

# SHOTGUNS AND ZOMBIES: ZERO HOUR



*AN ORIGINAL CREATION  
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# SHOTGUNS & ZOMBIES: ZERO HOUR | TRPG EDITION

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## OUTBREAK BRIEFING

### ◆ The Story Behind

## ZETF DOC#03

Planet Earth, year 20XX. After the great global pandemic, the world slowly began to recover.

But not before it all came to the brink of collapse. Leaders failed their people, and the global economy unavoidably crumbled.

The world's super powers struggled to regain control. All world nations sunk to unprecedented new lows. Law and order were no more! High inflation caused famine, famine caused death.

All UN treaties were now void. Each nation sought to become the next world super power in this new era.

The ultimate deterrent were no longer nukes. Humanity learned there was a far more efficient way to obliterate those who posed a threat.

Bio-Weapons evolved to something far deadlier than before, giving birth to a new era.

Now, endemics were the new norm. The strong were able to adapt. At least only until a new strain arose to destroy a host's decadent immune system.

Unfortunately, that new strain was already upon us. Thought to only exist in TV novels, the new virus would wipe us all.

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OUTBREAK BRIEFING

◆ BIO-79V

ZETF DOC#04

Believed to be a direct mutation of the infamous Covid-19, the BIO-79 Virus (BIO-79V) is a military grade biological weapon.

The way this enhanced strain works is by attacking the host's white cells, hindering them null. After the body's immune system is shut down, the virus attacks the nervous system all the way to its victim's cerebrum.

When that happens, the host will enter the first stage of infection. This stage is called Berserk.

The recipient struggles to control involuntary movements, while entering a dark trance.

Previous observations indicate that during Berserk stage, the host is a danger to themselves and to others. Symptoms vary from self harm to violent outbursts against anyone in sight.

Once Berserk stage is through comes stage two, Soulless. This is when it's believed the victim is beyond recovery. The host's nervous system can no longer feel pain, believed to have lost all sense of self awareness.

In this final stage, the subject develops cannibalistic traits. Studies suggest that the evolution of the disease may range from minutes, to hours.

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JOINING THE Z.E.T.F

◆ Cell-Gen Disclosure

ZETF DOC#05

The Z.E.T.F (Zombie Extermination Task Force), was created to neutralize contagion hazards in a quick and clean manner.

Much like the old world's armed forces special ops units, Z.E.T.F personnel are trained to survive whatever the mission throws at them without hesitation.

In the current state the world finds itself in, joining age was significantly lowered in order to increase the Z.E.T.F ranks.

Once joined, new soldiers are injected with a balanced cocktail of performance enhancing drugs, including Cell-Gen.

Cell-Gen: Genetically modified human cells which aid regulate the body in a broad spectrum.

Effects range from suppressing various diseases, to help with regular body functions such as nervous system stability.

The shot is normally administered after the completion of basic training in different methods.

Men are injected in a similar fashion to early world's rabies shots, in the center of their stomach. Women are injected via one's left breast. Side effects, range from temporary loss of appetite to mild nausea.

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JOINING THE Z.E.T.F

ZETF DOC#06

## ◆ Recruitment Trial

Some say, joining the Z.E.T.F is like being reborn. All recruits are stripped off their clothes and put through a vigorous stress test.

First comes the trial of the Mind. Becoming comfortable near one another, using nothing but the warmth of each other's body in a frigid 0° rotunda for the entirety of two consecutive hours.

One out of five candidates perish in the first trial. Once inside, the only way out is when the timer in the chamber expires.

The second trial consists of enduring excruciating heat. The floor in the rotunda gives off up to 48°

degrees in micro-heat, melting away the frost covered ground and walls in just a few minutes.

In order to succeed in this trial the only one is, up. All candidates must climb their way to higher ground within fifteen minutes by forming a human latter, or certainly face death.

Two out five recruits regularly die from heat exhaustion in the process. Some will suffer nerve damage, while others will have tissue permanently scarred.

This is where Cell-Gen stem is used to help the body recover damaged cell tissue.

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JOINING THE Z.E.T.F

◆ Recruitment Trial <sup>2</sup>

ZETF DOC#07

Surviving the trials of the mind are the first two steps to join the Z.E.T.F private ranks.

At this point some candidates will begin to second guess their decisions. They now know this isn't a game, and that their lives are ultimately at stake.

After the doors to the rotunda are reopened, the surviving recruits are escorted to the a new room, where Spec-Co research is performed by scientists.

Corpses left in the rotunda floor are then wheeled out, prepped for incineration. Their families are then notified.

While at specimen collections, recruits are informed that a few tissue samples will be taken for continued research.

The reason behind the samples is nothing other than a process called Gene Farming. Surviving the first trial, makes candidates persons of interest in a broader Cell-Gen experimentation.

Men are given an anesthetic to help rid the pain of genital sampling. Sperm is then collected as instructed by the research team.

Women are told to swallow a combo of pills and urinate in a sampling container, soon after.

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JOINING THE Z.E.T.F

◆ Recruitment Trial <sup>3</sup>

ZETF DOC#08

What often goes untold about the Cell-Gen biological research is how women play a vital role in its future.

In the dark chambers not two floors below street level, a much darker, yet hopeful new experiment takes shape.

The healthiest and most fertile of candidates is now of utmost importance to Cell-Gen research. Within her, the hope to harness and clone super samples.

However, the classified M.O.M specimen nears the end of her life cycle, and another woman is to replace the mother o' mares.

After the required specimen is extracted, all new recruits are redirected to the break room.

A light meal is served to revitalize surviving candidates who seek to join the Z.E.T.F ranks.

While much needed rest feels of utmost urgency, it's part of the trial of endurance. Recruits must not fall asleep for the rest of the day, or until permitted.

Candidates are then shown a wide variety of videos on how to handle Berserk and Soulless, identification and dismantling of bio threats, and catastrophic nuclear devices.



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JOINING THE Z.E.T.F

◆ Recruitment Trial <sup>4</sup>

ZETF DOC#09

Once evening arrives, recruits are directed to the final trial, the weapons range. There they are scored in multiple tiers ranging from accuracy, reload efficiency, hits, and targets destroyed.

It's imperial recruits master all types of weapons. That includes firearms, blades, and explosives.

This section of training is conducted in pitch darkness, inside a fully roofed shooting range.

To the recruits advantage, they are handed stock night vision goggles with a full box of live ammunition. All candidates are to score an accuracy ratio of at

least 8.69. Anything below the threshold, and a candidate will receive one chance to redo the exercise. Failing again, means the dismissal of a recruit.

After successful completion of the trial, all qualifying recruits are sent to the showers.

Before calling it a day, biometric sampling is individually taken. Finger, and retina scans for the next morning's acceptance ceremony. All issued equipment is ID tagged for security reasons.

That's how a candidate joins the zombie extermination task force. Recruits are now real agents!

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## TRAINING CERTIFICATION

### ◆ Core Mechanics <sup>(Rules)</sup>

ZETF DOC#10

After the completion of the basic training programme. All recruits are now recognized as members of the Z.E.T.F Special Ops Unit.

Paper forms are handed to each new member in order to fill in vital information that will be matched to previously taken biometrics. The forms must be returned to the Grand Master before agents are dispatched on field missions.

JDVITAL forms can be found on the next page. The form contains basic pedigree information that will serve to identify agents who fall in combat, but also serve the purpose of keeping biometric



data archived on file for future occasions, when necessary. This includes gear customization, ID tag presets, and bank accounts for direct deposit payments on a weekly basis. <sup>Every Thursday</sup>

# SHOTGUNS & ZOMBIES: ZERO HOUR | TRPG EDITION

TRAINING CERTIFICATION

ZETF DOC#11

◆ Core Mechanics <sup>(Rules) 2</sup>

John Doe Vitals Form #88-395F

Name: \_\_\_\_\_

Alias: \_\_\_\_\_

Gender: [M] [F] [X]

Age: \_\_\_\_\_ D<sup>c</sup> \_\_\_\_\_

Rank: [PVT] [SGT] [CPT]

HP: \_\_\_\_\_

Focus: \_\_\_\_\_

Vigor: \_\_\_\_\_

Dexterity: \_\_\_\_\_

Agility: \_\_\_\_\_



Gear Type:  Sneaking  Assault  Armored

Primary Weapon

M4 Assault Rifle <sup>5.56 mm</sup>

Mossberg 590A1 <sup>12 Gauge</sup>

Other: \_\_\_\_\_

Secondary Weapon

Handgun <sup>9 mm</sup>

Ballistic Knife

Other: \_\_\_\_\_