THIS IS NOT A TEST

SKULL-DEEP IN THE DEAD

A SPOOKY NEW SCENARIO FOR HALLOWEEN

WORLD'S END
PUBLISHING

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"When Death rides his pale horse to your doorstop, will you meet him on your knees or with a smirk?"

Background

Tales of legendary deaths are traded throughout the wastes as much as barter scrip is. The best ones are told and told again. Sure a little of the truth gets lost a little more with each retelling, but the glory only grows. Names like Savage Dan, Meathook, and Lord Reclaimer Alain are well-known not just for their mighty deeds in life, or misdeeds really, but their deaths have guaranteed them immortality.

On a cold night the trio were traveling through the Eastern Pale when they were engulfed by a rad zombie horde of unprecedented size. They were quickly swept up in a tide of radioactive zombie flesh and escape became impossible. The audio and video recordings recovered from Alain's power armor optics array revealed their final fates were gruesome indeed, but the fight against the zombies was the stuff of legends. Each fighter was an army in their own right and equipped with some of the best relics that could be scavenged. At the end, the piles of corpses were as tall as a feral mutant, but each man was overwhelmed, forced to the ground and devoured. All that remained was a single shoe, Meathook's infamous chainblade Choppy, and Lord Alain's power armor helmet. Those that viewed the helmet's captured recordings, soon spread the tale far and wide. And those that heard it, spread it even more.

Hence, the tale of the Legendary Trio was born from death. This scenario recreates a similar tale of glory against impossible odds.

The Board

This scenario uses a 3' x 3' board. The board should be generously covered with low scatter terrain such as fallen walls, roofless ruins, vehicles, etc. We don't want the models to avoid their grisly fates, so any tall items should be impassable to movement. The middle of the board should have two distinct pieces of terrain about 12" apart suitable for zombies to pop out of.

Mission

Your models are going to die. The only thing that is going to be determined, is how long they can survive!

Special Warbands

First, unlike other *This Is Not a Test* (*TNT*) scenarios, players are actually trying to cooperate. Dirty tricks will just get you killed quicker.

Second, this scenario does not use standard warbands and is more of a one-off way to have fun. Each player instead gets 150 BS to buy and equip a single model. The model may be of any level and from any warband. They may also buy any weapons or equipment and take up to two relics. Skills and mutations are acquired using the normal rules for the character chosen. At the cost of 5 BS each, up to two advances may be purchases for the model. If taken, these advances must be rolled for on the Advancement table.

Victory Points

Action	VPs
Killing a Rad Zombie	1
Each Turn the Hero Survives	3
Last Survivor to Die	5

Deployment

The player models start at the center of the board. Each quarter of the board will start with two zombies in it. They start about 12" away from the player models, though this can be adjusted as needed.

Special Rules

The Unending Horde – The models are surrounded on all sides by rad zombies. The rad zombies are the standard type found in the main *TNT* rulebook. Due to the number of zombies that will be showing up, it is recommended that only normal rad zombies are used, but players can use irradiators or any of the special zombies used in the *Rad Zombies Must Die, Again* scenario from *Kickstart the Wasteland* if they wish. For every zombie that is killed by a player, it is replaced by two new zombies that will arrive at the end of turn. This means that our brave heroes will eventually be overwhelmed. Since they are surrounded by zombies, should a model leave a board edge for any reason they are immediately pulled apart by zombies.

Zombie Deployment – When zombies are killed, they are replaced at the end of the turn. Number each board edge 1 through 4 and for the two above-mentioned terrain pieces near the center of the board, number each 5 and 6. When a new zombie arrives on the board, roll a D6 and place the zombie on the board edge or terrain piece of the corresponding result.

Activation – Our heroes will always go before the zombies and should determine initiative order normally. Zombies will go last and follow the normal *Creatures of the Wastes* rules. Since the players are cooperating, it will speed things up if players activate the zombies in an agreeable fashion.

Game Changes – To make things a little more interesting, the following rules adjustments are recommended:

• Against All Odds still provides a +1 to a model for being outnumbered, but instead of removing bonuses from enemies that outnumber the model, it reduces the bonus by half. For example, if a model with Against All Odds is surrounded by five zombies, the zombies would get a +2 bonus to Melee instead of +0.

• The following skills and mutations may not be used: Motivator, Burrow, Suction, and Wings.

• The Bully skill only works when the model is attacking and does not apply when defending.

• Power armor may only be taken by one model in this scenario. Players should determine who gets that honor.

Conclusion

The games lasts until all player models are dead.

Rewards

Death, obviously. However, since this is not a normal campaign game, the usual rewards don't apply. Instead for every 10 Victory Points a player gets, they may add a +1 to their Rarity Roll during a future campaign game. Players should agree when this would be applicable.

Additionally, the "top" players may qualify for the following relics. These relics may be taken in an upcoming campaign and must be purchased as normal. If not taken during initial warband creation, these relics are lost forever. These unique relics count against the number of relics a warband can take. Players are also free to trade their relics in a manner all players agree is fair and players are free not to take them.

The player with the most VP's gets first pick, the player with the second most picks after them, and so on until all relics are chosen.

The Legendary Trio Relics:

Choppy – A modified chainblade, Meathooks's Choppy has excessively sharpened teeth and the internal mechanisms have been overclocked for extra choppiness. Choppy uses the normal profile for the chainblade in the main *TNT* book, except it also has the Ignore Armor (1) rule. Choppy costs 20 BS.

Lord Alain's Power Helmet – The last bit of power armor of the dead Reclaimer Lord, this helmet has a distinct musty smell when worn, but its advanced optics are still quite functional. The helmet follows the rules for the Personal Targeting Array. Additionally, once per game the player may reroll a single dice during a ranged attack. Lord Alain's Power Helmet costs 35 BS.

The Red Shoe – Most assume this shoe belonged to Savage Dan, but ultimately its provenance is unknown. The shoe itself is a ragged sneaker saturated in dried blood. It is widely believed that the owner of the shoe has the favor of the wasteland spirits. The Red Shoe counts as a relic, except it does not have the Malfunction Prone rule. Once per game the bearer of the Red Shoe may reroll a single dice of their choice. The Red Shoe costs 10 BS.