the S-Bldg is designated the "Woods".

HUNTERS

- One Hunter may be designated as Chainsaw Weilding Wackos.
- Two Hunters may be designated as Werewolf Hunters.
- Two Hunters may be designated as Priests.

MONSTERS

- One Moderator should be designated as the Specter.
- Up to one quarter of the players may be designated as Zombies and Cultists, though there should always be more Zombies.
- One Moderator may be designated as either a (normal) Vampire or a Werewolf, depending on the success of the Hunters to this point. Both may be fielded if necessary.

GAME PLAY

OBJECTIVE

- Cleanse the area of as many Monsters as possible. Learn what you can (if anything) from where they congregate.

TIME LIMIT

30 Minutes or until 1) all Hunters are killed, 2) any Moderator Monsters (Vampire, Werewolf) are destroyed.

SPECIAL OBJECTIVE

- The Specter will be waiting at the Woods with a group of Zombies. Once the Zombies are destroyed, the Specter will become the Hunters over and inform them of the Phylactery, or "Soul Cage", which must be destroyed before the night is over.

DENOUEMENT | ESCAPE FROM CROW'S POINT

Time is growing short. If the remaining Hunters are to make it out alive, Wallpole must be destroyed. To do this, the Phylactery must be destroyed as the Specter instructed. However, the Hunters must first find the Phylactery before any other steps can be taken. This means a visit to the Library.

SETUP

LOCATIONS

- The Amphitheater (starting point) is designated as the Graveyard.
- L-Bldg / Library, fountain-side patio, is designated as the Town Library.
- G-Bldg / Plant Operations is designated as The Cave.
- Jones Bldg, back patio, is designated as the Hardware Store.
- A-Bldg / Administration, roadside "Crow's Nest", is designated as the Occult Bookstore.

PROPS

- A blue lamp will identify the Town Library.
- A green Clue Card will be placed at the Town Library.
- A green lamp will identify the Phylactery / Cave.
- The Phylactery, or "Soul Cage", will be placed at the Cave.
- Several volunteer players will be Bodies lying around at the Hardware Store.
- 12 yellow Tool Cards will be placed on the Bodies. Tool Cards will be labeled: Hammer, Screwdriver, Hacksaw, Pickaxe, Paint Thinner, Rope, 2x4, Pocket Knife, Light Bulbs, PVC Pipe, Screws/Nails, Doorknob.
- A red lamp will identify the Occult Bookstore.
- 1 red Incantation Card will be placed at the Occult Bookstore.

HUNTERS

- Up to seven of the most involved players may be chosen to participate in this scenario (1:5 ratio). These Hunters will be standard Soldiers.

MONSTERS

- While Zombies will be the vast majority of Monsters for this scenario, the Moderators are encouraged to utilize Cultists, Werewolves, Vampires, and Wallpole himself as necessary in order to make this scenario "interesting".
- One Moderator will be designated the Keeper of Knowledge to wait at the Occult Bookstore.
- One Moderator will be designated the spotter to follow along and insure the players are keeping on track.

GAME PLAY

OBJECTIVE

- Destroy the Soul Cage.

TIME LIMIT

45 Minutes or until 1) all Hunters are killed, 2) the Hunters return to the Amphitheater with the Phylactery, the Incantation, and appropriate tool.

SPECIAL OBJECTIVES

- Location 1: The Library. Blue lamp, Green Clue Card: "Wallpole's Soul Cage is located at The Cave (G-Bldg / Plant Operations, Green Lamp) and must be physically destroyed to stop Wallpole. Get an appropriate tool from the Hardware Store (Jones Bldg, look for the bodies of those who tried to defend themselves) and have it enchanted with an Incantation from the man at the Occult Bookstore (A-Bldg / Administration, roadside "Crow's Nest, Red Lamp)."
- Location 2: The Cave. Green Lamp / Phylactery.
- Location 3: Hardware Store. Bodies with yellow Tool Cards.
- Location 4: Occult Bookstore. Red Lamp, red Incantation Card, The Keeper of Knowledge. The Keeper must be shown the Hammer, Screwdriver, Hacksaw, or Pickaxe Tool Card before he will give the Hunters the Incantation and inform them: "The Soul Cage must be destroyed on Church grounds."

THE SPECTER

The Specter is a (seemingly) benevolent ghost that appeared last year in Crow's Point. The outstanding questions are 1) who the Specter is, and 2) what his intentions are.

OFFENSE

The Specter has no gun and will not attack.

DEFENSE

As a dead entity, the Specter has a sensor that is not turned on (like-wise "dead").

BECOMING A SPECTER

The Specter is a special NPC that will only be played by a Moderator.