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INTRODUCTION

Your World No Longer is a **Superlink** product intended to supply Gamemasters with packaged campaign details and ideas for stories involving global conquest and invasion. Each chapter herein outlines a separate scenario where a particular foe has mastered the world, providing information on how and why Earth was conquered, and how the world's heroes and villains responded.

The details provided are sufficient to allow the Gamemaster to run the game quickly and off-the-cuff, but remain open enough to permit further development (indeed, this is encouraged.) This open design format also allows the scenario to be used in just about any setting, be it one that's been published or one entirely of the Gamemaster's own devising.

The world is no longer yours but it is up to you to take it back. Show us what you're made of and resist!

Chapter 1: Building the Resistance is dedicated to describing how resistance against the enemy of a given scenario is likely to be organized, providing details and guidelines for Gamemasters and players alike.

Chapter 2: The Alien Menace outlines a macro scenario wherein the Earth falls to alien invaders, the Dilvatean Empire.

Chapter 3: Dead Hungry outlines a macro scenario wherein undead zombies that mindlessly look upon humanity as their food supply overrun the planet.

Chapter 4: Darwin's Throne outlines a macro scenario wherein genetic mutants empowered with metahuman abilities have grown tired of prejudice aimed against them and have struck back, enslaving humanity and creating a new, global mutant empire.

More scenarios will be forthcoming in supplementary products.

BUILDING THE RESISTANCE

Throughout this work you'll find constant references to "the Resistance." This is very different from anyone joining a local band of resistance fighters that is not affiliated with a larger organization spanning the entire region, or even the world (note the former's use of a capital letter to differentiate between the two.) The Resistance is the generic name attributed to the largest, best-organized band of subversives and warriors dedicated to opposing whatever power has conquered the world in a given scenario. To be sure, there will be countless pockets of defiance against the oppressors that have no or little affiliation to any such larger organization and will instead be fighting on a much smaller, regionally based scale. However, such fractured groups are not what is being referred to when "the Resistance" is used within this body of work.

The Resistance is, as has been mentioned, just a generic term. It is used here because **Your World No Longer** is meant to provide a campaign outline. It is up to the Gamemaster to fill in the details to suit their world, including naming the Resistance something more interesting and/or campaign specific if desired. Whether the Gamemaster in his games chooses to call the Resistance something like the "Metahuman Underground," the "Fifth Column," or "Until Death!," the effect remains pretty much the same so far as this work's scenario outlines are concerned.

No matter who the enemy is or what name the Resistance chooses in a specific campaign, there are a number of factors that must always be considered when the Gamemaster is preparing a game concerning global conquest.

SIGNING UP OR GOING SOLO

First off, the Gamemaster must decide how big a role the Resistance will play in the game. Will the player characters be joining the Resistance or will they strike out on their own out of necessity or differences of opinion with the former organization's methods, short-term plans, and so on?

If the Resistance is meant to fall into the game's background, the organization is much easier to manage because it is little more than a plot device that is interacted with from time to time. For example, while the player char-

acters do their own thing, word gets back to them about the Resistance's own failures and successes, events that may require the characters to adjust their own plans and operations. Typically, though, the player characters are concerned with little more than their own activities, which may include creating a large resistance organization of their own.

Should the Resistance play a more active role in the game despite the player characters remaining separate from it, more work shall be required of the Gamemaster. He will need to define the Resistance in useful terms, such as how and where it operates, how its hierarchy is organized, how it remains hidden from the enemy's roaming eyes, etc. If the player characters are going to be interacting with the Resistance, the Gamemaster needs to know how, why, and when such encounters will happen.

Such a game still allows the player characters a great deal of freedom because, ultimately, they continue to call their own shots. While they may be able to call upon the Resistance for aid from time to time, the characters still set their own goals, define their own methodologies, and are largely responsible for gathering and protecting their own intelligence and resources. Still, even a largely peripheral link to the Resistance will provide the Gamemaster with a tool to help the players along when they get stuck, for whatever reason.

For a taste of something different, the Resistance may be portrayed as yet another enemy rather than as an ally. Although the player characters and Resistance may share a similar ultimate goal—freeing and saving the Earth from the enemy—the Resistance may have other goals and methodologies that place them at direct odds with our heroes. The Resistance's leaders could, for instance, decide the only way to be sure the Earth is free from the zombie virus is to contain a few thousand survivors in a hidden, self-sufficient subterranean city and wipe out the surface entirely, leaving it devoid of all life and unlife alike. After waiting several decades to be sure the surface is once again safe, only then will the Resistance consider the world "saved." An extreme plan like this jumps several other, much more reasonable layers of possible solutions the player characters are more likely open to attempting first, thus making the Resistance a group that must be foiled as much as must their shared enemy.

If the player characters are members of the Resistance, the game will take on an entirely different face despite the possibility of being able to run it in several different directions. Considering the

Resistance's scope, it's unlikely the player characters will lead the organization, although giving them control of a team or cell of their own will be ideal for an even mix of freedom of action and directed goals.

The balance between leadership and being led is an important consideration because placing the characters within a command structure allows the Gamemaster to nudge the heroes in the right (or wrong) direction when they get stumped, but too much of this will leave the players unsatisfied and feeling they are not really in control of their own characters. One must also be careful not to have the non-player character (NPC) members of the Resistance overshadow the player characters; give the latter a fair opportunity to resolve any issues before bringing in back-up and don't have the NPCs solve all the problems and puzzles.

Another fun twist on the Resistance is to have the player characters initially be members but later break off from the organization to go their own way. Just what causes this separation can vary: the heroes may learn something unsavory about the Resistance, such as undesirable goals or methods (see the previous example earlier in this chapter), or perhaps it is revealed the Resistance's leadership is actually working for the enemy as double agents, gathering those who would oppose the new regime in one place so they may be more easily dealt with. Regardless of the schism's cause, the Gamemaster and players must determine what status of cooperation or opposition exists between the heroes and Resistance following the split. This will resolve how the two groups will interact in the future.

Once the Resistance's role in the game's macro scenario is defined, it is time to design the organization itself.

ORGANIZATION AND MEMBERSHIP

One of the more relevant and obvious questions that will need answering is who has signed on to fight the enemy? An answer will require much more care and thought if the game was running prior to the conquest scenario being introduced because the players will already be familiar with the game world, including its villains and heroes. This being the case, the Gamemaster will have to go through a list of the setting's more notable NPCs and organizations and decide who is still alive, what they are doing and why because, almost inevitably, the players will begin to ask "so, what happened to So-and-So?" Interest in finding out what happened to familiar NPCs is unavoidable and is often considered one

of the more interesting aspects of playing a world changing scenario because it takes the deck of cards the players have grown familiar with (metaphorically speaking) and reshuffles it, going so far as to even toss some of the cards away.

After deciding which of your game's villains and heroes are still around and willing to join the Resistance, one must determine how the latter is organized. Although an overall hierarchical structure is important (will you go with a military style system or will it be one resembling the terrorist cell network, for example), just who fits where will likely be answered to a large degree during the earlier process of deciding membership. Megalomaniacal villains may be willing to work with former foes to bring down a shared enemy, for instance, but that doesn't mean the villain is willing to take orders from the hero. Egos and powers will clash, quite possibly literally, in a bid for power. And, to be honest, it's entirely possible a super villain's previous experience with fighting the system may make them best suited to command despite how much this will likely grate against heroic allies (and subordinates.)

Villains and heroes unable to reconcile themselves to working together may cause fractioning within the Resistance, resulting in more than one group of organized defiance to the new regime. This leaves the Gamemaster to account for two or more resistance groups in the game, deciding whether one will be all or mostly heroes and the other all or mostly villains, or along whatever other guidelines he deigns best defines the terms of the split. Also to be decided is whether the issues that led to the schism will carry over into a conflict between the groups, splitting their attention and resources between each other and the enemy rather than concentrating on the primary threat alone.

RESOURCES

A big part of any resistance group's survival is attaining, stockpiling, and hiding supplies because even a secret, underground army still marches on its stomach, as the saying goes.

If the conquering enemy is of the sort that reshuffles society to its needs, the Resistance will find many of the supplies it needs to carry on the fight outlawed or placed under stricter controls. Access to weapons, ammunition, and advanced technology will likely all be restricted so that Earth's new rulers can keep their subjects under a tight leash. It's likely that even weapons otherwise approved for