

# 1<sup>st</sup> Job

## A YELLOW DAWN SCENARIO

By David J Rodger

### CREDITS

#### Play Testers

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### About the Author

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## PLAYER INTRODUCTION

The characters are all in the Living City of New York and looking for a way to make good money. Everybody has heard of the CRC (City Recovery Corp) and everyone has a different opinion of them, ranging from heroic to licensed thieves. One fact remains common: if you work hard and watch your back, you can make more than a decent living. Plus it is seen by some as a way of proving your mettle.

None of the characters know each other, and each of them has just signed up with the City Recovery Corp for separate reasons.

This is their first day. They meet their Group Leader, Tamryn Van Rensburg, responsible for 20 teams like yours operating out of New York.

Tamryn highlights the most important rules of the job, specifically the vehicle they will be using is their most valuable asset. And that they, as a team, are responsible for it. If it gets stolen, destroyed, damaged, etc, then they are responsible for it's loss or repair. Tamryn will also reinforce the rules on the required quota of resources they need to bring back before they get another tank of 'free' fuel. For this reason, the team can work to whatever pace they want. The harder they work, the more resources they find, the more they'll get paid. (Pay structures for City Recovery Corp is covered in the main rulebook)

The briefing concludes and Tamryn takes the team to the huge accommodation block, which will now be their home for the duration of the contract, or until they can afford to move out. It's a small pokey rabbit hutch but it's warm, and there's a friendly buzz from all the other CPC roamers encountered in the corridors. Being in the CRC requires a lot of camaraderie. Most teams will work to support each other, rather than work against each other.

Inside their 5 room 'apartment' they encounter a charismatic Mexican called Randy Garcia. He's muscle-bound, tattooed and gives off an ex-con vibe, he's their room-mate, driver, and team-leader.

Tamryn hands the team over to Randy, who quickly establishes himself as the dominant alpha male. He has the best room (loaded with contraband he's found and kept for himself) which is always kept locked.

Randy is a very experienced CRC Roamer. He's been doing it for two years but says he won't be for much longer. He talks a lot about his sister's boyfriend – a guy called Huberto,

who lives in New Tokyo and is getting a lot of shit brought down from orbit for a killer price. "You guys ever need a new job – just come looking."

Randy welcomes the new team with a glass of tequila, from a bottle that is very pre-Yellow Dawn. He will tell them stories about Dead Cities, and expound in great detail the tricks for dealing with zombies. Randy will also reveal that his last team got wiped out a week ago. One of them was bashful about taking a dump when others were in line-of-sight. Went round a corner, where a zombie took a chunk out of him. The guy came back round the corner fully infected, screaming like a murderous banshee. Randy describes running forward and taking the guy's head off with his machete. At this point Randy will show the team his machete. But the screaming had attracted more zombies. A lot of zombies. Randy was only just able to get into the van and get away. None of the team made it.

**GM Note:** leave this story open to interpretation. Did Randy drive off without them? It's true that Randy returned alone and with a full quota of resources.

Randy tells them they should grab an early night because they're setting off early tomorrow morning for their First Job.

## GM INFORMATION

### OVERVIEW

This scenario is intended to be an introduction to Yellow Dawn. It is designed to bring new characters together and throw them into the frightening reality of extracting resources from a Dead City. It will also highlight the variety in the quality of life (and style of gaming) between being in a city and being out in the new wilderness.

There are no major secrets or plot twists contained in this scenario, however, the main NPC, Randy Garcia could become a problem for the characters if they stay with CRC.

It is strongly recommended that GMs use First Job to introduce hooks to further scenarios. This could be through people met, or through an artefact found in the Dead City of Elmira... which may need further investigation once the characters are back in New York.

## 1<sup>ST</sup> DAY ON THE JOB

The characters get an early and rude awakening from Randy. They're given 10 minutes to get ready and meet him downstairs. He'll give any slackers verbal abuse. Downstairs they get their first view of their vehicle, which is in a good state.

The vehicle is clearly marked, painted battleship grey with a yellow diamond on the roof and all sides.

Tamryn has authorised them to get 100 litres of fuel, plus a 10 litre emergency supply in a jerry can. They won't get another refill until they recover 500 Kg's.

Their First Job is to head North West to the dead city of Elmira: 140 miles West of NYC

There's another CRC team currently stationed there in a safe house. Randy knows them, and has been given the heads-up they're ready to pull out with a full quota. It makes good survival sense to hand-over safe spots, because you can be certain no zombies will have snuck inside, and getting inside is easier with more people covering the entrance.

The job then, is simple. Drive to Elmira. Move into the safe house. Stay there until they've recovered 500 kg's of resources from buildings in the area.

What could go wrong?

## LEAVING NEW YORK

After picking up the freshly refuelled vehicle, Randy drives them to the George Washington Bridge. They pass through the protection zone without incident. A few of the soldiers standing on flame-thrower towers bang the butts of their rifles on the roof of the vehicle, token appreciation for the job CRC are doing. Inside Living Cities the CRC are usually viewed as heroes. It's the small settlements outside, robbed by less scrupulous CRC units, who despise them.

Going across the bridge is always a tense moment. If something happens to cause the flamethrowers to go off, the vehicle won't give much protection; and then beyond the protection zone are the scavenged remains of the Dead Zone. Buildings stripped of anything that can be reused, left to ruin, burned by arsonists, vandalised, and thrashed by Nature's elements for 10 years. The intensity of the damage gets less the further away from the city and from main roads, but the overall impression is bleak, gaping decay. It is one reason why so many survivors in New York do not leave the city, or like to go too near the edges of Manhattan Island in daylight.

Randy gets them through the Dead Zone without incident, and drives on without stopping. The next 50 miles is good open road, an important trade link for the successful farm settlements around NYC. Characters get to see an abundance of healthy people, even happy people, large quality crafted homesteads, and a plethora of hand crafted signs advertising fresh produce, livestock, woodcraft, leather work, metal work, stained glass windows, fabrics, candle making, tarot reading, even restaurants and inns. All of these form the Support Zone.

Randy keeps driving. After 50 miles the settlements become less frequent, and usually less affluent. More and more the characters find people who are eking out an existence from the land, just surviving, as opposed to living.

During the journey Randy will expound further on his sister's boyfriend, Huberto, and that a deal is coming soon that will allow Randy and his sister to not worry about work or money for the rest of their lives.

After driving 140 miles West, Randy takes a North turn-off, onto an eroded road. He tells the team that Elmira is another 80 miles North, but that they're going to spend the night in an Orc settlement, and head to Elmira in the morning.

Randy takes a turn-off from route 220, and heads West along Saco road for about 7 miles. Characters should note that ground is heavily churned, as if large numbers of large vehicles have passed through the area. Then they reach the Orc settlement, called Twaske.

## TWASKE

Twaske is SIZE:5, TECH: 6

This might be the first time characters have met Orcs. It is almost certainly the first time they will have driven into the heart of a large Orc community.

*If you think of how American Indians felt after European Settlers came and drove them off their lands, then you can get a good idea of how some Orcs feel towards pure-blood humans.*

However, Randy has chosen this settlement because he knows they are not hostile to humans.

Once a real town, most of the original structures have been pulled down and the street layouts removed. Now there are muddy tracks leading between solid structures that looks as though they've been built from rubble, and bundles of timber tied together with metal wire.

*There has been a great deal of scientific and popular discussion on the aesthetics of Orc settlements. Some people say it's a result of their mutated brains. Other's say it's a psychological statement, tearing down what represents the pure-blood humans they used to be, creating something new to represent their new identity.*

Randy is greeted by a large barrel chested Orc who completely ignores the rest of the team. He and Randy walk off in hushed discussion, leaving the characters to explore. They might encounter Twaske's communal inn, exposed to the elements (whatever the weather) where one wall is completely missing, some kind of home made ale (thick and dark) is freely available from a metal barrel... Orcs dip metal tankards into it, and a potent smelling stew is bubbling away in a pot over the only fire the team will see in Twaske. Nobody seems to be paying for anything, and the characters must guess that they're able to partake in the food and ale without exchanging currency. This is a part of Orc hospitality. However, Orcs are rarely talkative, and so characters may misinterpret the sullen silence from the Orcs as passive aggression. Such assumptions are a mistake. If an Orc wanted to be aggressive, it would never be passive about it.

Despite any paranoia and misgivings by the characters, they get a good night sleep in a lodge built to accommodate human traders (lots of furs, and coal braziers). Randy does not reveal the reason he came here, or what he was discussing with the burly Orc.

## WELCOME TO ELMIRA

Leaving Twaske, Randy drives East for 7 miles then rejoins the route North. Approaching Elmira, the road climbs into the saddle of steep hills, then drops down into a basin on the other side. This is Elmira. Pre-Yellow Dawn population 200,000. Now a Dead City.

## OVERVIEW OF THE CITY

The CRC Safe House is on the Southern edge of the river. The river runs East-West. The characters are coming in from the South.

Once the characters enter the city, they have to travel 6,400 metres to reach the safe house.

This is probably the first time characters have been inside a Dead City, and will certainly be the first time the encounter so many zombies at once.

The city will not be as derelict as the Dead Zone around New York. The risk of zombies has resulted in most of the city being left intact, mother nature has dealt most damage.

The zombies will hear the CRC vehicle and start pouring from the buildings as Randy drives on.

Characters may be shocked to see how fast many of the zombies can run, easily reaching the side of the vehicle, banging and clawing at the safety cages covering the windows.

So long as Randy drives at a steady speed, taking no risks, things should be okay. But characters will be horrified to see a growing throng of zombies sprinting behind the vehicle, without any sign of growing tired or wanting to give up.

Randy gets on the radio and calls ahead to the CRC team sitting waiting for the handover. He tells them to be ready, he's coming in hard and fast.

## REACHING THE SAFE HOUSE

The CRC safe house was once a supermarket. The windows have been heavily shuttered with metal panels, and a protective vehicle port has been built from tuff-wire panels around the supermarket's original entrance.

Approaching the safe house, the characters will see men in dirty fatigues coming out into the area protected by tuff-wire, getting ready to open up a gate. These same men shut it again as soon as their vehicle is safely through.

The original doors have been replaced by sliding metal panels that open up to allow the vehicle inside.

A few zombies reach the tuff wire and pull at it, shrieking and yelling. Everybody gets inside the safe spot and shuts the doors. As long as not too many zombies attack the tuff wire it will hold them off. Eventually they loose interest and go away.

Inside has been gutted. An empty shell with concrete floors. Scraps of debris lie here and there. Another vehicle sits ready, the final pallets of cargo being loaded inside. Roof tiles, timber, bathroom and kitchen fittings. Electrical commodities, and boxes of broken items that can be used to repair others.

The other CRC team are only interested in packing up and getting out of there. Conversation is minimal, especially when they learn the characters are all rookies. Low chance of survival so why make the effort to talk to people who might never come back.

The characters have to step outside and man the gate to allow the old CRC team to leave.

Then they're alone, locked inside a crumbling supermarket surrounded by thousands of the living dead.

## FINISHING THE JOB

The plan is simple. The departing CRC team have drawn a map showing which buildings they've gutted. Chalk marks will also help characters wasting time by entering buildings already searched. The main YELLOW DAWN rulebook covers searching dead cities and recovering resources, and the risks of zombie attacks.

It's now down to the characters to organise themselves and start the work of gathering 500 kg's. It will take several days, and should be oppressive and horrific, as they constantly creep around trying to avoid attracting the lethal attention of the zombies.

Randy almost never leaves the safe spot. Characters can argue but Randy will lay down his law. He spends most of his time watching sim-stims, drinking, and checking the metal shutters are securely covering the windows.

When Randy thinks they're close to getting 500 Kg, he'll radio another CRC team and arrange for them to come in do a handover.

If this goes smoothly, they can drive back to New York, unload their recovered resources in the CRC processing &

dispatch station (opposite accommodation block), and pick up their pay.

## FINALLY...

Tamryn Van Rensburg has arranged a small party for the returning characters. It's tradition for rookies who survive their first job. The party is a mere token effort, a few people in one of the communal lounge with cheer beers, but, it does give the characters a good feeling (gain +1 COOL each).

Randy then tells the characters he's heading down to New Tokyo tomorrow, catching a flight, and won't be back for a week or so. The trip is linked to the business with his sister's boyfriend. This means the team have to wait for him to return; he refuses to let them take the vehicle out themselves.

## CAST OF NPC'S

### Tamryn Van Rensburg

Rank 4 CRC Team Leader

#### Stats

STR 11    DEX 12    APP 16                    Mass 1  
INT 14    CON 12    POW 11  
D/B -    HP 11                    COOL: 60

#### Skills

All relevant skills to do her job are at 60%

### Randy Garcia

Rank 2 CRC Roamer

#### Stats

STR 17    DEX 14    APP 09                    Mass 1.5  
INT 12    CON 16    POW 11  
D/B +1d3                    HP 16                    COOL: 80

#### Skills

All relevant skills to do his job are at 70%

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