

P R E D A T O R Y 2: BELLY OF THE BEAST

A Deadworld of Nuclear and Biological Horror for the *All Flesh Must Be Eaten* RPG (with notes for use with the *Terra Primate* RPG)

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WARNING: Some language and ideas herein may be offensive to some. Exercise personal responsibility and read at your own risk.

NOTE: This scenario is a work of fiction presented for the purpose of entertainment only. It should not be construed as either an endorsement or denigration of any system of beliefs or other socio-political ideology. Neither should it be construed as a guideline for behavior, attitudes, or other activities. If you can't separate fiction and fantasy from reality, you really should get help. Quickly. Like, right now.

Dead voices speak through me

...3800 megatons...

Of things that should not be

...25,000 Hiroshimas...

The Prince of Wounds, the Lord of Flies

...fire raining down on a dead world...

Evil lives within ourselves, we need nobody else

...nowhere to run...

*We tell ourselves the best of lies**

...welcome to terror...

*Motorhead, *Nightmare/The Dreamtime*

Guess what guys? It's time to embrace the horror!

Rockhound, Armageddon, Touchstone Pictures, 1998

A city of souls dying for peace, Welcome to the belly of the beast
...at three miles your bones burn to ash...

One mind, one voice, Welcome to the belly of the beast
...at six miles your skin ignites...

Who hears your voice, In the belly of the beast?
...at nine miles your lungs explode...

Millions, never never again, Madness, never never again
...at twelve miles your eyes melt...

Martyrs, dead that cannot die
...at twenty miles...

*Monsters**
...you live...

*Anthrax, *Belly of the Beast*

ZM Note – This scenario can be played as a follow-up to “[Predatory](#)”, or may be used as a stand alone scenario.

If this game is played as a follow up to the biological warfare attack described in “Predatory”, the nuclear attack is either an attempt by another country to sterilize North America, an attempt by the US government to destroy plague loci, or both.

In a follow up situation, the Cast Members won’t have participated in the “Predatory” game. They may be aware of the spread of Zhou-McKee Syndrome (ZMS), but will not be aware of how serious the situation is. Most people believe, due to media blackouts in contaminated areas, “know” that ZMS is something like a more serious version of Attention Hyperactivity Disorder, and that it is not easily contracted.

If this setting is not played as a follow up to “Predatory”, the Cast Members are most likely on their way to work. This will be a normal day, just like any other.

In either event, the ZM must decide before the start of the game what the Cast Members will have with them. Once the game starts, all they’ll have is what they can scavenge. It is highly recommended that the Cast Members be limited to normal items and not be allowed to be packing a massive amount of firepower.

FINAL BROADCAST

Reporter: *“David, I don’t know if you’re getting our video feed-“*

Announcer: *“Yes, Caroline, we’ve receiving you.”*

Reporter: *“...anonymous source telling us that the President, his cabinet, and the Congress are evacuating the city. As you can see from our transmission, there is a lot of activity on the runways at Andrews Air Force Base...”*

Announcer: *“Caroline, what sort of activity are you seeing? Caroline?”*

Reporter: *“What is that? A meteor stor-“*

Announcer: *“Caroline? Caroline? Can you hear me? Ah, we seem to have lost the feed from Caroline Bradley broadcasting near Andrews Air Force Ba-“*

We interrupt our programming; this is a national emergency. Important instructions will follow. Repeat. This is a national emergency. Important instructions will follow.

This is an Emergency Action Notification. This station has interrupted its regular programming at the request of the White House to participate in the Emergency Alert System.

Do not use your telephone. The telephone lines should be kept open for emergency use. The Emergency Alert System has been activated.

The White House has issued a national emergency alert. FEMA and NOAA report an attack by ballistic missiles is imminent. Repeat. An attack by ballistic missiles is imminent.

Do not attempt to return home. Remain where you are and move to interior sections of the building.

Shelter in place until the All Clear Signal is sent.

This means you should go inside the nearest building or vehicle, close all doors and windows, and turn off any air conditioning or heating systems that might draw in outside air.

Stay off the telephone to keep phone lines open for emergency use...

ZM Note –The morning rush hour is just beginning to die off. Traffic has thinned out and is flowing smoothly. The Cast Members may be riding together, or may be in separate vehicles, at the ZM’s discretion. Just as their car or cars enter a long, wide commuter tunnel connecting the center of the city with the outlying areas, they’ll hear the news broadcast above (if they’re listening to Talk Radio). If they’re listening to a music station, they’ll get the Emergency Alert. If they specify using a CD player and insist on that, well, they’ll just have to guess what happened.

FRANTIC VOICES

USAF Officer 1 – Confidence is high. I repeat, confidence is high. Roger, we've got thirty two targets in track and ten impacting points. I want it confirmed. Is this an exercise? Roger, copy. This is not an exercise!

USAF Officer 2 – Roger, I understand. Major Reinhardt, we have a massive attack against the U.S. at this time. ICBMs. Numerous ICBMs... Roger, I understand. Over three hundred missiles inbound now.

The Day After, 1983

The Cast Members will probably never know that, for reason that will never make any sense, nearly 6000 nuclear weapons have begun detonating over most of the Northern Hemisphere. For the record, no one used more than half of their nuclear weapon stockpiles. Nice of them, eh?

THE STORY

There are many important aspects of this scenario with which the ZM should familiarize himself or herself. A brief outline follows:

1. Nuclear attack with multiple weapons detonating behind the Cast Members as their car(s) enters the commuter tunnel. They will make it approximately 300 yards inside the tunnel before coming to a halt.
2. Cast Members trapped with a couple of hundred other people in a section of commuter highway tunnel.
3. Broken water pipes begin flooding the surviving section of tunnel. The Cast Members should be reminded of this occasionally. They have a week, perhaps two, before the tunnel fills completely with water.
4. The threat of violence from distraught survivors should be impressed upon the Cast Members by scenes described below.
5. There is a monster in the tunnel. It is completely inimical to humans, and will begin killing everyone it can by Day 2 of the game.

DETONATION

The car passed through Miyuki Bashi and was approaching the train office, when I saw the blue flash from the window. At the same time, smoke filled the car which prevented me even from seeing person standing directly in front of me. In about half an hour, I went out of the car. I noticed that the fire was burning everywhere.

Eyewitness, Hiroshima, 6 August 1945

At the end of the countdown, there was a blinding electric blue light, of such an intensity I had not seen before or ever since. I pressed my hands hard to my eyes, then, realized my hands were covering my eyes. This terrific light power, or rays, were actually passing through the tarpaulin, through the towel, and through my head and body, for what seemed ten to twelve seconds, it may have been longer. After that, the pressure wave, which gave a feeling such as when one is deep underwater. This was then followed by a sort of vacuum suction wave, to give a feeling of one's whole body billowing out like a balloon.

Eyewitness, Monte Bello, British Nuclear Test, 16 May 1956

ZM Note – It is up to the ZM to determine how much the Cast Members see or know with regard to the nuclear detonations.

...At the moment when the brakes lock,
and you slide towards the big truck,
you stretch the frozen moments with your fear.
And you'll never hear their voices
And you'll never see their faces
You have no recourse to the law anymore...

Pink Floyd, Two Suns in the Sunset

NOT THAT IT REALLY MATTERS, BUT...

For the record, eight nuclear warheads ranging in yield from 500 kiloton to 1 megaton nominal yield were detonated over the city at heights ranging from 3000 to 6000 feet above ground to maximum blast damage (this helps minimize nuclear fallout, but pretty much anyone close enough to see what happened has been killed anyway). None of the detonations are close enough to incinerate the Cast Members, but it's hard to be far enough away for no effects to be noticed.

For game purposes, the detonations occur more or less simultaneously, just as the Cast Members' car(s) are entering the tunnel. The blasts will illuminate the tunnel with a bright electric blue light (think of a welding torch or ARC welder).

The weapons generate a massive Electromagnetic Pulse (EMP) that destroys electronic circuitry. Car engines, laptop computers, cell phones, even some flashlights – all of these things become useless junk.

Cars and trucks are sliding down their respective lanes as they lose power to their steering, breaks, and headlights. The tunnel lights blow out. The Cast Members' car(s) make it nearly 300 yards into the tunnel as it collapses behind them, the way forward and back buried beneath tons of rubble, trapping the Cast Members in a long, dark cave.

WHERE WERE YOU WHEN THE LIGHTS WENT OUT?

Cast Members and Extras will have a starting situation depending on where they were in the tunnel when the bombs detonated and the ends of the tunnel collapsed.

Consult the following table to determine starting circumstances of the Cast Members:

D10 Result	Location	Effects
1-3	Outside	Vehicle crushed in the collapse; nothing salvageable; Exposure to radiation and blast
4-5	Collapse Zone	Vehicle trapped/destroyed in the collapse; 50% to salvage anything; Electronic devices destroyed by EMP; Exposure to blast and collapse
6-10	Deep Inside	Vehicle may be damaged by collision or falling debris; 75-100% to salvage useful items; Electronic devices may have been shielded from EMP; Exposure to traumatic damage and collapse

ZM Note –The Cast Members’ car or cars have made it at least part way into the tunnel when several high-yield thermonuclear devices are detonated over the city. The devastation is immediate and unimaginable. In a nutshell, the city is wiped off the face of the earth. Only a few pieces of pipe protruding through cracked masonry will be the only ruins that remain. The very air will burn, and much of the rubble will melt into huge sheets of radioactive glass.

But the Cast Members have escaped. Sort of.

The tunnel has bucked several feet up and down in a whiplash movement from the seismic shockwaves generated by the nuclear explosions. The roadways, walls, and ceiling have been shattered. Sections of the tunnel have collapsed. Cars and trucks have been tossed about like toys. People who happened to be on foot now have two broken ankles. People who were in their cars, if they avoided being crushed by rubble or other vehicles, have been knocked nearly unconscious by the sudden and violent movements.

For game effects, consult the following sections.

Darkness imprisoning me
All that I see
Absolute horror
Metallica, One

IMMEDIATE IMPRESSIONS

ZM Note – The following descriptions should be used to describe the condition of the tunnel to the Cast Members:

1. Smoke; its not too thick to breathe, but smells like burning metal, car exhaust, tainted with burning plastic.
2. Darkness; there are a few scattered fires in the tunnel, but with the dust and smoke settling the fires don't add to one's ability to see.
3. Coughing; the tunnel's air is full of dusk, soot, and ash.
4. Smells; the smell of burning metal and plastic.
5. Sounds; at first nothing can be heard but a roar that blocks out everything else – this is the firestorm that is raging above the tunnel as the city burns in the aftermath of the nuclear fireballs and shockwaves.
6. Sounds; the Cast Members will not be able to tell how much time has passed before the roaring and tremors subside. New sounds include the constant tap*tap*tap*BOOM of debris falling from the ceiling; moans; screams for help; ranting and raving from nearby survivors.
7. If desired, the ZM might allow one or more Cast Members to hear an inhuman shriek from further up the tunnel. This is the Chimera freeing itself from its transport vehicle.

Injuries

At the discretion of the ZM, one or more Cast Members may have been injured in the nuclear detonations. It is recommended that this damage not be so severe as to unduly limit game play.

Alternate Table

For Extras, the ZM can consult the Quick Injury Determination Table, below these. The Quick Injury Determination Table is

Consult the following table to determine starting injuries (if any):

Outside (add +3 if character is an Extra)

D10 Result	Effects
1-4	1D10X5 REM dose of radiation
5-7	As above, plus 10% chance of Sensory or Burn damage (see below)
8-9	1D10X10 REM dose of radiation
10	1D10X20 REM dose of radiation; roll 1D6 1-2 Sensory damage 3-4 Sensory and Internal damage 5-6 Burn, Internal and Sensory damage
11-12	Lethal dose of radiation or third degree burns Character is incapacitated
13	Lethal dose of radiation and third degree burns Character is incapacitated

Collapse Zone (add +3 if character is an Extra)

D10 Result	Effects
1-3	1D6(3)X4 damage from falling rocks; character otherwise unharmed
4-6	1D6X6 damage from falling rocks; 10% for broken limb
7-9	1D6X8 damage from falling rocks; 30% for broken limb
10	1D6X10 damage from falling rocks; 50% for broken limbs
11-13	Character suffered critical Traumatic injuries from falling rocks; Character is incapacitated

Deep Inside (add +3 if character is an Extra)

D10 Result	Effects
1-6	Character is winded and disoriented; no further effect
7-8	Character suffers 1D4X6 damage from impact of car crash
9-10	Character suffers 1D6X6 damage from impact of car crash; 10% for broken limb
11-12	Character suffers 1D6X10 damage from impact of car crash; 40% for broken limb
13	Character suffered critical Traumatic injuries from collision; Character is incapacitated

Quick Injury Determination Chart

As the scenario develops, the Cast Members will interact in one way or another with a wide variety of Extras. To simplify things the following table is provided for use at the ZM's discretion.

D10	Result
1-3	The Extra has no apparent injuries.
4-6	The Extra has lost ¼ Life Points and has a relatively minor injury.
7-9	The Extra has lost ½ Life Points and is obviously injured.
10	The Extra has lost ¾ Life Points and is severely injured.

Relatively minor injuries: first degree burns, bruising, cuts, scraps

Obviously injured: bandaged wounds, second degree burns, signs of radiation sickness

Severely injured: bandaged and bleeding wounds, broken bones, third degree burns, high level radiation sickness.

For expanded descriptions, see below.

...the Eastern third of the continental United States...consisted of a single vast forest fire through which, from the satellites, the slag pits of the bombed cities were invisible except as high spots in the radiation contours...Indeed, the sky all over the world was black with smoke, for the forests of Europe and northern Asia were burning, too. Out of the pall, more death fell, gently, invisibly, inexorably...

The Day After Judgment, James Blish

RADIATION

Radiation for the scope of this scenario consists of high-energy particles emitted by nuclear blasts and the resulting fallout. Please don't use this for gauging real-life threats. This is a gross over-simplification presented for gaming purposes.

There are three major categories of radiation:

Alpha and Beta – slow particles that are more likely to cause external burns, and internal burns if inhaled or swallowed.

Gamma – fast particles that cause external and internal damage as they rip through the body, disrupting cells and organs.

Up to **50-100 REM** is not necessarily going to be noticed in the short term. Long term effects could include cancer or other medical complications beyond the scope of this scenario.

Radiation exposure is cumulative, and builds up based on exposure time and the amount of radiation exposure. If a Cast Member or Extra is exposed to low level radiation for four days and accumulates 20 REM, then later is exposed to a high level source of gamma radiation for ten minutes and receives 400 REM, they have a total exposure of 420 REM.

Measurement and Doses

- 1 REM of *Gamma* radiation = 1 RAD
- 20 REM of *Alpha* and *Beta* radiation = 1 RAD
- 100 REM = 1 Sievert
- 100 RAD = 1 Grey

These units don't really have any meaning in game terms. Cast Members exposed to radiation won't, in this scenario, have any way to measure their cumulative dose.

EXPOSURE

ZM Note – At the ZM’s discretion, one or more Cast Members or associated Extras could receive a dose of radiation during the course of the game. For game play purposes, it is recommended that the level of radiation received not exceed 200 REM.

A successful Difficult CON test can reduce symptoms at the ZM’s discretion to the next lower category. Some individuals are more or less susceptible to radiation sickness than others. Past 1000 REM, however, there is nothing to be done for the victim.

Dose	Symptoms	Game Effects
<i>Minimal effect</i>		
1-20 REM	None; long-term possibility of cancer	None
21-50 REM	As above	-5 to Endurance for 1D6 days
<i>Radiation sickness</i>		
50-100 REM	Headache, decreased immune response	-5 to Endurance; rolls involving concentration made at -2; -2 on rolls to avoid illness or infection; effects last 1D6 days
101-200 REM	As above, plus 10% to die within 30 days; nausea, vomiting, anorexia, fatigue; symptoms last 1D6 days	-10 Endurance, -1 CON; rolls involving concentration made at -3; -3 on rolls to avoid illness or infection; effects last 2D6 days
201-300 REM	As above, plus 40% to die within 30 days; hair loss, vomiting, diarrhea, symptoms last 2D6 to D100 days.	-15 Endurance, -2 CON, all rolls made at -3; -5 on rolls to avoid illness or infection; effects last 2D12 days
301-600 REM	As above, plus 60% to die within 30 days; bleeding from gums, skin, and genitals; internal bleeding, blood vomit and diarrhea; duration as above	-20 Endurance; -3 CON; all rolls made at -4; -8 on rolls to avoid illness or infection; effects last 1D100 days
601-1000 REM	As above, plus 100% fatal within 20 days; survival requires intense medical care; no immune response; massive internal bleeding; no complete recovery possible; duration - permanent	Endurance = 0; CON = 0; loose 5 HP per day; all rolls at -10; no recovery; character dies
1001+ REM	As above; 100% fatal within 10 days; for 1D6 days, character is normal and feels fine (“Walking Ghost” Effect), then proceeds as above; duration as above	As 101-200 REM effect for 1D6 days, then proceed as above; no recovery; character dies
5000+ REM	Coma within 1D6 minutes; Death in 1D6 hours	All Attributes = 0; no recovery; character dies
8000+ REM	Immediate death	Immediate death

Symptoms

Cast Members or Extras who accumulate 100+ REM are likely to show one or more of the symptoms listed below. In life, this varies in part depending on individual resistance or susceptibility, time, intensity and degree of exposure (whole body or partial exposure).

External Signs

- Bleeding from nose, mouth, rectum and genitals
- Blisters
- Bruising
- Hair loss in patches
- Inflammation or reddening of skin
- Peeling/sloughing of skin
- Sores
- Ulcers in the nose, mouth, throat, tongue and corners of eyes

Gastro-Intestinal

- Dehydration
- Diarrhea (with blood at higher doses)
- Nausea
- Ulcers in the gastro-intestinal tract
- Vomiting (with blood at higher doses)

Behavioral

- Confusion
- Exhaustion
- Fainting
- Fatigue/
- Weakness

Other Internal

- Anemia
- Kidney and liver damage
- Spleen damage
- Susceptibility to infection and disease; reduction of immune response
- Thyroid damage

OTHER BOMB AND WOUND EFFECTS

ZM Note – At the ZM's discretion, one or more Cast Members or associated Extras could start the game wounded, or could suffer a serious wound during the course of the game. It is recommended that this be restricted so as not to adversely affect game play.

Burns

Nuclear blast: Character was exposed to the heat generated by one or more of the nuclear detonations, or was burned in a secondary fire as their car ignited. Burns are handled on p.108 of the AFMBE Main Rulebook.

Rolling 1D4X1D4 for damage from the nuclear blast will cover a wide range of burns. Remember that secondary infection, shock, dehydration and crippling pain would start occurring after 10 points of damage, so be careful in inflicting this on starting Cast Members. Based on the result, the character's burn injuries could be

triaged into one of the following categories. It is recommended that starting Cast Members not begin with more than 1D10 Life Points of damage.

First Degree: Up to 5 points of fire damage.

Second Degree: Up to 10 points of fire damage.

Third Degree: 15 or more points of fire damage.

Traumatic Injuries

Car wreck: Character was in a car that hit the wall, the collapse rubble, or another car, and has suffered damage as per Vehicle Collision (AFMBE Main Rulebook, pp. 116-117), at a speed equivalent to 20+2D10 mph. Factor base damage assuming the car has hit a car of equal mass.

Internal Damage

Concussion and shockwave: Character takes D6X8 (24) points of damage, and their Endurance drops by 1D4X10% (round up). Endurance loss is recovered normally.

Sensory Damage

Blindness: Character was looking at one of the detonations and gains the 2-point version of Impaired Senses: Vision (AFMBE Main Rulebook, p. 36) whether they wear glasses or not). This is retina damage and may or may not heal, at the ZM's discretion. It may not be noticeable at first, as the tunnel is completely dark.

Deafness: Character's eardrums were ruptured by the shockwave of one of the detonations and gains the equivalent of the 2-point version of Impaired Senses: Hearing (AFMBE Main Rulebook, p. 36) whether they use a hearing aid or not. This damage may or may not heal, at the ZM's discretion. Note that hearing aids have been rendered permanently inoperable due to the Electromagnetic Pulses produced by the nuclear blasts.

THE BELLY

ZM Note – The Highway Commuter Tunnel Project was completed the year before the scenario begins. A miracle of science and engineering, the tunnel was to eventually form the basis of an environmentally friendly highway system.

The tunnel has collapsed at each end, the openings buried under thousands of tons of rubble. It's just as well – the plugs that have trapped the survivors are also keeping out much of the radiation outside.

The section of tunnel in which the Cast Members find themselves is a highway commuter tunnel. The sealed section is approximately 1 mile long and is nearly 300 yards wide. There are six lanes in each direction, plus a wide shoulder for automobile emergencies.

In cross section the tunnel resembles half an oval, with the ceiling gently curving overhead. The white recycled ceramic tiles that covered the walls and ceiling were shaken loose by the nuclear blasts and are now lying in heaps on the tunnel floor.

At the moment of detonation, the tunnel was “bucked” by the ground wave from the nuclear explosions. The floor dropped six inches, the slammed upwards nearly two feet, then dropped anywhere from one to three feet. Large sections of the ceiling and walls collapsed. Combined with the hundreds of stalled vehicles in the tunnel, this means that there are no level surfaces.

Moving through the rubble at anything faster than a careful walk requires characters to make a DEX check (DEX + Athletics if applicable) with difficulty set at Normal or Difficult depending on the circumstances.

The lights in the tunnel have gone out. Not even the emergency lights are working. If sufficient light were available, the tunnel would resemble a natural cave more than a man-made structure.

But it's not finished. Attempts to move the huge blocks of rubble blocking each end of the tunnel section will result in further tunnel collapse. After the equivalent of eight million tons of TNT exploded nearby, it's a miracle the entire tunnel didn't collapse. For the record, the collapse continues for hundreds of yards in each direction – from the surface, the former tunnel looks like a steep gully.

CAN ANYBODY HEAR ME?

There are 300-odd survivors in the tunnel section, most of whom have been injured to one degree or another. There are nearly 900 bodies in the same area, mostly crushed. Within a few hours the tunnel will begin to smell like rotten meat.

HAZARDS

Water – Water shortage is not going to be a problem. There are dozens of broken water mains running parallel to the tunnel and most of these have ruptured. The blast has left the south end of the tunnel lower than the north end. An underground lake is forming. Streams are running through the rubble, so the lake is filthy with dust, blood, pieces of corpses, spilled gasoline and anti-freeze, dead rats, low levels of radioactive dust, etc. Drinking from it directly is a death sentence. A character who drinks this water will suffer 1D6 Life Points of damage and lose 2D6 points of Endurance per day of drinking it.

The water flowing from the pipes is mostly clean, though radiation may be an issue if the ZM is feeling sadistic.

The problem is that the tunnel is slowly filling with water. Near the “lake”, the water is flowing in so quickly that you can see it rising and the noise is so loud that it is difficult to hear conversations.

As the water level rises, survivors in the tunnel will have to move north. This puts them closer to the **Chimera (see below)** who will attack with increasing frequency and ferocity to protect its group.

Vermin – Rats are fleeing the pooling water. At the discretion of the ZM, the Cast Members might find themselves in the path of a huge swarm of burned and bleeding rats. This is more of a “scare” effect than anything, as the rats are not likely to attack anyone who is not obviously dead or dying. If the ZM wants to have the rats attack Cast Members, treat the rat swarm as a single opponent. For the sake of simplicity, a swarm of rats can cause 1D4 damage per “attack”. The swarm has a conglomerate total of 10 Life Points of damage (i.e. inflicting this much damage will disperse the swarm and stop the attack). No, there are no giant mutant rats yet unless the ZM is really into bad science fiction.

Gas – Likewise, natural gas mains were damaged by the shockwave that rippled the tunnel. Some are leaking slowly, others not so slowly. The ZM might allow one or more Cast Members to become aware of this. Perhaps a crude torch will suddenly flare into a blast of fire or start burning hotter. In the event of a severe leak, an explosion equivalent to one or more grenade or mortar explosions could occur in the event of gunfire or a large fire (see AFMBE Main Rulebook, pp. 136-137). Heightened tension could occur if the Cast

Members are trying to stop an Extra from firing a gun near one of the larger leaks. The gas will accumulate in pockets, but will not fill the tunnel completely.

Carbon Monoxide and Carbon Dioxide – These would eventually become problems, but it is recommended that the ZM focus on visible threats from drowning, explosions, other survivors, and the Chimera (see below).

MOTIVATION

...At the time of their descent into hell, the survivors of Auschwitz and Hiroshima, of Treblinka and Nagasaki, reacted to the other-worldly grotesqueness of their conditions with what Yale psychiatrist Robert J. Lifton describes as a profound sense of "death in life."

...in the Japanese term, *muga-muchu*, "without self, without a center." Such a total disruption of individual and social order, of one's customary personal and community supports, produced consequences that went far beyond immediate physical and emotional suffering...

Death, the Herd, and Human Survival, Louis René Beres, Department of Political Science, Purdue University (1999?)

Presumably the Cast Members will want to survive at least long enough to see what the point of the scenario is. As such, the ZM must be careful to keep the flow of action moving and not let the game bog down into a long session of First Aid Skill Checks.

As mentioned above and described more fully below, food and water are available in the tunnel if the Cast Members and any allies are ruthless enough to obtain and hold them.

The ZM might also want to assign goals to the Cast Members. These should involve escape, finding their family (even if it's insane to even consider them still alive), or should make one or more Cast Members relatives or family members.

Alternatively, the Cast Members might fall into the *muga muchu* worldview, existing only because they have not yet died. Certainly many Extras will be operating in a "death in life" state of extreme physical and psychological shock.

The ZM should attempt to maintain the following circumstances:

1. Horror, but not absolute hopelessness.
2. Flow of events and action. Keep things moving.
3. The Cast Members should be pushed to keep moving so that they will eventually find the Laboratory Transport and come up against the **Chimera** (see below).
4. Be prepared to improvise. If the action starts to bog down or the players become confused as to what to do, let them witness an attack by the Chimera from a distance. Then, later, a closer attack, then closer still. The police officers around the grocery truck will hold out the longest, as they have more ammunition and training than anyone else in the tunnel. It might be more interesting to gaming groups for the Cast Members to be part of this fight. Others might want to focus on the horror aspect of a being that can take down 6 heavily armed police officers. Use your discretion as ZM. Plan.
5. Scenes and sensations that should recur throughout this part of the scenario:
 - a. Dying people begging for help.
 - b. Shrieks, groans, and sobbing in the darkness.

- c. Isolated gunshots from suicides.
- d. Clouds of dust drifting down every time the roof of the tunnel groans.
- e. Parts of bodies protruding from beneath massive blocks of rubble from the ceiling.
- f. People groping blindly in the dark – some because they have no source of light, others because they were blinded by the nuclear explosions.
- g. Hysterical survivors, most wounded to some degree, emerging from the darkness – most are babbling or screaming; others may be violent.
- h. Some people sitting in their cars complaining that the traffic is heavy – they've snapped and will die of dehydration.
- i. Smells – blood, feces, smoke, burned metal, burned plastic, vomit, spoiled food.
- j. If a Cast Member doesn't have a light source, they will bump into people, or people will bump into them. Most will only moan and cringe away; most will leave the Cast Member stained with blood.

SURVIVAL

"You can't be a real country unless you have a beer and an airline - it helps if you have some kind of a football team, or some nuclear weapons, but at the very least you need a beer"

Frank Zappa

Scavenging

If/when Cast Members search for anything, the following table can be used if desired to determine what is found. One roll per Cast Member per half hour of searching is suggested. Of course, the ZM should feel free to insert any items they want the Cast Member(s) to have.

Scavenging Quick Result Chart

Roll (4D10)	Result
4-10	Clothing – Roll 1D6. If the roll is greater than the STR of the character, the clothes probably fit, albeit loosely. They may be singed and will probably be bloody.
11-15	Makeshift weapon – a metal bar or pipe, a sharp piece of metal
16	First aid kit (1D6 uses)
17	Road flares
18	Matches or a cigarette lighter
19	Personal electronic device – might work or be repairable closer to the north end of the tunnel (away from the blasts).
20	Prescription drugs (2D20 pills or doses of something). Roll D10 – on a 10 it is useful.
21	Food – 1D3 meals or equivalent. Roll 1D10 – on a 10 it is spoiled and can cause food poisoning (vomiting, diarrhea, 1D6 damage, 2D6 Endurance loss)
22	Water – 1D6/4 days worth of water from a sealed container
23	Real weapon – knife or axe
24	Tool kit – probably crescent wrenches, socket wrenches, screw drivers, etc.
25	Children’s toy(s)
26	Spare car tire.
27	Backpack or computer bag
28	Illegal drugs – 1D10 doses of an illegal and addictive drug
29	A sheaf of papers or a few books – can be used as tinder to start a fire.
30-35	Suitcase or other luggage
36	Working cell phone, but no one in range to call. Ever again.

37	Firearm. Roll 1D6: 1= empty; 2 – 5 = 1D20 rounds; 6 = 1D00 rounds of ammo
38	Valuables – gold, jewelry, etc.
39	Flashlight (might work at the ZM's discretion for 1D4 hours)
40	ZM's Choice

NEEDFUL THINGS

Light. Torches can be made using strips of cloth wound around the end of a piece of pipe, soaked in gasoline, and set on fire. Such a torch will burn for 1D4/2 hours at most.

Weapons. Primitive weapons are plentiful. Pieces of rebar from the ceiling, pieces of small diameter pipe, tire irons, lug wrenches, sharp pieces of metal, and sharp rocks can be found nearly anywhere anyone cares to look.

Hand Weapon (Blunt) Damage: D8(4)XSTR&, EV 2/1

Hand Weapon (Knife) Damage: D4(2)XSTR** to D6(3)XSTR**

Creative Cast Members may be able to fashion or locate more effective weapons. Whether or not a gun would be more useful or more dangerous is debatable, but they can be found. Most are handguns (semi-automatic pistols or revolvers). The most common calibers are 9mm (semi-automatic pistols), .38 Special (revolvers) and .22LR (both).

Truly creative Cast Members and Extras will also realize that the gasoline in the tanks of useless cars and trucks and a few empty beer bottles will allow one to make Molotov Cocktails (AFMBE Main Rulebook, p. 137).

Food and Water. Uncontaminated food and water are needed to survive the course of this scenario, which shouldn't last more than a few days. Water flowing from broken pipes is probably safe unless it is sewage. Food might or might not be spoiled when it is found.

Spoiled food might result in symptoms as mild as nausea (-5 Endurance) to outside food poisoning (1D4 damage, -1/2 Endurance, heals after 1D3 days). Food poisoned characters will need twice the normal amount of water due to vomiting and diarrhea. A Simple Willpower check is needed to move or engage in activities other than feeling miserable and squirming in a pool of one's own filth.

Equipment. Things that might come in handy:

Light source (torches are easiest)

A pack or bag to carry items

Heavy shoes or boots for making one's way through the sharp debris on the floor

Extra clothing to help protect against cuts – an infected cut may become a death sentence if it cannot be treated

Medical supplies and medicines – just as useful as barter as anything else. The chance of finding medicine that one needs at the moment is very low. Uncle Ernie's heart medication pills probably won't help someone with third degree burns or a fractured skull.

THINGS THAT GO BUMP IN THE NIGHT

*Sie kommen zu euch in der Nacht
Demonen Geister schwarze Feen
sie kriechen aus dem Kellerschacht
und werden unter euer Bettzeug sehen*

They come to you in the night
Demons, ghosts, black fairies
They creep out of the cellar shaft
And will look under your blankets

Rammstein, Mein Herz Brennt

Factions in the Tunnel

The sad truth is that most evil is done by people who never make up their minds to be good or evil.

Hannah Arendt

At the start of the game there aren't any organized factions. Groupings, where they exist, are based on immediacies – people who were traveling together, people who emerged from adjacent cars, a few families, groups of friends, etc.

No one is really working together. The few efforts to attempt to dig out at either end of the tunnel have resulted in further roof collapse (but see below – **End Games**).

There are no real “bad people” in the tunnel. No hardened criminals or terrorists or gang members, unless the ZM chooses to place them there.

Average Commuter (Norm)

Attributes Str: 2 Dex: 2 Con: 3 Int: 3 Per: 2 Wil: 3

Life Points 34 **Endurance** 29 **Speed** 10 **Essence** 14

Secondary attributes can be reduced due to injuries and/or radiation exposure

Qualities: Contacts (Neighbors) 2, Contacts (Coworkers) 2, Contacts (Friends/Hobbyists) 2

Drawbacks: Honorable 1

Skills: Drive (Car) 2, Bureaucracy 2, Craft/Fine Art/Other (job skill) 4*, Craft/Fine Art/Other (choose) 3, Craft/Fine Art/Other (hobby) 3, Computer 2, Swimming 2, Notice 3, Sports/Movie/SitCom/Soap Opera Trivia 3, Acting 2, Brawling 2, Dodge 2, Gun (choose) 1, Hand Weapon (club) 1

Gear: piece of broken pipe or iron rebar (treat as club)

The combat skills are more a result of desperation than training. Contacts no longer matter, as they are no doubt incinerated.

Level 2 if job is a double cost skill (Medicine, for example)

Bands of Survivor

If the ZM chooses to let the game run past a few days, larger and more varied factions will emerge.

DOWN IN THE DARK

The following are situations and events that the ZM should be prepared to move around so that they are all experienced or at least observed by the Cast Members.

THE GROCERY TRUCK

In the absence of justice, what is sovereignty but organized robbery?

St. Augustine

A semi truck hauling groceries has been trapped in the tunnel.

Police Officers (Survivors) – 6 (see AFMBE Main Rulebook, p. 74).

Of the six officers, only two have not been wounded when this encounter first occurs. Their Life Points and equipment are as follows:

Officer	Life Points	Equipment (see AFMBE Main Rulebook)
1	50	12-gauge pump shotgun, 16 rounds of buckshot; .40 semi-automatic pistol; 3 clips of 12 shots each; 2 empty clips; .38 Special revolver and 6 shots; Class III armor vest
2	50	M-4 Carbine (use M16 stats), 4 clips of 30 shots each, 1 clip with 11 shots left); 2 9mm semi-automatic pistols; 3 clips of 18 shots, 1 clip of 10 shots; Class III armor vest
3	38 (multiple cuts and contusions)	12-gauge pump shotgun, 25 rounds of buckshot; Class III armor vest (60% effective due to being cut off to render first aid)
4	35 (as above)	12-gauge pump shotgun, 10 rounds of buckshot; .40 semi-automatic pistol; 2 clips of 12 shots each; 1 empty clip; .38 Special revolver and 6 shots; Class III armor vest
5	25 (ribs and jaw broken)	12-gauge pump shotgun, 12 rounds of buckshot; .40 semi-automatic pistol; 2 empty clips; Class III armor vest
6	20 (badly broken leg)	9mm semi-automatic pistol; 4 clips of 16 rounds each; Class III armor vest

They are attempting to maintain control of the food remaining in the truck and see that it is rationed out – they are operating under the assumption that help may eventually arrive.

Not everyone sees it that way. The officers have already been attacked several times by the end of Day 2. The Cast Members could end up fighting against the officers, alongside them, or simply try to take advantage of the fighting to get more food.

There are several food delivery trucks in the tunnel, but the others will be defended/horded by groups of 3D6 commuters armed with makeshift clubs and knives.

OLD TIME RELIGION

A crowd has gathered (use Commuter stats, above) around a makeshift altar that used to be part of a small pickup truck. A self-proclaimed holy man is urging the crowd to pray and sing hymns. He's also encouraging them to select someone for a blood sacrifice to appease God (or Satan or Morg the Fierce, or Beardless Dave – take your pick).

A cruel ZM might have one of the Cast Members be singled out for this honor.

A sadistic ZM might have one of the Cast Members recognize a member of their family or a close friend being singled out for this honor.

There is one Holy Man (full Life Points), and 15 members in his congregation. 4 are not significantly injured, 10 are somewhat injured (-1/2 Life Points), and 1 is terribly injured (5 Life Points left) and being transported in a wheel barrow by another member of the congregation.

The congregation is armed with clubs and a few knives. The Holy Man has three Molotov Cocktails hidden behind the altar.

If the Cast Members do nothing, the congregation will grow in size over the course of a few days. Eventually they'll kill off everyone that the Chimera doesn't kill. Then the Chimera will kill them.

PSYCHOTIC SURVIVORS

A group of 1D6+1 commuters armed with makeshift clubs and knives are attacking other survivors, seemingly at random. They have all suffered psychotic breaks and cannot be helped or reasoned with. They may well be fighting each other.

SWARM

See **Vermin** (above).

Alternatively, a pack of 1D6+1 family dogs have begun to revert to a feral state due to stress and shock. They've found a ready supply of food in the sheer number of dead bodies in the tunnel. Cast Members may well blunder into a pack in the dark. The pack will defend their "kill" even if it's a mangled corpse they've found inside a crushed car.

Dogs (from "Terra Primate" RPG by Eden Studios)

Str 1 Dex 5 Con 3 Per 5 Int 2 (animal) Wil 2

Life Points: 5 to 26 depending on size and injuries

Attack: Bite D6X2

Skills: Brawling 4, Dodge 1, Notice 3, Tracking 2

A few pigeons, barn swallows and bats may also be in the tunnel, but they have no significant impact on the game.

At the ZM's discretion, however, they might point an astute Cast Member to a possible side tunnel that allows them to enter and leave the tunnel. This is a possible way out for ZM's that don't want to make this a 100% kill scenario.

THE LABORATORY TRUCK

From the outside, this looks like a semi. What's left of the logo on the trailer looks like some kind of vitamin distribution company.

The cab and the front of the trailer were crushed at the north end of the tunnel by the collapse. The rear doors are still locked, but a gash in the side has been peeled back from both the inside and outside.

Inside the trailer are rows of cages, many big enough to hold a human being. Those at the front of the trailer were crushed. Beneath the rubble Cast Members will be able to see pools of dried blood and mangled flesh. Astute Cast Members will notice that some of those crushed appear to be human, while others appear to be apes.

One human body in dress clothes and a lab coat is lying just outside the trailer. His throat has been ripped out and most of his face torn away. A device that looks like a TV remote control has been stomped into what's left of his head. **ZM Note** – This is one of the shock collar controllers. There may be others at the discretion of the ZM (see below).

There was at least one storage bin inside the trailer that has been ripped open. It looks like it held bags of dog food.

THE CHIMERA

See description below.

CONFLICT

Truly man is the king of beasts, for his brutality exceeds them. We live by the death of others.

Leonardo Da Vinci

There are two big problems to be overcome when fighting in the tunnel:

Darkness

Use the modifiers from the AFMBE Main Rulebook, p. 102, "Ranged Combat Modifiers Table" for Poor Lighting Conditions (torch), Bad Lighting Conditions (sputtering candle), or Total Darkness whether or not the characters are using ranged weapons, thrown weapons, or firearms.

Uneven and unstable footing

Depending on the situation as determined by the ZM, a character engaging in hand-to-hand or melee combat must make a DEX check (Normal or Difficult) to retain their footing. Failure will probably result in a fall (and perhaps 1D4-2(1) damage). A fight might look funny, with neither opponent landing many hits if the situation weren't so desperate.

Violence in the voice is often only the death rattle of reason in the throat.

John Boyes

THE BEAST

“There's something alive in here...”

Luke Skywalker, Star Wars: A New Hope

There is a monster in the tunnel, and it is starting to kill the survivors.

...If the embryo had lived, it would be 95% human...

Scott Foster, National Post, Toronto, August 2001

For the sake of simplicity, let's call the monster the **Chimera**.

Chimaera, *n.*: fire-breathing monster with a lion's head and a goat's body and a serpent's tail; a grotesque product of the imagination

Chimera, *n.*: An organism consisting of two or more tissues of different genetic composition, produced as a result of organ transplant, grafting, or genetic engineering.

Atavism, *n.*: The reappearance of a characteristic in an organism after several generations of absence, usually caused by the chance recombination of genes; an individual or a part that exhibits atavism.

The American Heritage Dictionary, 2006

The Chimera isn't a zombie, or even a monster, *per se*. But it is incredibly dangerous, and it is almost completely unhinged by the tunnel collapse.

..These beings, [he] called “parahumans” whom he hoped would “be fashioned to do dangerous and demeaning jobs.” In other words, [he] advocated the creation of a slave race of mostly—humans designed by us and for our use...

When Pigs Fly? Legal and Ethical Issues in Transgenics and the Creation of Chimeras
Linda MacDonald Glenn, Senior Fellow, Institute for Ethics, American Medical Association
The Physiologist, Volume 46, Number 5, October 2003

Whether or not the Chimera is more human, more beast, or more synthetic tissue is really beside the point.

HUNTED

Until lions have their historians, tales of the hunt shall always glorify the hunters.

African Proverb

The Chimera is the result of misapplied biotechnology. It was created in a lab. It is a combination of human, other primate, other mammal and synthetic tissues and genes.

From a distance it could easily pass as a human. It stands a little under six feet tall, but has a bulky build and weighs in at nearly 300bs. Closer, however, and one would notice several nonhuman traits in the Chimera's appearance:

Pronounced jaws/muzzle and exaggerated canine teeth – the Chimera's face looks like a combination of human and chimpanzee.

Proportions – the Chimera's arms are proportionally longer than those of a human.

Gait – the Chimera moves with an oddly fluid walk because it's knees don't lock and it tends to run on the balls of its feet rather than its heels.

Scars – the Chimera's skin is a patchwork of grafted skin, old suture scars, and mismatched patches of hair (some look human, some don't, none are the same color).

The experiments that resulted in the Chimera were repeated. There are three more in the tunnel, but they are not trained for combat.

We have grasped the mystery of the atom and rejected the Sermon on the Mount. The world has achieved brilliance without wisdom, power without conscience. Ours is a world of nuclear giants and ethical infants. We know more about war than we know about peace, more about killing than we know about living.

General Omar Bradley, US Army

The Chimera is, for all intents and purposes, quite mad. There was no clear cut use for an organism that was smart enough to hate, animal enough to fight, and scrambled enough to be unable to fit in with either humans or chimpanzees. The obvious solution was to train it as a terror weapon.

*Keine Sonne die mir scheint
keine Brust hat Milch geweint
in meiner Kehle steckt ein Schlauch*

No sun shines for me
There was no breast that gave me milk
There is a tube that sticks in my throat

Rammstein, Mutter

CHIMERA BEHAVIOR

The Chimera won't attack police officers or anyone in a police uniform unless they approach the concealed side tunnel where the others are hiding. Unfortunately, the police officers in the tunnel are inclined to guard the food truck and their injured comrades. The Chimera *might* even take a shot or two from a police officer and flee unless it was badly injured. If so, it would flee, then come back later.

Security badges, uniforms and lab coats from the lab truck are likely to provoke an attack – the Chimera will resent someone trying to fool it. It can't talk, but it *knows*. It's just as smart as a normal human in most ways.

Yes. The Chimera is descended from a *human* fetus, not that of an ape.

When its transport vehicle was partially crushed by the cave in, the Chimera and its fellow prisoners were able to free themselves. Their shock collars were triggered by one of the handlers, but the devices had been damaged by the EMP blast. The Chimera killed this handler and mutilated the body (see above, **The Laboratory Truck**).

FAMILY

Several beings survived the crash of the Laboratory Truck.

All are wearing metal-lined polymer shock collars that cannot be removed without a hack saw. The shock collar controllers may be in the lab truck, or may be in the possession of the Chimeras. They might be smashed. Recommend letting a Cast Member find one. The batteries and circuits are badly damaged from EMP as are the collars. They might get one good jolt in.

The Family consists of:

1 Warrior (see below)

5 Younger (2 females, 1 infant) – no stats are provided, as these individuals have not been trained to fight. One of the females has been badly injured in the crash. The 4 uninjured young Chimeras are quietly and patiently removing the rubble from a maintenance tunnel they found behind a crashed school bus full of crushed bodies.

1 badly injured research scientist that treated the Chimeras kindly and is being protected (1/4 life points left; use Scientist Template from the AFMBE Main Rulebook).

6 baboons that were being conditioned to work with the Chimeras. They are mute, as their vocal cords have been cut. 4 are females, 2 of which are pregnant.

Baboons

Str 1 Dex 5 Con 3 Per 5 Int 1 (human) Wil 2

Life Points: 5 to 26 depending on size and injuries

Attack: Bite D6X2

Skills: Brawling 3, Dodge 2, Notice 4

Dual statistics are provided for the Chimaera, allowing use of this game for either "Terra Primate" or "All Flesh Must Be Eaten".

The group was being moved between facilities when their truck was caught in the collapse. The oldest male broke into its equipment locker and has armed itself. It is trying to protect its “family” by doing what it was forced to learn to do: terrorize and kill. The closer people get to the truck and side tunnel, the more likely the Chimera is to attack them, and the more viciously it will do so.

The Chimera will attack from cover, using its sidearm on anyone carrying a flashlight or a gun, in that order – it knows a gun is useless to a human without light with which to aim it. Fortunately for anyone carrying a flashlight, the Chimera will probably only shoot them once, then crush their skull with a huge piece of concrete – they won’t have time to suffer bleeding to death.

CHIMAERA (All Flesh Must Be Eaten)

Power	Description
Weight	Dead Weight (-2)
Weak Spot	All (0)
Getting Around	The Quick Dead (10) Leaping (3) The Lunge (3) Climbing (2)
Strength	Monstrous Strength (10) Damage Resistant (5) Iron Grip (1) Claws (8) Teeth (4) The Hug of Death (8)
Senses	Like a Hawk (2) Scent Tracking (6)
Sustenance	Occasionally (2) All Flesh Must Be Eaten (0)
Intelligence	Language (1) – note: Cannot speak, but can understand Long-Term Memory (5) Problem Solving (15)
Spreading the Love	N/A
Special Powers	Hard to Kill 8 (8) Stealthy (2)
Power	93+
Attributes Str 7/10 Int 2 Dex 3 Per 3 Con 5 Wil 2	Spd 18 Essence 19 Life Points (calculate as human): 82
Skills Brawling 4 Guns (Handgun) 3 Climbing 4 Stealth 4	

Attack

Claws D6(3)XSTR, armor piercing, slashing
 Bite 6 per turn, -3 to hit in close combat
 Crush D4(2)X10 per turn
 +2 initiative in Close Combat

Attack

12-gauge pistol – slugs
 Range: 4/15/30/90/180
 Damage D8X5 (20), Capacity 6, EV 2/1, Cost NA, Aval NA
 Note: This pistol is not designed for a fully human hand or a human of average or lower strength; attempts by anyone with less than Str 4 are at -4 to hit, with a 20% change of causing D6(3)X2 damage to their own hand/arm from firing it.
 The chimera has about 60 rounds of ammunition for the pistol. These are standard 12-gauge slugs.

Armor

Class IV (D8+5)X20 (40) customized body armor
 Class IV (D8+5)X20 (40) customized helmet

Other

Night vision/IR vision enhancement system (i.e. goggles)

ZM Note – the Chimaera’s armor and goggles will not fit a normal human without extensive modification that is beyond the scope of this scenario

CHIMAERA (Terra Primate)

Genetically-Engineered Combat Ape Chimpanzee Template	
Strength 7	Constitution 3
Dexterity 6	Intelligence 3 (animal)/ 1 (human)
Perception 4	Willpower 3
Life Points 90	Speed 9/38
Endurance Points 150	Essence Pool 23
<p>Attack: Biting damage D6(3) x Strength slashing, Claw damage D6(3) x Strength slashing</p> <p>Skills: Climbing 5, Brawling 3</p> <p>Leap: +30 yards/+30”</p>	

Abilities/Cost:

Aggressive -1
Animal Communication -2
Animal Intelligence -10
Attribute Bonuses +10
Brachiation +1
Carnivore -1
Claws +2 (Actually exaggerated jaws)
Claws +2 (Claw attack)
Cruel, Level 2 -3
Fast Reaction Time +2
Hard to Kill 8 +8
Jump, Level 3 +3
Negative Buoyancy -1
Nerves of Steel +3
Partial Biped -1
Situational Awareness +2
Total Template Cost: +12

Skills

Brawling 4
Guns (Handgun) 3
Climbing 4
Stealth 4

Attack

Claws D6(3)XSTR, armor piercing, slashing
Bite 6 per turn, -3 to hit in close combat
Crush D4(2)X10 per turn
+2 initiative in Close Combat

Attack

12-gauge pistol – slugs
Range: 4/15/30/90/180
Damage D8X5 (20), Capacity 6, EV 2/1, Cost NA, Aval NA
Note: This pistol is not designed for a fully human hand or a human of average or lower strength; attempts by anyone with less than Str 4 are at -4 to hit, with a

20% chance of causing D6(3)X2 damage to their own hand/arm from firing it.

The chimera has about 60 rounds of ammunition for the pistol. These are standard 12-gauge slugs.

Armor

Class IV (D8+5)X20 (40) customized body armor

Class IV (D8+5)X20 (40) customized helmet

Other

Night vision/IR vision enhancement system (i.e. goggles)

ZM Note – the Chimaera’s armor and goggles will not fit a normal human without extensive modification that is beyond the scope of this scenario

The Chimera might easily be mistaken for a human in body armor until it jumps 20 or 30’ to attack someone, shrieking and howling.

END GAMES

Escape IS possible. Cast Members can wait and use the Chimera tunnel after they leave with their “family” sometime around Day 4 or 5. They might take the hint and try to find their own side tunnel, air shaft, or convenient crack.

Radiation levels might have fallen enough to allow people to move quickly out of the area. The fires have mostly burned out and the worst of the dangerous fallout is in low lying areas. Water will be a problem because of this.

The surrounding area will resemble a rocky, dusty wasteland sprinkled with the remnants of melted vehicles and building frames. Further away, some buildings will be standing but will have been gutted by fire. At twenty or so miles, there will be intact buildings and more survivors.

A Nation of Dust and Grass

Most trees have been burned or knocked down by blast damage and the resulting first storms.

A nuclear winter has begun, meaning days are dark and it’s getting colder every day. This may last from months to years.

Grasses will survive relatively intact.

Surviving animals will consist mostly of:

- Desperate people
- Feral dogs and cats
- Rodents

- A few kinds of birds (grackles, sparrows, etc.)
- Rabbits
- Swarms of insects, many carrying diseases they have picked up from the millions of dead bodies littering the country.

Predators will accumulate radioactivity from their prey. Cows and deer will accumulate radiation from dust on grass and from cud chewing.

Used with "Terra Primate", this scenario could give rise to a follow-up Apeworld with the inbred descendents of the Chimeras and their domesticated baboons battling savage humans for dominance in a devastated world.

A STORY ABOUT NUCLEAR WEAPONS

I am death, the mighty destroyer of the world, out to destroy. Even without your participation all the warriors standing arrayed in the opposing armies shall cease to exist.
Lord Krishna, Bhagavad Gita, chapter 11, verse 32 (Ramanand Prasad, translator)

"I am become death, the destroyer of worlds..."
attributed to Robert Oppenheimer, Trinity, New Mexico, 1945, Atom Bomb test

"It worked!"
Robert Oppenheimer, Trinity, New Mexico, 1945, Atom Bomb test, quoted by his brother Frank Oppenheimer

eMail comments to: eviloverlord668@yahoo.com

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