

# GM Scenario Game Aid

DAY	Sun rise	Sun set	Hrs	Random Events	Notes
1	09.44	16.00	6	Weather:  Temperature:	<p><b>Scene 1 – Another Boring Day in Paradise...</b></p> <p><i>Sunrise</i> – the day’s business is underway, the weather is doing what it’s doing and random events are rolled.</p> <p><b>Scene 2 – The Helicopter</b></p> <p><i>Midday</i> – a helicopter comes chasing two huskies, on board are two Swedes (SVENSSON &amp; MÖRK). Shots are being fired at the dogs as the helicopter circles (<i>roll on Random table to see if a stray bullet hits anything</i>). But something is wrong, and the copter crashes into the ground near the station, the blades slicing one huskie in half, the other escaping unharmed. SVENSSON dies in the crash, his head crushed in. MÖRK is thrown from the crash and survives, but is broken by Damage.</p> <p><i>Opportunity 1: MÖRK’s rifle survives the crash but will only be available if a player specifically asks to find it [Stats: BONUS 0, INIT 0, DAM 2, CRIT 2, 5 ROUNDS].</i></p> <p><i>Opportunity 2: MÖRK has a pocket book in which he has written some notes on what’s been happening. They are obviously in Swedish but can be translated, but will take time.</i></p> <p><i>What’s Going On?</i> – SVENSSON is infected, as are both dogs.</p> <p><b>Scene 3 – It Starts...</b></p> <p><i>That evening &amp; night</i> – someone is infected. Each player says where they spending the night, and someone is randomly infected in one of the following ways:</p> <ul style="list-style-type: none"> <li>- If they are in the complex they are infected by SVENSSON or the dog</li> <li>- If they are in a shack they are infected by the dead dog</li> </ul>
2	09.54	15.49	6	Weather:  Temperature:	<p><b>Scene 4 – It’s Revealed...</b></p> <p><i>Just before 06.00</i> – MÖRK comes round (if they are a PC) or dies of his wounds in the night (if an NPC). Whoever is translating his pocket book gets MÖRK’s note if he dies.</p> <p><i>Just after 06.00</i> – SVENSSON tries to absorb Nancy, leading to terrible noise and cat fight. Players roll initiative to see who reacts first. They have a transforming Thing before them!</p> <p>Fight!</p> <p>No one should die in this fight. In fact, as SVENSSON has been “dead” or “inactive” his stats as The Thing are halved.</p>

3	10.03	15.38	5.5	Weather:  Temperature:	<b>Scene 5 – Who Goes There?</b>
4	10.13	15.28	5.25	Weather:  Temperature:	
5	10.24	15.16	5	Weather:  Temperature:	