

Field Manual

TWL-0003



WEEKEND WARRIORS

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

by Jerry Blakemore

12 TO MIDNIGHT, INC.





Weekend Warriors

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*We at 12 to Midnight would like to congratulate the winners of our Weekend Warriors photo contest: **Michael Lawhorn** (pgs. 21 & 32), **Erik Schweitzer** (pg 26), and **Jennifer Weissman-St. John** (pg 27).*

All other photos (except for Jerry's!) are courtesy of the US Department of Defense.

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Section One: GM Preparation

Introduction

One weekend a month and two weeks a year. That is the line the recruiters use to lure young people into the Army Reserves. But in these days, when the Regular Army is stretched thin, the Reserves are called upon with greater frequency. Six months at Camp Trepidation in New Mexico... Does anyone deserve this? That place is in the middle of nowhere. Hell would be easier to find! That is, unless Hell found Camp Trepidation first.

Game Balance

This adventure works best with a minimum six characters. You may run *Weekend Warriors* with four or five reservists, but the experience may not be as entertaining. This module is designed by **12 to Midnight** for tournament play, and includes a basic set of pregenerated characters in the back of the module. More character options are available as free downloads from www.12tomidnight.com. While Game Masters may incorporate this adventure in their regular campaigns, characters may pay the price. The fun REALLY starts when the characters are killed, and a few should die. However, for the survivors, this adventure may serve as a springboard for an ongoing campaign.

GM Background

Camp Trepidation is a vintage World War II barracks set in the remote New Mexico desert. This facility can accommodate a battalion in its old two-story wooden buildings. The only two-story brick buildings on the base are the Battalion Headquarters and the Armory. Other facilities include a

Battalion Mess Hall, a PX, Motor Pool, Facilities Engineers, and an Ammo Dump. There is also a large parade field and a gym with an adjacent sports field.

Facing decommissioning on more than one occasion, the base has gained newfound security since becoming the home to a top-secret Nuclear Biology Chemical (NBC) Warfare Laboratory. The lab is a long, one-story, windowless brick building rumored to have a basement. This extensive lab is staffed entirely by civilian scientists who rarely fraternize with the soldiers on base—soldiers who sometimes seem part guards and part jailers.

What no one knows, including the soldiers is that the scientists have been studying the reanimation of dead flesh for use in a combat environment. Surprisingly, their experiments have proved successful beyond their wildest dreams. Not only can critically injured soldiers be kept alive until EVAC, but also the recently dead can be temporarily reanimated. Although these “zombies” are both violent and immune to pain—features favorable on the battlefield—the scientists have not discovered a way to control them. Small-scale exercises in South America resulted in a 100% casualty rate from “friendly forces”.

Behind these “scientific” studies are creatures from another plane of existence. Although they have no formal human names, scientists refer to them as reanimators and death shriekers. Desiring new worlds to conquer, they are meddling in our own, seeking to create ideal conditions for their crossing. Today these creatures have crossed over. Tomorrow is up to you.



I'm Your Daddy!

All right cupcake. You've had it easy up to this point and Uncle Sam has seen to it that you stay on easy street. I am Sergeant Major Charles Baker and I am able and willing to steer you through the military anachronisms and terminology you are about to encounter within this fine adventure. I am your mother, your father and your conscience. Is that understood? So what are you waiting for? Move out!

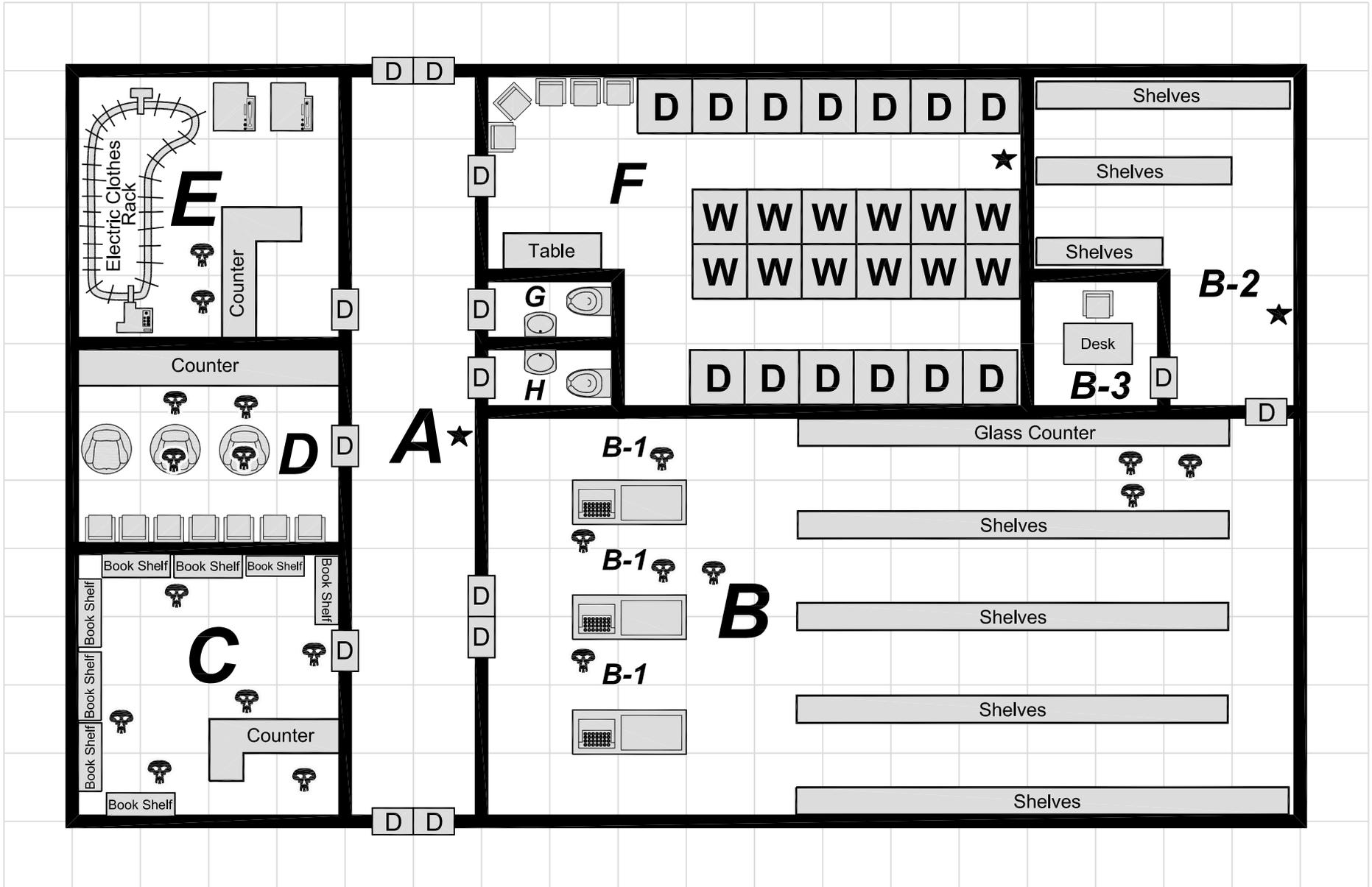
LOCATION 8: POST EXCHANGE (PX)

A = Hallway
B = Store
B-1 = Check-out Lines

B-2 = Storage
B-3 = Manager's Office
C = Book Store

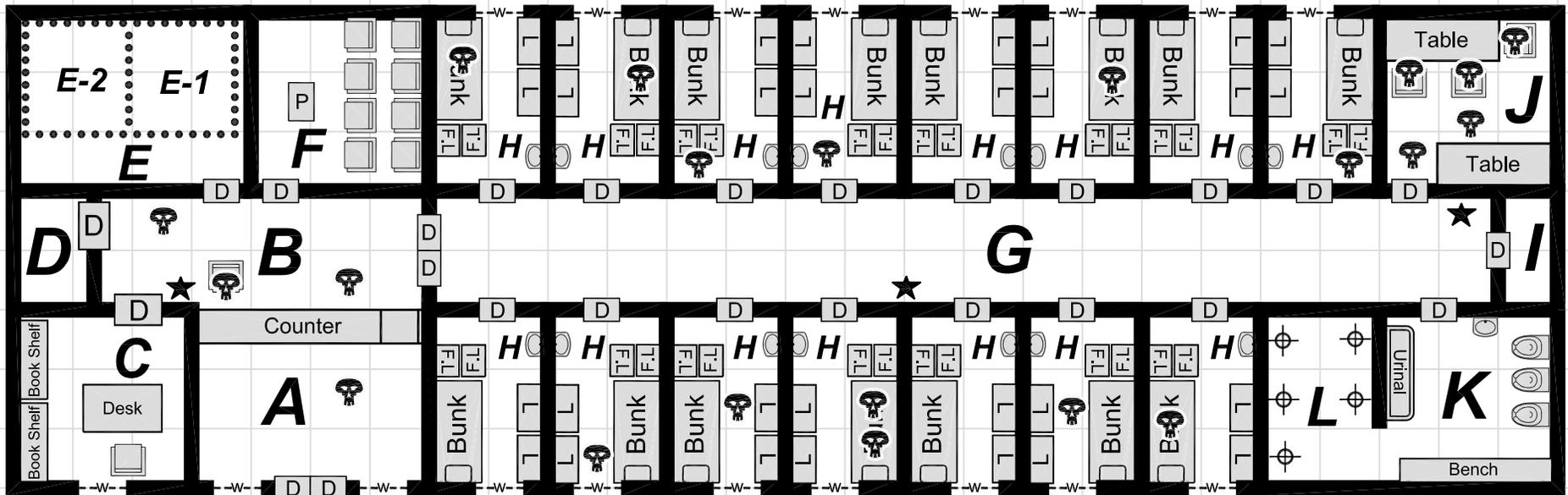
ROOM KEY

D = Barber Shop
E = Dry Cleaners
F = Laundromat
G = Men's Restroom
H = Women's Restroom



SCALE: 1 Square = 5 feet

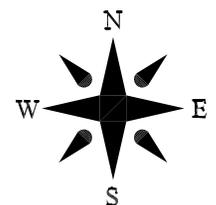
LOCATION 46: MILITARY POLICE BARRACKS



SCALE: 1 Square = 5 feet

ROOM KEY

- | | |
|-------------------------------|----------------------|
| A = Entrance/Waiting Area | F = Briefing Room |
| B = Dispatch Room | G = Hallway |
| C = Provost Marshall's Office | H = Bunk Room |
| D = Arms Room | I = Janitor's Closet |
| E = Jail Cells | J = Day Room |
| E-1 = Cell No. 1 | K = Latrine |
| E-2 = Cell No. 2 | L = Showers |



Weekend Warriors

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