Outbreak: UNDEAD©

zombie survival role playing game



<BY CHRISTOPHER DE LA ROSA>

Outbreak Undead: Zombie Survival Role-Playing Game
by Christopher De La Rosa

Credits

Primary Developers
Christopher De La Rosa, Ivan Van Norman, Robert Watts

Editor
Robert Watts

Graphic Design
Taryn Hiroshima, Christopher De La Rosa

Proofreaders
Robert Watts, Greg Kaczynski, Michael Petruzzello

Photography
Elizabeth Hessom, Ivan Van Norman, Brian MacElvaine, Tiffany Warch, Christopher De La Rosa, Eric Macklin, Brian Calcagno, Jennifer Chapman

Artwork
Christopher De La Rosa, Jessica Hessom

Cover
"She Is Still Pretty To Me"
Photographer: Eric Macklin
Model: Jessica Adsit
Graphic Design: Christopher De La Rosa

Professional Consultants
Dr. Edward Dana Jr., James Chrislip, Julian Minto, Erica Martinez, David Tractenberg, Ayano Ichida, Michael Moore, Brian Grabow, Dave Beukers, Paul A. Phillips, John_234

SPEW-AI Developers
Charles Ruby, Bryce Palenscar, Spencer Stuard, Christopher De La Rosa

Beta Testers
Robert Watts, Jos McKain, Matthew Leaverton, Alexander Raitt, Andrew Manzella, Dewie Sherwood, Jason Christopher, Ivan Van Norman, Chris Haynes, Christopher De La Rosa, Andrew Scheppmann, John Kingsley, Drew Hunter, Mallie McCown, James Chrislip, Sylvia Stigge, John Theodore, Lis Gillott, Alex Exline, Sean Benson, Daniel Ferrara, Chris Weller, David Tractenberg, Ryan Witherspoon, Schno Mozingo, Greg Kaczynski, Jeff Zainer

Models
John Kingsley, Austin Floyd, Adam Sass, Cat Lamb, Bryce Palenscar, Justin Brown, Katie Coffman, Mallie McCown, Seth Ayott, Ryan Witherspoon, Kurt Hauschild, Matthew Lussier, Ivan Van Norman, Robert Watts

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Warning

While most of this book is serious only in a tongue in cheek fashion, there is a real precaution that we feel needs to be made. Outbreak: Undead's unique approach of having players play themselves as characters may potentially invoke feelings of distress in your players and unusually strong attachment to their characters in the simulation. People who play role playing games have emotional involvement in characters they create on various levels. A player's attachment to an RPG character may be minor, however, we have yet to encounter a person who does not have at least a passive interest in self preservation, which is exactly what this game is all about.

Having yourself as a character is an exciting element, but to some it can be a dangerous one. Be mindful of those who are genuinely distressed when their characters are bitten, injured or otherwise killed (often in horrific ways). This is more than likely, considering that in most outbreak scenarios one bite is enough to seal anyone's fate.

Tips for keeping an exciting, healthy, and (ultimately) informative simulation environment will be included in the Game Master's Section, but remind the players that even if the characters which represent themselves become deceased, they can play again.

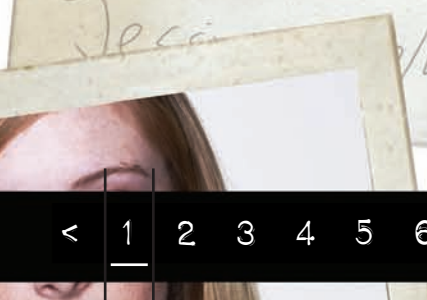
Regardless, this game is recommended for mature players who can handle the idea of their own potentially grisly demise.



Chapter 1

About Outbreak: Undead



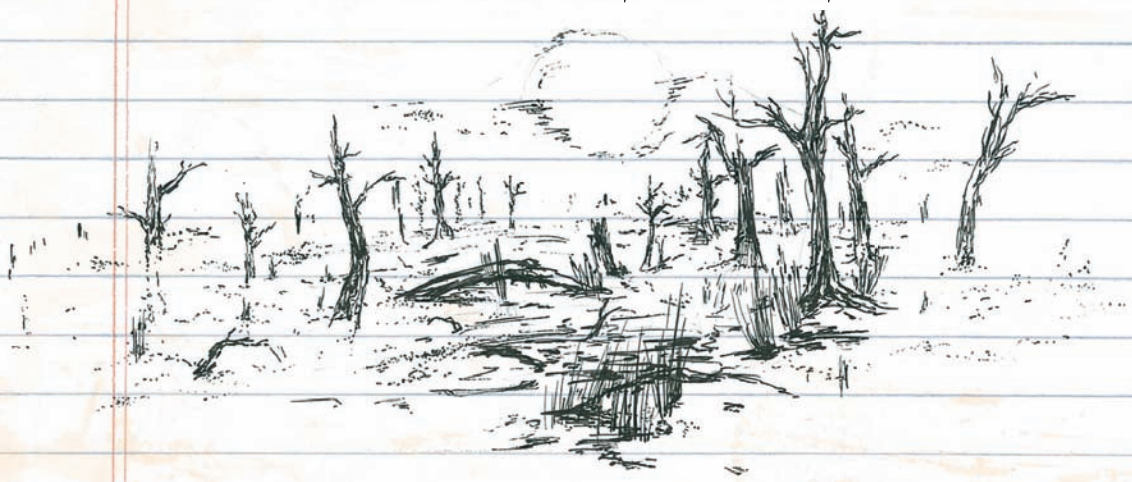




Introduction

Greetings, Survivor. Deciding to pick up this book is the greatest decision you have ever made. With our help, you can test your plans to survive the many perils of a zombie outbreak. The Outbreak: Undead zombie survival role playing game transforms your world into that of survival horror. Using the rules in this book, it is possible to take any location that the players are familiar with, or a map of any place, and turn it into a monster infested nightmare. This format allows for unlimited freedom as the ingenuity of the player is the only real limitation to what the player characters can do to survive.

The games are run by one Game Master (abbreviated GM) who sets the mission parameters (called 'Outbreak Scenarios') and one or more players who participate in the Mission. The characters can choose from the provided character templates or they can create new ones all their own. The players can also create themselves into characters after taking the SPEW-AI test to generate their attributes. As the locations are no longer restricted to what is depicted in video games and movies, the mission possibilities are literally endless in scope and scale with a limitless cast of potential characters. The purpose of this game is to create a simulation that can quantify and allow for an accurate representation of a person's ability to survive any possible outbreak scenario.



Who Can You Play As?

This game is designed to test yourself as a character, but you are certainly not limited to this. Players can play as anyone from any walk of life, in any career, or from any background. Playing these kinds of characters can be a good way to instruct a new player as well as add some variety to the missions of veteran players. To provide some psychological insulation for newer players, template characters can be used in lieu of playing as a character based on yourself. These 'Template Characters' rely upon many more generalizations than a character made based on the player themselves.

Percentage Values

Several times you will hear the words 'Percentage Value'. Simply put, a percentage value is the character's chances of success given the odds of a situation. A percentage value is altered by bonuses or penalties that either increase or decrease the chances of success. To understand how this works imagine trying to hit a target with a handgun from a range of 30 feet. Usually, this task is not terribly difficult if done on a shooting range, but imagine doing it through a screen of smoke with loud noises everywhere. Typically, no matter how skilled you may be, your chances of hitting the target are reduced.

It is recommended that players keep track of their most frequently used percentage values.

Skills increase attributes for certain kinds of checks. Similarly, handicaps can lower certain attributes as can certain events.

Penalties to Percentage Values are Difficulties and Handicaps. Difficulties can stack on each other. Bonuses can include Skill, Tool or circumstantial bonuses. Bonuses of the same kind do not stack.

Dice

This game utilizes different kinds of dice in order to help determine what happens throughout the course of the mission. The most common kind you'll find is the 'Percentage Dice' also called 'd100' or 'd%'. This is basically rolling two ten sided dice to produce a result of 01-100. Nominate one die to be the 'tens' die and the other to be the 'ones' die and roll them at the same time to see what the result is. If the result is equal to or lower than the 'Percentage Value' then you are successful in your action. Every time you are required to make a 'check' of any kind, you roll percentage dice to see if you pass the check.For example, the result of '30' and '7' would be '37'. However, a result of '00' and '0' is '100'. A result of '00' and '1'is '1'. Alternatively, a d100 or a novelty hundred-sided die, can be used if available.
Single ten-sided (d10) dice are sometimes used. They are typically used to consult tables or are rolled as a 'Mishap Die' when a character is in panic or is in tremendous amounts of pain. Another die used is a common six-sided (d6) die. This is used to consult various tables, but its primary use is in determining damage from attacks. It is also used to determine the number of zombies present for zombie encounters.
Lastly, for a listing that says 'd3', roll a d6 and count any 1-2 as a 1, any 3-4 as a 2, and any 5-6 as a 3.

d3 Rolls are infrequently used, but it is good to know what it means

If ever you see an entry that reads something like (1d6+1), that means you add +1 to a d6 roll (ie, Rolling a 4 will count as a 5, rolling a 6 will count as a 7). It does not mean you roll 2 dice. That would read as 2d6.

Diagram of Dice



d6, d3 d10 (tens) d10 (ones)

Statistics
A player's chance to succeed will range from 0% (no chance) to 100% (automatically). That percentage value is set by the GM, or in a table found in this book.

The Core Mechanic of *Outbreak: Undead*

The success of a character's actions are determined by 'Checks' and the chance of these checks being successful is equal to the set percentage value. If a d% roll is equal to or under the percentage value, the check is successful. Rolling higher than the percentage value on a d% is considered a failure. This is the core mechanic around which the game is built.

Degrees of Success

For some checks, it may be necessary to determine the extent that the check was a success or failure. The degree of success is measured by rolling under the set percentage value by a full 10. Each full 10 beneath the percentage value is a degree of success. For instance, a percentage value of 64% will count rolls of 54 or less to be one degree of success, rolls of 44 or less will be two degrees of success and so on and so forth.

Rolling either a natural 01 on a d%, or with 5 or more degrees of success is considered a remarkable success and is frequently called a 'Headshot' in this book. The descriptor Headshot does not only apply to combat. It apples to all checks that are successful in the way just described. Usually additional benefits result from a check that passes with this much success, even when degrees of success do not normally apply.

Degrees of Failure

Degrees of failure are measured the same way, only for high rolls on d% instead of low ones. For instance, a percentage value of 43% will count rolls of 53 or higher to be one degree of failure, rolls of 63 or higher to be two degrees of failure and so on and so forth.

Rolling either a natural 100 on a d% or with 5 or more degrees of failure is considered a disastrous result. This is frequently called a 'Catastrophe' in this book. Usually additional penalties result from a check that fails this badly, even when degrees of failure do not normally apply.

If any check has rules that apply to either degrees of success or degrees of failure, then they will be indicated in the check's descriptor later in this book. A GM is still able to apply degrees of success or failure however they see fit.

Difficulty

Any action that has a 'Difficulty' assigned to it lowers the chance of success by 5% per point of Difficulty. So a check with 2 Difficulty will have a -10% penalty to it, a check with Difficulty 3 will have a -15% penalty to it and so on and so forth. This alters the roll necessary for degrees of success and degrees of failure as well. If no Difficulty is assigned, then checks are made against the tested attribute of the character plus any bonuses for skills or equipment.

Difficulty cannot be reduced below 0.

Players and GMs should keep track of their most frequently used percentage values for easy reference

Opposed Checks

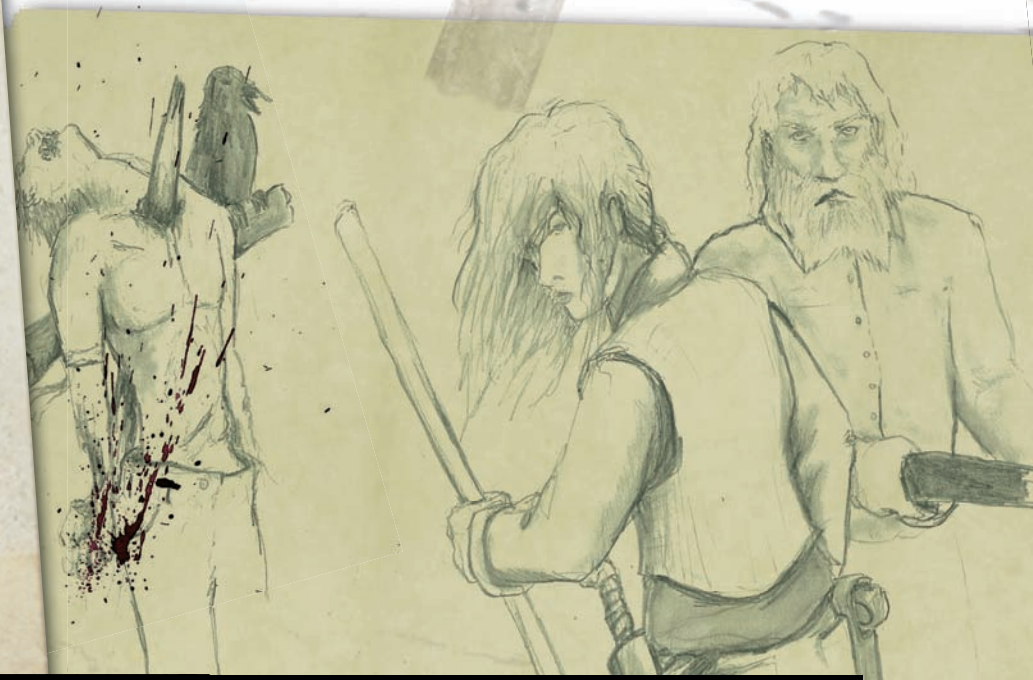
Opposed Checks are checks made without difficulties set to them. It's simply a matter of rolling percentage dice and adding the related attribute and whoever rolls higher is successful. The most common ones are opposed Strength checks (as in Grappling).

Alternatively, rolling to see who gets more degrees of success in their check will substitute for rolling higher. It is up to the GM to decide as to what method better reflects the reality they are trying to replicate.

Chapter 2

Characters





Characters

Whether playing yourself or another person, your participant in Outbreak: Undead is called a 'Character'. Characters are the people who are in one way or another thrown into the terrifying world of Outbreak: Undead. A character can represent yourself, but they can also literally be anybody, from a highly trained military officer to a schoolgirl.

SPEW - AI
STRENGTH • PERCEPTION • EMPATHY • WILL
ASSESSMENT INVENTORY

Test Result Forms

On the opposite page you see the test result form. On this, it is possible to record all the stats a player character needs to reference. The four core SPEW attributes are listed: **Strength, Perception, Empathy** and **Will**. Beneath the stats, the SPEW-AI testing center lists where a person showed exceptional aptitude or flaws in their respective SPEW attribute. The bonuses skills grant a SPEW attribute is listed here. Along with the data, the photo of the participant in their testing research is seen.

Ranged and Melee Attack

Written beneath the photo are the base Ranged and Melee Attack that is added to the appropriate weapon lethalites when determining a character's ability to fight. The Melee Attack and Ranged Attack are used by themselves to determine if an attack is landed against the living.

Defense

The Defense and Unmodified Defense are what determines a character's ability to resist damage. The Defense is rarely more than a natural 5, but the Unmodified Defense, or 'Full Defense' is used where characters are upright and factors in the protection they wear.

Bite Resist % (BR%)

The Bite Resist % shows how well a character can resist zombie bites. The coroner's drawing below is a place to mark where a character is injured and the extent of the injury they have taken. The final section details what sort of equipment they're carrying that can grant additional bonuses to SPEW attributes, or Attack or Defense Values.



Name: _____
Gender: _____
Height: _____
Weight: _____
Date of Birth: ___ ___ ___ Gestalt Dice: _____

Melee Attack: _____ Base Defense: ___
Ranged Attack: _____ Full Defense: ___

SPEW - AI
STRENGTH • PERCEPTION • EMPATHY • WILL
ASSESSMENT INVENTORY

TEST RESULT FORM

Testing Center: [redacted]
Administrator: [redacted]
Date: [redacted]

The following information is to be used by the adminstrator for diagnostic purposes. It represents t... results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Strength: _____

Participant showed exceptional ability in STRENGTH in the following w...

Skills _____

Perception: _____

Participant showed exceptional ability in PERCEPTION in the followin...

Skills _____

Empathy: _____

Participant showed exceptional ability in EMPATHY in the follo...

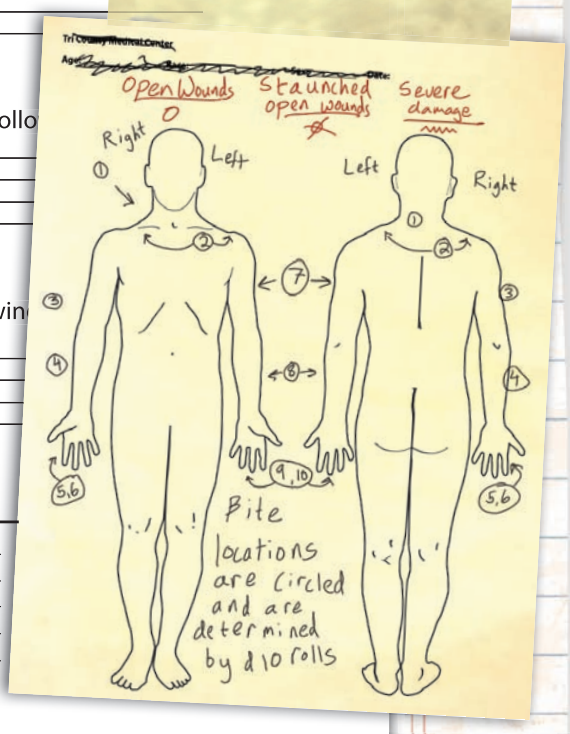
Skills _____

Will: _____

Participant showed exceptional ability in WILL in the followin...

Skills _____

Bite Resist % ___
Viral: ___
Health: ___



Equipment:

Name	Bonus	CU

Creating Template Characters

Veteran role players will probably be eager to create their own characters and play as themselves as characters instead of a template character. Below are the parameters for making your own template character.

Depending upon the Outbreak Scenario, the players can start with or have access to template characters upon the death of their original character.

Primary SPEW Statistics: Strength, Perception, Empathy and Will

The 'SPEW' statistics are the four main statistics characters will use throughout the game. Template characters start with 120 stat points to distribute among these 4 stats. This should give you a total that would make for fair game play. It's highly recommended that players distribute points somewhat evenly, giving extra points to suit their tastes and playing style instead of pouring all their points into one or two statistics. Sacrificing Skill Tiers can also grant additional points to distribute to the SPEW statistics. Each Tier sacrificed can allow 5 additional points for SPEW statistics.



Most checks are done in numbers divisible by 5 therefore it's to your advantage to maximize this.

A Character also gets to choose 5 Tier's worth of 'Skills'. A Tier can be sacrificed for 5 extra points in any SPEW statistic.

SPEW - AI
STRENGTH • PERCEPTION • EMPATHY • WILL
ASSESSMENT INVENTORY

Operational Definitions

Strength (Str)

Strength is not just a measure of physical power, it's also a measure of endurance and overall health. Be sure to choose appropriate skills that represent your true abilities as far as endurance, climbing, swimming, etc., as simply having a high Strength score may not be accurate (although it may be tempting to do so). This is probably one of the easiest scores to measure as it is easily quantified, the other attributes are somewhat more subjective.

Strength



5-10 Weak.
Minimal physical activity in daily life and in work. If your lifestyle puts you at serious risk for heart disease as far as diet and exercise, then you probably fall into this range. This can also describe someone who is physically small, like a child.

11-15 Low Average.
While you are by no means an athlete, you are missing a few critical components in your lifestyle to make you a healthy person and a strong one. You either have a good diet or exercise (if somewhat infrequently), but it is not routine.

16-30 Average.
You incorporate several positive routines into your lifestyle that make you a healthy person. You eat right, exercise with a fair amount of regularity and your heart rate is excellent.

31-45 Above Average.
People in this range typically stick to a rigorous exercise regiment and a strict diet. Generally, if your Strength is this high then you are an athlete of some kind.

46+ Olympian.
Literally Olympic-class athletes will have a Strength score this high. This requires daily upkeep by diet and exercise to maintain.

SPEW - AI
STRENGTH • PERCEPTION • EMPATHY • WILL
ASSESSMENT INVENTORY

Operational Definitions

Perception (Per)

A majority of perception has to do with the ability to see and hear. For this reason, if someone is reliant upon prescription eyewear or hearing aids then their perception may be lower than average. In an outbreak scenario, not being able to see or hear with clarity could mean the difference between life and death. Another crucial component to Perception is reaction time. This can be influenced by a number of factors, but being able to think quickly is a trait that is absolutely vital to survival. Therefore, Perception is also a measure of applied intelligence. This means if a person is clever but not book-smart, they can still benefit from a high Perception score, as Perception is just as much a measure of their senses as it is one's ability to understand and perceive the world around them.

Perception

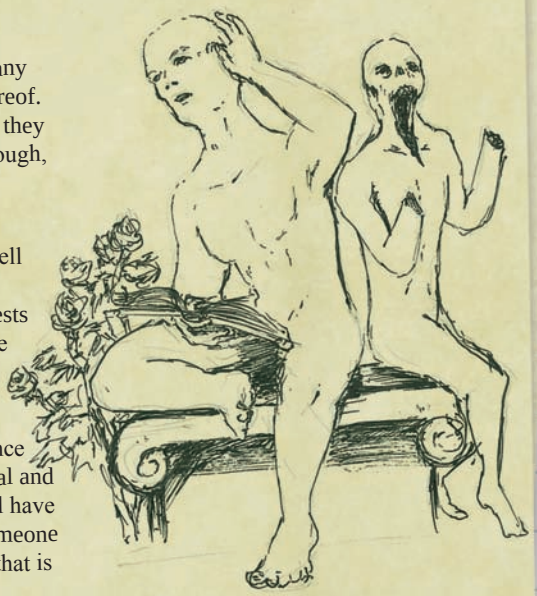
5-10 Oblivious.
This person is either exceptionally detached from the rest of the world or suffers from enough handicaps to their senses to make them dangerously unaware of their surroundings.

11-15 Dim.
This person is not very aware of their surroundings but they are not completely without mental or sensory facilities. They are smart while lacking common sense, are handy but are without much intelligence or are not particularly intelligent but very aware.

16-30 Average.
This person is not outstanding in their intelligence in any regard or in their acuteness of senses, or their lack thereof. They may be outstanding in one or two categories but they may have one or two serious setbacks. More likely though, they will be unremarkable in any particular respect.

31-45 Acute.
This person has both high cognitive function and is well practiced in the use of their senses to a high degree. They either score high in contests of accuracy, or in tests of intelligence or are above average in both. Very little escapes the attention of this person.

46+ Master.
This person possesses a very high degree of intelligence and supplements their intelligence with added physical and mental dexterity. Whereas someone who is Acute will have high scores on tests of accuracy or in intelligence, someone at the Master level will score high in both, to a level that is achieved by few.



SPEW - AI
STRENGTH • PERCEPTION • EMPATHY • WILL
ASSESSMENT INVENTORY

Operational Definitions

Empathy (Emp)

This attribute is the measure of one's ability to relate to others. This is one of the most polarizing statistics that exist. It will not only determine a preferred method of survival, (determining if a character will be a loner or work with a group), it will shape every reaction to obstacles in an outbreak. However, a low Empathy score does not immediately put someone at a disadvantage the way other scores might.

Scoring low on Empathy will indicate decisiveness and quick thinking in a situation that might paralyze someone who is too empathetic. In fact, a low score on this attribute is a good predictor of one's ability to survive on their own. Whether or not being alone is the result of a tragedy or because they threw the rest of their party to the wolves is another question entirely.

It is people with high Empathy that are the glue that holds groups together by keeping peace among members who would otherwise turn on each other.Even if they are not the leaders, they often act as effective mediators. Although, when dealing with polar opposites as far as Empathy goes, someone with low Empathy will see someone with high Empathy as a hopeless idealist and themselves as a realist. Someone with high Empathy will see someone with low Empathy as rash, selfish and uncaring and themselves as level-headed and calm.

Empathy will also affect how easily you are coerced into doing things by other people, especially those in distress. In this way, a person with high Empathy is sometimes taken advantage of. Answering a call of distress has been the end of many would-be heroes, and though selfish, it is one more advantage a person with a low Empathy score will have. While someone with high Empathy will be psychologically bogged down by moral conflict, a low Empathy person will simply act, albeit in their own self-interest.



SPEW - AI
STRENGTH · PERCEPTION · EMPATHY · WILL
ASSESSMENT INVENTORY

Operational Definitions

Empathy

5-10 Apathetic.
A person with Empathy this low will be completely unhindered by moral quandary. They will be decisive but will also be almost entirely self serving. This is especially true if they possess high Will values. If someone like this has low Will, then they are just dangerously ambivalent.

11-15 Jerk.
This is someone who is remarkably callous to the feelings of others but is not without mercy. They will only consider their actions when they or someone they care about is being affected. Even under these circumstances, they will still consider actions based on serving their own interests.

16-30 Average.
This is someone who is not remarkable in their ability to empathize. They will care deeply about helping others if they know them. They will not be as inclined to help someone they don't know unless they know that they will be unharmed in the process or if it means saving a life.

31-45 Hero.
This is someone who is very selfless and would give little thought to helping others, even if their own life is in danger. They can potentially be bogged down by moral quandary, but this often allows them to make a fair and reasonable judgments, which makes them ideal arbiters.

46+ Saint.
This person's selflessness is legendary, and they will likely be known widely for it. They are generous with their time and will almost never hesitate to lend their aid. This does mean, unfortunately that the descriptor of "Saint" often becomes that of "Martyr."



SPEW - AI
STRENGTH-PERCEPTION-EMPATHY-WILL
ASSESSMENT INVENTORY

Operational Definitions

Willpower (Will)

Determining willpower, or Will, is not easy. Some indicators of will are one's stress management, patience and ability to complete sometimes tedious or stressful tasks. Low willpower is characterized as being impulsive, skittish and unreliable.

Willpower

5-10 Fearful.
This is Will that is so far below average that the person is flighty, completely compliant or unreliable. This person is unable to handle most of life's stresses and will seek safety both physically and psychologically.

11-15 Low Average.
This person is able to withstand most mundane situations, but will crack under pressure given time. This kind of person dislikes stress and avoids it at all costs but is capable of handling work stress. They may also be extremely jumpy.

16-30 Average.
This person is unremarkable in regards to stress management. They can handle work-related or situational stress without much adverse effect to their performance in their duties, but they will be unable to cope with extreme stress without a strong emotional support structure or formal counseling.

31-45 Iron Will.
This represents someone who is able to handle almost all mundane stresses. It takes quite a lot to startle this person.

46+ Daredevil.
Someone at this level of Will is nearly impervious to stress and will rarely crack under pressure. This sort of person would be a combat veteran or someone who has endured similarly nightmarish events in their life. If a person has high Empathy as well they are also exceptionally brave.



Size

All Characters (and most zombies) will have a 'Size' that is typical of adult humans, which factors into certain kinds of checks. For now, it is sufficient to know that player characters are Size: 1.

Character Type

A template character will always have a 'type' associated with them. This is basically the job that the character has had the most training and experience doing and will give them access to different skill sets and enhance certain attributes. Character types are allowed 2 Tiers worth of skills unless othewise stated.

Bonus skills for Types ignore restrictions of Tiers, but bonus skills that can be taken at multiple Tiers must be taken at the lowest possible Tier.

Professions/Type

Certain professions will make characters more or less able to survive due to constant use of certain skills inherent within the job. This section is more for template characters. If you are playing yourself as a character, you would simply choose all the skills that apply to you based on the prerequisite training and background. It would not matter what job you have taken, as the testing you have done to determine your attributes will reflect reality more accurately than simply taking a certain profession.

More often than not, the job you take is one you are qualified for. For instance, you don't become a police officer to learn about law enforcement, you learn about law enforcement so you can become a police officer. Having these specific job titles does not mean that you inherently get the abilities simply because you take the job, rather it means that because your character has that job they are more likely to exhibit additional attributes based on personality types and training.

Child

Children provide an interesting alternative to other character types. A child character will typically have an above average Empathy and Perception but a much lower than average Strength. For this reason, a player only has 90 Stat points to distribute to child characters and will always have Size: 0 to represent their small size and lack of ability to defend themselves against larger attackers.

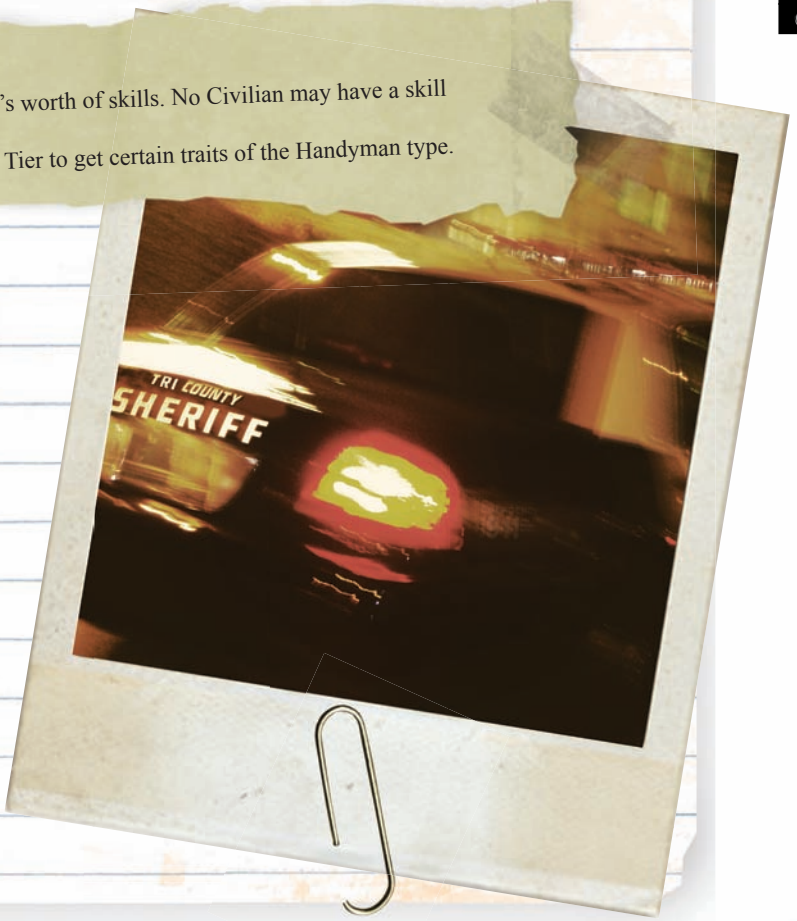
Children have Size: 0 and will get a bonus of +10 to all 'Per - Hide, Sneak' checks as well as any Empathy checks they may be required to take.

Children only get 3 Tiers worth of skills and no skill can be greater than 1st Tier. They can, however take a 'Security Blanket' item for free at their character's creation.

Civilian

Most people take jobs in the civilian sector. Any profession not listed in this section will count as a basic Civilian.

A civilian character may pick an additional Tier's worth of skills. No Civilian may have a skill higher than 4th Tier.
Civilians can opt to forego the additional bonus Tier to get certain traits of the Handyman type.



Military/Police/Correctional Officer

People who work for the government in the police, military or penal sector will have had extensive weapons training and are trained to operate under high stress conditions where they take and follow orders through a strict chain of command. As a result, their abilities are of considerable use in the event of an outbreak. A (noble)

disadvantage to these professions are that they are very duty bound and will be reluctant to abandon their posts to save themselves (or loved ones) unless it is abundantly clear that nothing that they can do will halt or even slow the chaos that comes with a zombie outbreak.

Any character that has **Police** as a profession will have a minimum base Attack of 20 even if it would be lower naturally. This bonus is factored in before any other skills are applied. They get a +20 Empathy bonus when making 'Emp – Diplomacy (Command, Intimidate)' checks against the Living. This bonus is decreased by 5 per Outbreak Level for Vigilantes and Shattered. They also get 2CU worth of equipment without restrictions of specialty or rarity. If they choose weapons of 2CU or greater with this then the weapon will be non-lethal or only have non-lethal ammunition.

Any character that has **Military** as a profession will have a minimum Attack of 25. They will also get an Empathy bonus of +25 to 'Emp - Diplomacy' checks and are granted a Will bonus of +15 when the character's attributes are first determined. They also get 3CU worth of equipment without restrictions of specialty or rarity.

Military and **Police** types will automatically have the *Trigger Discipline* skill at 1st Tier for free. This can be increased at a character's creation with more Tiers or improved later as normal.

Any character that has **Correctional Officer** as a profession will have a minimum Attack of 15. Correctional Officers get +15 Will bonus when the character's attributes are first determined. They also get 2CU worth of equipment without restrictions of specialty or rarity. If they choose weapons of 2CU or greater with this, then they will be non-lethal or fire non-lethal ammunition.

All of the above types will also get a bonus skill without restriction of Tier that must be chosen from the following list: *Marksman, Sniper, Combat Medic, Gunslinger, Fast Shot, Martial Artist, Leadership, Tactician, Calm* or *Navigator*. People in all these professions have access to more lethal firearms, body armor and riot gear, however, in the case of the Police and Correctional Officers, the majority of the gear is used for crowd suppression. This makes the equipment fairly useless against zombies, but not without their uses.

Special Weapons and Tactics (S.W.A.T.)

The highly trained police who work in the S.W.A.T. team or some similar elite organization have ready access to some of the best weapons and armor available. Due to the intense additional training required of S.W.A.T. teams, their members are top notch shots and well trained at close combat.

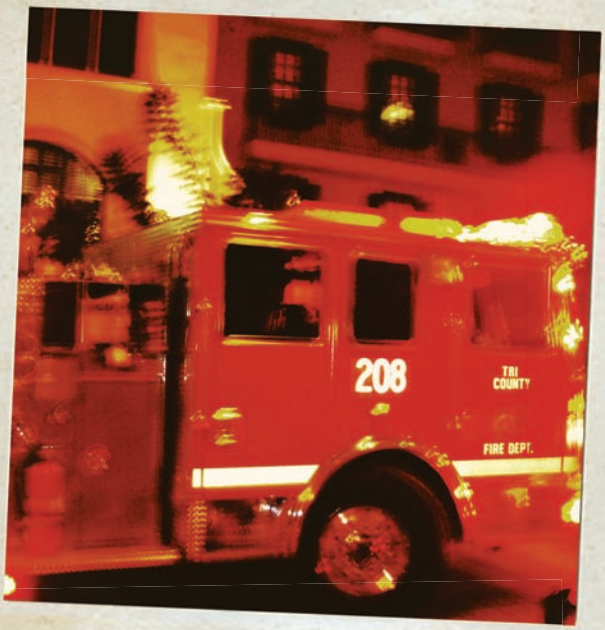


Meth lab bust across the street 4/17/90

S.W.A.T. count as Police, except their minimum Attack is 25 instead of 20. They automatically get *Tactician* as a bonus skill in addition to any others they may have. They are also allowed 3CU instead of the normal 2 worth of equipment at the character's creation without restriction to specialty or rarity. Unlike police, weapons of 2CU or greater start with lethal ammunition or are lethal in nature.

Firefighter

One of the most well suited individuals for surviving an outbreak is a Firefighter. They are required to be in peak physical condition and are trained to be selfless, brave, respond quickly under stress and whose primary objective is to find and rescue people in hazardous situations. If no other authority figures are present, the Firefighter could just as likely be looked to for leadership.



A Firefighter will always have *Combat Medic* and *Basic First Aid* skills. They gain +5 Empathy for 'Emp - Diplomacy' checks when encountering Survivors. A Firefighter will also get an additional skill in addition to the one they are normally allowed. This bonus skill must be chosen from the following list: *Woodsman, Heroic, Calm, Tough, Endurance, Leadership* and *Search*. They get a +10 bonus to Strength, Empathy and Will and a +5 bonus to Health.

Security Guard

Security Guards are prominent everywhere in some form or another. Generally, they are not looked to for authority when an outbreak dissolves decent members of society into gangs of rioters and the populace begins to assault and loot places of business. Security Guards will only be able to deter a mob for a short while. After that Security Guards are either overwhelmed and have their equipment stolen or they are forced to use whatever weapons they have in frantic self-defense. Security Guards may even abandon their post to join a mob.

A significant advantage to being a Security Guard during an outbreak is that they have access to whatever safe rooms, holding cells and caches of weapons that are available in their vehicles and the buildings they patrol. This is very useful early in the outbreak because outside of law enforcement, they are usually the only people in an urban area capable of becoming armed when the rest of the public scrambles for cover and hides.

Security Guard characters are allowed 1CU worth of equipment at their creation to be taken without restriction to specialty or rarity. They get a bonus of +10 to Empathy for 'Emp - Diplomacy' checks when dealing with Panicked or Survivors. They also have a minimum Attack of 10 even if it would normally be lower based on their attributes.

Mechanic

A Mechanic is knowledgeable about how machines work. They are also able to infer how machines work that are similar to the ones they are familiar with. For Strongholds with a high Science, a Mechanic will be able to service vehicles to widen the Stronghold's reach. Even before a high Science is reached, the Mechanic is often familiar enough with machines to rig even broken machines to serve some useful function.

People in this profession will gain a +30 Perception bonus when making checks regarding the repair, maintaining or modifying machines of which they are familiar. They get a +15 bonus to Perception when repairing, maintaining or modifying machines that are within the same category as the ones of which they are familiar (i.e. an auto mechanic working on a ride-on mower, the two share an internal combustion engine in common). They will get a +5 Perception bonus to repair, maintain or modify any other kind of machine.

Their Perception bonus extends to any checks made to determine the success of Stronghold Upgrades so long as machines are somehow involved in the construction.

A Mechanic will increase a Stronghold's Science by 1.

Nurse/Pharmacist

A Nurse or a Pharmacist is of considerable use during and in the wake of an outbreak; however, they will most certainly be in hospitals when the outbreak starts. That aside, their medical training is still far superior compared to the average members of Civilian or Military sectors.

A Nurse has *Basic First Aid* and *Medic* skills and may choose an additional skill upon the character's creation. This bonus skill must be chosen from the following list: *Healer, Calm* or *Healthy*.

Nurses and Pharmacists get a bonus +5 to their Health and +10 to their Empathy and get a bonus of +10 to Perception to any checks that involve First Aid or Advanced Medicine. This bonus is added to any others granted by similar abilities as well as any missions that involve medical procedures. Also, a Nurse or Pharmacist is able to purchase medicines after searching a pharmacy, clinic or hospital without restriction to specialty or rarity. In addition, any healing items used by a Nurse that have a random number associated with how much damage they will heal will have the dice rolls altered. Treat any 1-3s rolled as normal, but treat all results 4-6 as having rolled a 6 to see how much damage is healed.

A Nurse will increase a Stronghold's Science by 1.

Doctor/Surgeon

Someone who has held this position has considerable medical training and in an outbreak this education and experience multiplies in value exponentially. A disadvantage to this profession is that a doctor or surgeon will almost certainly be called into service early in the outbreak, which is disastrous because they will be exposed to the zombie virus longer than almost any other person. This fact almost completely offsets what bonuses the profession provides.

A character who is a Doctor or Surgeon has the skills *Basic First Aid, Medic* and *Healer* and will be able to choose an additional skill to the one they are normally allowed. This bonus skill must be chosen from the following list: *Combat Medic, Calm* or *Leadership*.

Doctors or Surgeons get a bonus +5 to their Health total, a +15 bonus to their Empathy and get a bonus of +20 to Perception to any checks that involve First Aid or Advanced Medicine. This bonus is added to any others granted by similar abilities as well as any missions that involve medical procedures. In addition, people in these professions are quickly able to identify different kinds of medicine. A Doctor or Surgeon is able to purchase medicines after searching a pharmacy, clinic or hospital without restriction to specialty or rarity. In addition, any healing items that have a random number associated with how much damage they will heal will have the die rolls altered slightly. Treat 1s rolled as 1s, but treat any result of 2-6 as having rolled a 6 to see how much damage is healed.

Any Mission that is considered 'Advanced Medicine' will allow the Doctor or Surgeon to add their +20 bonus to Perception to any checks to determine its success.

A Doctor or Surgeon will increase a Stronghold's Science by 2.





Electrician

Those who work with electricity know how wiring works and can do so with a much higher degree of safety.

A character who is an Electrician will get a bonus of +25 to any attribute (except Strength) for any checks that involve wiring or electricity. This bonus is extended to any checks for Stronghold Upgrades or Equipment Manufacture that involve electricity.

An Electrician stationed at a Stronghold will increase its Science by 1. If the Stronghold is somehow powered by electricity, whether by a generator or by managing to stay on a functioning power grid, then they also increase the Stronghold's Viability by 1.



Artist/Photographer/Videographer/Writer/Journalist

The Artist profession and similar professions are probably the most ill suited to facilitate survival in a world infested with zombies. Art is an aspect of a higher civilization, and a civilization brought to its knees by a zombie outbreak focuses exclusively on survival. A society in collapse will ignore higher pursuits of art.

Because an Artist spends the majority of their time focusing on skills that are useless in the event of an outbreak, they will be allowed one Tier less than normal at their creation. They will get an Empathy bonus of +5 and will be able to add +20% to the Objective of any 'We Know this Much' missions if they documented the events of a zombie attack in any way.

Due to their increased aesthetic and refined taste in some form of art or literature, they will be able to lend their knowledge of these things for the betterment of their fellow survivors. A character with this profession will be able to spend 1 Resource after successful missions on 'Art' of some form in order to increase the Stronghold's Culture by 1. Spending Resource on this will count as having a restriction of rarity equal to 10% per point of existing Culture of the Stronghold.

Scientist/Researcher

Scientists will have a few benefits when surviving a zombie infestation. Although their primary training is somewhat useless in terms of survival, one huge advantage Scientists and Researchers have is that they are able to observe zombies with an objective mind. Thus, more accurate conclusions can be made based on their observations.



Some Scientists and Researchers also have a deep level of access into laboratories or research facilities which allows for resources to be gathered and used effectively by the survivors. In the events following an outbreak, a Scientist and Researcher is as valuable as a Journalist in documenting what they saw and drawing conclusions for the benefit of society. In many cases, their knowledge is superior to the Artist/Photographer/Journalist type as the Scientist's observations can also be used to draw accurate conclusions about combating zombies and the rebuilding of civilization.

A Scientist/Researcher will have all the benefits of both the Civilian and Journalist profession, allowing them 3 Tiers of skills to start with and granting bonuses to specific missions. A Scientist/Researcher may choose a bonus skill from the following list: *Basic First Aid, Chemistry,* or *Contemplative*. They will also add +2 to the Stronghold's Science.

Lawyer

Similar to an artist, a Lawyer has no inherently useful skills when surviving an outbreak. As a result of this, a Lawyer may only serve as effective mediators of conflict within the group of survivors they are with.

Generally speaking, Lawyers are well-spoken and intelligent, so they get a +10 bonus to Will and a +5 bonus to Perception and Empathy.

Lawyers may also add a +25 bonus to Empathy when making 'Per - Diplomacy (Coax)'checks.

Lawyers also bring the benefit of their knowledge of the law to your Stronghold. Lawyers increase the Stronghold's Culture by 1.

Craftsman/Carpenter/Locksmith

A Craftsman has the ability to create items with great ease and is familiar with many kinds of tools.

A Civilian can forego their extra skill Tier in favor of taking the bonuses inherent in this Type, but they only get a bonus of +15 instead of +35.

They get a bonus of +35 to their Perception when making any checks that relate to their respective careers. This type of character can add a bonus of +25% to determine the success of any Equipment Manufacture missions.
For Locksmiths, spending an addtional Time searching a location, a character can add +25% to 'Per - Search' checks and increase the chance of a rare item's purchase by +10%.
For Craftsmen or Carpenters, any mission that is made to improve the Structure of a Stronghold, increase the chance of success by +15%.

Contractor/Construction Worker/Welder/Metallurgist

A person in these professions are some of the most crucial professions in society; this is no different for a society in collapse. DSomeone in this profession is intimately knowledgeable about construction and structures. They are also very capable at reinforcing structures, which is a valuable skill.

If a Contractor/Construction Worker/Welder/Metallurgist builds any barricades or reinforces any structures, then it holds up better. Due to the constant physical exertion required of this profession, the Contractor or Construction Worker will get a +10 bonus to Strength. When participating in Stronghold Upgrade missions, they add a bonus of 25% to determine their success and add +10% to the success of any Equipment Manufacture missions.

Therapist/Social Worker/Volunteer

Someone in one of these occupations is highly empathetic and capable of dealing with people, especially those in high stress.

A person in this profession gets a +25 bonus to Empathy and a further +10 bonus to Empathy for 'Emp - Diplomacy' checks. A person in this profession is able to boost the morale of a work force. They can count as 1 additional Population for the purposes of determining the success of a mobilized workforce. Add a +10% to any checks made to prevent the loss of Morale due to failed missions.

Thief/Burglar

While they are rightly looked down upon in decent society, the thief or burglar has many useful skills that can be brought to bear during an outbreak.

Depending upon the kind of Thief or Burglar they are, they can add a +25 to 'Per - Search, Hide' checks if they take 'Point'. This is all dependent upon what kind of thief the person is. Just because someone can break into a home or business silently does not mean that they are able to hotwire a car. These people typically have below average Empathy as required by their chosen profession, taking a penalty of -10 to Empathy to a minimum of 5. They also get a bonus skill chosen from the following list: *Stealthy, Search, Mule, Knife Fighter* or *Fast Shot.*

Farmer/Rancher

While they stand a good chance of surviving a zombie outbreak, a Farmer is unlikely to experience one at full scale due to their locations being highly rural. For those who survive a large scale outbreak and are in a world that is overrun by zombies, they stand the best chance of survival in the long term. The reason being is that the Farmer or Rancher, while they occasionally rely on government subsidies to survive financially, are completely self sufficient otherwise.



Farmers/Ranchers may add +30% to any check made to determine the success of any Stronghold upgrade that increases Viability. They will increase the Stronghold's Viability by 1.

One character of this type is able to maintain 3 Viability instead of a normal 1 for a committed population or other Template Character.

Priest/Rabbi/Preacher/Minister/Monk

The majority of people, even those skeptical about God will often turn to religion when crisis arrives. As a result, those who dedicate themselves to God in one way or another will have others yield to their wisdom, even if in desperation.

People in this profession get a bonus of +30 to Empathy. They get an additional +10 Empathy bonus when making 'Emp - Diplomacy' checks on Survivors, Shattered and Vigilantes. For Vigilantes, this bonus can be used for any form of diplomacy except Intimidation and take no Difficulty penalties for dealing with certain types of The Living in Coax, Plea and Bribe the way other characters do.

A Priest/Rabbi/Preacher/Minister/Monk type will increase a Stronghold's Culture by 1. They also allow a bonus of +25% to any checks made to prevent the loss of a Stronghold's Morale from failed missions.

Reserve Officers Training Corps (ROTC), Emergency Medical Technician (EMT), Search and Rescue, Volunteer Firefighters, Eagle Scout, etc.

People who are members of these groups are those who have trained extensively in a wide variety of fields including survival, rescue, first aid and many other areas. This is not a profession in and of itself as those who are described above have other jobs.

The intensity of the training for any of the above mentioned titles grants an additional bonus skill that can be chosen that's appropriate to their organization and training, typically combat, searching, or survival related skills. This bonus skill is not restricted by Tier.



Yourself as a Character

Characters can have different abilities depending upon their type. Most of these skills do not have to be associated with the types here. Almost any combination of character/skill can potentially be justified. In any case, you are best off creating your template character around a 'Type'. This will determine how the character will develop. If you wish to play yourself as a character refer to the section entitled 'Yourself as a Character'. If you play yourself then your Type would be... 'yourself'.

SPEW Stats for Characters Based on Players

A character based on a player requires a player to complete the SPEW-AI test to determine the core SPEW statistics and a recommended skill set. The SPEW total may be more or less than the 120 points that Template Characters start with.

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Characters Based on Players with Professions/Types

Bonus Skills and SPEW bonus granted by Type

Characters based on players are allowed any non-attribute increasing bonus their Type allows, should the character based on the player share a Type that is in this book. For instance, a player that is a Farmer or Rancher will be able to increase the chance of success of Stronghold upgrades that increase Viability in the same way a template Farmer/Rancher character can. Bonus starting skills that apply to a Type also apply to the character that shares the same Type.

Starting Gear

Characters based on players can take starting equipment without restrictions of specialty or rarity if it is something the players actually own or have access to.

Characters based on players get the added benefit of 'Gestalt Dice' to create new skills or boost statistics. More on Gestalt Dice in the 'Skills' chapter on pg. 36

Finishing Touches

Next, determine a height and weight for your character and choose a sex for your character. You can also write a brief history for a template character if the player thinks it would benefit in making their character. Characters based on players obviously use their own measurments for this.

Determining Cargo

A character's maximum cargo capacity is equal to 1 Cargo Unit (CU) for every 5 points in Strength a character has. The minimum value is 3. The maximum value is 10. Some items may increase a character's maximum cargo capacity.

Even if their Cargo capacity is higher than 3, a character can only carry 3 Cargo Units (3CU) at a time without the aid of equipment, this represents their two hands, their pockets or whatnot. Characters wishing to carry more must have items that allow cargo to be carried.

Note: This is how much a person can carry. This does not mean that they will have quick access to everything they carry immediately.

Encumbrance

A character has a limit to how much they can carry without it being a burden. The Equipment section on pg 255 will go into the details, but for now, it is just something to bear in mind when selecting equipment.

Determining Movement

Movement is largely based on a character's stride which is directly related to a character's height. If you want to determine a character's movement, take the character's height (rounding up). This is a character's cautious or walking speed. Multiply that by 2 to get a normal speed. Multiply that by 4 for running speed and multiply it by 10 for an all out sprint.

Base Movement (crawling speed) = Height
Base Movement x 2 = Normal speed
Base Movement x 4 = Running speed
Base Movement x 10 = All-Out Sprint

The effect of different speeds on a character's stamina and stealth is detailed in Chapter 4.

Determining Attack and Defense

A character's 'Attack' (A) is a measure of how good they are with weapons. It is divided into Melee Attack and Ranged Attack to represent both kinds of combat. The higher a character's Attack, the better chance they have of causing zombie kills or landing a blow against living targets.

It is important to know that while there is a division between Melee and Ranged Attack, if at any time a rule states simply 'Attack' or 'A' then the rule applies to whichever kind of Attack (Melee or Ranged) that is most relevant. Sometimes this is both, but this is rare. Usually it applies to bonuses granted to Attack from skills.

Melee Attack (MA)

This attribute is a measure of your combat ability with weapons that are used in melee range, so basically your arm's length plus the length of the weapon. To determine your Melee Attack (MA) use the following formula:

All Attack and Defense values have a 'Will Bonus' be sure to keep track of how much of each is altered by the Will Bonus because they lose this if they are Panicked.

Melee Attack formula

Every 5 points in Str: +1 MA
Every 10 points in Per: +1 MA
Every 10 points in Will: +1 MA (This is the Will Bonus)



Ranged Attack (RA)

This is a measure of a character's accuracy with ranged weapons and overall effectiveness in with their use. Effective distance of the weapon is based strictly on the weapon itself and varies by type listed in the Equipment chapter.





Ranged Attack Formula

To determine Ranged Attack (RA) use the following formula:
Every 5 points in Per: +1 RA
Every 10 points in Str: +1 RA
Every 10 points in Will: +1 RA (This is the Will Bonus)

Defense

A character who has high defense takes less damage and is able to survive longer. This is a combination of the character's toughness, natural dexterity, as well as any protection the character may be wearing.

Base Defense Formula

To determine Base Defense use the following formula:
+1 Defense for every 5 points in Str
+1 Defense for every 10 points in Per
+1 Defense for every 15 points in Will

Full Defense Formula

To determine Full Defense use the following formula:
Base Defense
+ Defense-increasing Skills
+ Protective Gear

Note that Base Defense can never exceed more than 5 with this formula, but the total can be further increased by certain skills and wearing body armor or thick clothing. The Base Defense that is increased by Protective Gear and skills is called the Full Defense.

Some character types allow them to start with equipment without restriction of specialty or rarity. So it is possible that characters start with some form of protection, but a GM can deny them armor if he or she desires, but anyone can wear armor they find, somehow manage to buy or in some cases, create.

Bite Resist (BR%)

To determine a character's Bite Resist you take half of their Perception and add it to whatever bonuses granted by clothing or armor, as well as any relevant skills. This is important as it determines how likely a character is able to shrug off infectious bites from zombies. They will still take (reduced) damage, but they will not contract the virus. See the 'Damage and Combat' section for details as to how the BR% factors into combat.

Health

A character's Health is a measure of their ability to endure pain and, yes, their physical health. Health is not strictly physical. A illness can be psychosomatic, so a strong will can actually allow someone to endure much more pain and damage than someone of equal physical strength but less mental fortitude. When this total drops to Ø a character is essentially dead. If they are infected, they will return as zombies given time depending on the Outbreak Scenario. Health restores very slowly so caution is always advised.

BE WARNED:
Health is very easily lost and very slowly restored during the course of a zombie outbreak...

...Seriously, not even close to kidding about that.

Health Formula

To determine Health, use the following formula:
+1 for every point in Str
+1 for every 5 points in Will

A GM can determine that a near - dead character can go 'Death or Glory': Characters at 10% Health or less are immune to Panic and Pain and Adrenaline Boost without penalty for the rest of the Encounter, but the character dies at the end of the Encounter.

Chapter 3

Skills and Traits





Connor Daigneault (order #4070166)

SPEW - AI
STRENGTH • PERCEPTION • EMPATHY • WILL
ASSESSMENT INVENTORY

Skills, Traits and Special Abilities

Introduction

The limit of human experience extends far beyond what the SPEW-AI test determines the base attributes to be. The purpose of the skill section is to make sure that a character is as accurate to a player as possible. This extends to specific increases to the odds of success for certain tasks in the form of Skills, Traits and Special abilities. Characters can pick from a range of special abilities dependant upon their dominant characteristics, whether they be Strength, Will, Perception or Empathy. This has shown to produce more accurate representations of a person than simple SPEW-AI testing.

Assignment of Skills, Traits and Special Abilities

Most research participants for the SPEW-AI have exhibited 5 'Tiers' worth of notable skills, although intense training and life experience have been known to alter this number. Also, some have been observed to show a stronger grasp in general in a certain SPEW attribute but often sacrifice a certain measure of specification in order to accomplish this. Our studies have shown that the reduction of 1 Tier translates into the increase of any SPEW attribute by 5.

Skill Tiers

Skills are arranged into Tiers based on how much training a skill would require.

1st Tier - Inborn Trait/Basic Understanding - There are no restrictions on what a character needs to take this skill as it is an inborn talent or natural aptitude. Generally, they are only available at the character's creation. Also, this describes an advanced skill that a character has only basic understanding of.

2nd Tier - Common Knowledge - There is limited restriction to this skill. While it requires training, the basics can feasibly be learned in several hours of intense instruction or are available with only a modest amount of training or experience.

3rd Tier - Experience - This skill is restricted to actual experience. Training alone can grant some ability in a skill of this tier, but only actual experience will grant whatever bonus this skill allows.

4th Tier - Higher Education - This skill requires a high degree of training that will require a few years to fully realize. The skills that provide greater bonuses sometimes take four or more years. This can be done at trade schools or colleges or, in some cases, apprenticeship. This can also reflect several years of experience.

5th Tier - Specialized - This skill requires several years of very specialized training to get, for instance a neurosurgeon compared to an EMT or a Tae Kwon Do black belt compared to a white belt.

Most characters are allowed a base of 5 Tiers worth of skills upon their creation.

Characters can sacrifice 1 Tier for 5 extra points in any SPEW attribute.

Some skills have multiple 'Tiers', which reflect the degree of competence in this skill and alters the bonuses the skill allows, rather than having multiple skills with their own tier with 'improved' or 'advanced' descriptors.

You might find my handwritten notes in the Skill and Trait entries in regards to zombies which may or may not apply depending upon the outbreak scenario.

SPEW - AI
STRENGTH-PERCEPTION-EMPATHY-WILL
ASSESSMENT INVENTORY

Skills, Traits and Spe

Skill and Trait Entries are listed in this manner for their respective description:

Skill Name: The name or classifcation the skill falls under.

Prerequisites: The average observed SPEW-AI attribute(s) or requried background to demonstrate ability in the skill or trait described.
Tier: The Tier or range of Tiers the skill or trait falls under as described on pg. 34.
Effect: The observed benefit the skill or trait offers and under what circumstances.
Secondary Abilities: Any observed secondary benefit for having the skill or trait described.
Tertiary Abilities: Any observed benefit of a skill that is typically only registered subconsciously.

<- look for my notes too

Further Clarification on...

Secondary Abilites

Some of the skills in this list only apply to specific situations but they may grant additional bonuses that can be used for other checks as well. These are called Secondary Abilities and their bonuses can be used whether or not the primary skill bonus is applicable. For instance, the skill Marksman grants a significant bonus to Ranged Weapons when the character does not move, but it also adds a smaller bonus to Ranged Weapons passively to reflect the training needed for the Marksman skill.

Tertiary Abilities

Tertiary abilities apply only to a character when playing Freezone. Typically, tertiary abilities will add to one or more of the Stronghold's attributes. Occasionally, they will also affect the outcome of their missions by altering Risk levels. Whatever bonus and under what circumstances these skills grant will be described in the skill listing.

Prerequisites and Training

A skill is able to be chosen if all the prerequisites are met and the appropriate time has been spent training based on the skill's Tier. The time spent training must be at least 10 Time a week of practice or daily repetition, for the duration of the training time, (typically 1 week per existing Tier). Because of this, multiple skills can be learned at the same time, especially if the skills are similar in nature. There is a logical limit to how many skills can be learned at a time and generally that limit is 2-3. If more than one skill is learned at a time then the training time may be increased. Add 15% to the training time for each unrelated skill learned at a time. For example, learning Martial Arts, Defend and Basic First Aid simultaneously will only add 30% to the training time instead of 45% because Martial Arts and Defend are related skills. Therefore, in this example the student only has penalties of increased training time for taking 2 unrelated skills. Training in only 2 skills that are related will only count as training in one skill so no additional training time is necessary. If a character trains in 3 related skills then it is up to the GM to decide whether or not additional training time is needed.

The Prerequisite Time spent training is also what would be required of a character who wants to increase an existing skill they have with Gestalt Dice.



Gestalt Dice

When playing yourself as a character, a player typically has access to a wider range of experience than would be indicated by the provided skill list. To compensate for this, each player has a certain amount of what are called 'Gestalt Dice'. A player gets 1d6 for every year of age (i.e. a 20 year old will have 20 Gestalt Dice) and can declare that they are using a certain number of these dice to boost attributes in situations where their experience would clearly prove useful, but is not properly reflected in the skills they are allowed to have.

Spending Gestalt Dice

A player must declare they are using their 'Gestalt Dice' before making any checks. They roll a number of d6 equal to or less than one die per year of experience in their declared skill. Once this number is rolled, it may be added the total to the tested attribute for that check and any subsequent similar checks. A character essentially creates their own skill that is unique to them.

A character can continue to add to their skills by rolling more Gestalt

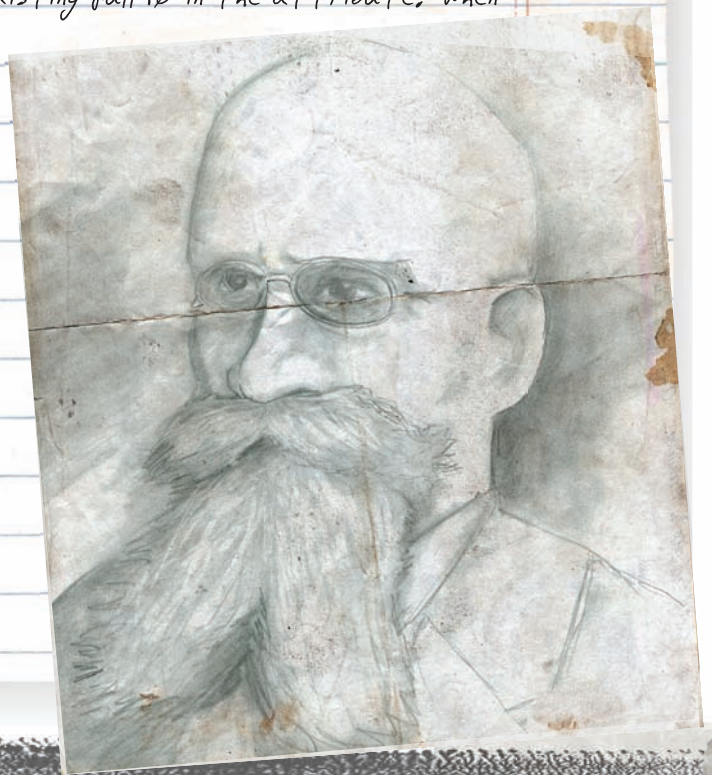
dice to improve them, but it is important to remember that no skill may ever grant a bonus higher than 4Ø to any SPEW attribute for any reason. If adding Gestalt Dice rolls to existing skills and that skill does more than add points to attributes, then those extra bonuses remain unchanged by the adding of Gestalt Dice rolls.

It is important to note that once Gestalt Dice are rolled, they are used up and cannot be used again, but their effects are permanent. They can also be used on existing skills in the list a few more pages into this chapter, but remember the Attribute bonus cap of 4Ø.

If Gestalt Dice are used to increase existing skills that grant multiple stat bonuses, then you may only increase one of the bonuses, not all. You can increase the other bonuses later, but they cannot be increased simultaneously with the same Gestalt Dice.

Improving SPEW Attributes with Gestalt Dice

A GM can allow a permanent increase of a core SPEW attribute if a character spends 1 Gestalt Die for every existing full 1Ø in the attribute. When that amount is spent, a character may increase the attribute by 1d3. So a SPEW attribute of 22 would require 2 Gestalt Dice to improve it by d3 and a SPEW attribute of 34 would require a player to spend 3 Gestalt Dice to improve it by d3, etc.





Gestalt Skills and Secondary Abilities

Gestalt Skills cannot be used to grant Secondary ability bonuses. Only skills from the list in this chapter can be used to grant Secondary ability bonuses. Gestalt Dice boosted skills from the list below can increase the Secondary abilty bonus it grants, but purely invented Gestalt Skills cannot be used to grant any kind of Secondary ability bonus.

Gestalt Dice and Template Characters

Template characters have Gestalt Dice as well, but they are pools that are tapped into to increase stats instead of creating new skills. Template characters have the same amount of Gestalt Dice as normal characters (1 per year of age) but they cannot generate new skills. They only grant turn-long bonuses.

A player who plans on playing a permanent template character can use Gestalt Dice normally. It's just those template characters who are subs for deceased player characters that have the above mentioned limitation.

Gaining Gestalt Dice

Veteran role playing gamers will doubtlessly wonder how one can 'level up' in Outbreak: Undead. The short answer is: they cannot. The longer answer is: they can, but gradually and not in the regimented way that most RPG's function. A GM can reward players with Gestalt Dice which can be used to permanently add bonuses to certain kinds of checks. Parameters for gaining Gestalt Dice are in the GM's section.

Skills Summary

Name	Tier	Prerequisites	Summary
Agility	1st Tier	Str 25, Per 35, <200lbs	Grants bonuses to Defense and certain skill checks
Archery	3rd Tier	Per 35	Grants bonus to Ranged Attack when using bows
Backseat Driver	2nd Tier	Per 35, Will 30	Grants bonus to 'Per - Drive (any automobile)' checks
Basic First Aid	2-5th Tier	Will 20, Emp 30	Grants bonus to 'Per - First Aid/Diagnosis' and healing
Biker	Any Tier	Per 30	Grants bonus to 'Per - Drive (Motorbike)' checks
Bilingual	1st or 2nd	None	Grants bonus to 'Emp - Diplomacy' checks
Billy Goat	1st Tier	Str 20, Will 30	Grants bonus to 'Per - Survial' checks
BMX	1st Tier	Per 20	Grants bonus to 'Per - Drive (Bicycle)' checks
Bo Staff	4th Tier	Str 35, Per 35, training	Grants bonus to attacks with bludgeon weapons
Brawler	3rd Tier	Str 30, Per 20, Will 20	Grants bonus to 'Str - Grapple' checks
Caged Wisdom	3rd Tier	Per 25, Will 20, incarceration	Grants bonus to weapon manufacture missions
Calm	4th Tier	Will 40, Emp 30	Grants bonuses to multiple 'Will' and 'Emp' checks
Chemistry	5th Tier	Per 25, training	Grants bonuses to equipment manufacture missions
Climb	3rd Tier	Str 25, Per 25, <200lbs	Grants bonuses to 'Str - Climb' checks, among others
Combat Medic	4th Tier	Will 25, Per 20, Emp 30	Grants bonuses to multiple skills for healing and Will
Co-Op (Name)	1st Tier	Multiple combined actions	Grants bonuses to characters taking actions together
Contemplative	2nd Tier	Will 35, Per 30	Character can 'Hold' without a Will check
Crushing Blow	2nd Tier	Str 35, Per 30	Grants bonus to make attacks with bludgeons
Defend	4th Tier	Str 25, Per 35, training	Grants significant bonuses to Defense
Endurance	3rd Tier	Str 35, Will 35, training	Grants bonuses to Str checks and allows extra rest
Fast Shot	3rd Tier	Per 30, Will 20, training	Grants ability to fire at multiple targets w/o penalty
Grenadier	2nd Tier	Per 35, training	Adds additional Lethality to thrown ranged weapons
Gunslinger	3rd Tier	Per 30, training	Grants ability to increase the FC of a weapon
Gunsmithing	4th Tier	Per 30	Grants bonuses to modify firearms
Handyman	3rd Tier	Per 30, training	Grants bonuses to various construction skills
Healer	3rd Tier	Per 35, Will 30, training	Grants bonuses to Natural Healing rolls
Healthy	3rd Tier	Str 35, Will 35	Grants bonus to Health and Natural Healing rolls
Heroic	5th Tier	Emp 30, Will 30	Grants significant bonus to Emp and Will during rescue
Hide	1st Tier	Per 35, Will 35	Grants bonuses to 'Per - Hide' checks
Knife Fighter	3rd Tier	Per 30, Str 30	Grants bonuses to Melee Attack with knives
Leadership	Any Tier	Emp 35, Will 30, Per 25	Formations led by this character are harder to break
Lone Wolf	1st Tier	Emp < 20	Grants significant bonuses for being alone
Marksman	4th Tier	Per 35, Will 30, training	Grants bonuses to Ranged Attack when not moving
Melee Fighter	2nd Tier	Str 35, Per 20	Grants bonus to Melee Attack
Mountain Goat	1st Tier	Per 20, Will 20	Grants bonuses to Will for fear of heights
Mule	1st Tier	Str 30	Grants additional Cargo capacity
Navigator	3rd Tier	Will 30, Per 30	Grants bonuses to 'Per - Navigation'
Night Owl	1st Tier	Will 35	Grants ability to make 'Str - Endurance' checks at night
Off-Road	3rd Tier	Per 30	Grants bonus to 'Per - Drive (class)' checks off-road
Pack Rat	1st Tier	Per 30	Grants +3 CU of space that can't be accessed immediately
Parry	3rd Tier	Per 35, Str 30	Grants bonuses to Defense for Melee and Grapple
Resourceful	2nd Tier	Per 30, training	Reduces Degradation of kits used by this character
Search	Any Tier	Per 30	Grants bonuses to 'Per - Search' checks
Sniper	5th Tier	Per 35	Grants bonuses to Ranged Attack with rifle weapons
Steady Shot	3rd Tier	Per 35, Will 30, >150lbs	Allows multiple shots to be fired without penalty
Stealthy	3rd Tier	Per 35, Will 25	Zombies and Living have Hearing sense at 1 less level
Stunt Driver (class)	3rd Tier	Per 35, Will 30	Grants bonus to 'Per - Drive (class)' checks
Streetwise	Any Tier	Emp 35, Will 30, Per 20	Reduces Difficulty of 'Per - Navigation' and 'Emp - Diplomacy checks'

Skills Summary

Name	Tier	Prerequisites	Summary
Survivalist	4th Tier	Per 35, Will 35	Grants bonus to 'Per - Survival' checks in specific biomes
Switch Hitter	2nd Tier	Per 30, Str 30	Grants ability to attack with complex weapons effectively
Swordsman	4th Tier	Str 20, Per 30	Grants bonus to Melee Attack with slashing weapons
Tactician	5th Tier	Will 30, Emp 30	Grants additional benefits when taking Point in Formation
Tough	1st Tier	Str 30, Will 35	Grants bonuses to Defense and 'Will - Resist Pain' checks
Traceur	Any Tier	Str 25, Per 30	Grants multiple bonuses to skills using acrobatics
Trigger Discipline	Any Tier	Per 30, Will 30, or certain types	Allows for less wasted shots when using firearms
Warlord	1st Tier	Str 35, Will 30, Emp <30	Grants additional benefits when taking Point in Formation
Weapon Familiarity	n/a	10+ zombie kills	Increases Attack profile by 1 with a specific weapon
Woodsman	3rd Tier	Str 30, Per 20	Increases Melee Attack with axe weapons

Remember, when you see my handwritten notes in the Skill and Trait entries, it means that the bonuses that a Skill, Trait, or Special ability grant can vary from outbreak scenario to outbreak scenaro. The observed types I've encountered listed in Chapter 5 all have been affected in the way I wrote down. Other zombie types I have yet to encounter or that you may come across may be affected differently.

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ASSESSMENT INVENTORY

Skills, Traits and Special Abilities

Skill/Trait List

Agility
Str 25, Per 35, weigh less than 200lbs
1st Tier

Characters with this skill get a +5 bonus to Strength for climbing and jumping. They also get +1 Defense due to an increased ability to dodge; this bonus is not given to a character that is Surprised or Panicked. This skill may push a character above their normal maximum of having a Base Defense of 5. In addition, a character with this skill is capable of moving their body to reduce the effectiveness of attacks made against them. This includes attacks made by zombies. If a character with this skill loses a Grapple check then every area of their body has a base Bite Resistance of 15%. This can be combined with physical armor, but only grants an additional +5% to the armor's Bite Resistance instead of the normal +15%.

Archery
Per 25
3rd Tier

A character has had significant practice with a bow and arrow and can accurately shoot one. When using bow style weapons, a character can add half of their Perception attribute to their close damage range to a maximum total ZK% of 50%. The exception to this is compound bows which have no cap on the maximum total ZK% granted by this skill. If characters do not move, then they may add this bonus to the medium damage range as well. At long range, a hit is nearly impossible without this skill. Otherwise, the long range is reduced to having a 5% chance of causing a kill, even if it would normally be higher.

Secondary: +5 Ranged Attack.

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ASSESSMENT INVENTORY

Skills, Traits and Special Abilities

Backseat Driver
Per 35, Will 30
2nd Tier

Other people can benefit from your intuitive sense of direction and from your extra set of eyes watching for hazards.

When a passenger, the driver can make combined checks with you taking your full Perception value instead of half like normal combined checks. The character him or herself gains a +5 bonus to Perception for 'Per - Drive (class)' checks.

Basic First Aid Training
Will 20, Emp 30 or be medical or lifesaving personnel or have basic military, police, or EMT training
Tier 2-5

While this skill by no means represents comprehensive knowledge on first aid and medical treatment, it is certainly better than no training at all. With this you can use lower grade medicines and first aid supplies to their maximum potential.

When using first aid, you can add +5 per Tier to a 'Per - First Aid/Diagnosis' check to a add +1 per Tier to the amount of Health restored during natural healing when there are wounds treated with this skill.

Also, the Degradation of First Aid kits and other medical supplies used by characters with this skill is reduced by half.

SPEW - AI
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ASSESSMENT INVENTORY

Skills, Traits and Special Abilities

Biker
Per 30
Any Tier

Gain a bonus of +5 to Perception per Tier when driving any 'Bike' classed vehicle. Reduce the 'Size' of any 'Bike' classed vehicle to 0 when determining the Difficulty of navigating difficult or rough terrain. Taking this skill at a higher Tier will increase the bonus to Perception for this skill by 5 for each Tier, so +5 at 1st Tier, +10 at 2nd Tier, etc.

Bilingual
No prerequisite
1st Tier

The character has the ability to speak, read and write in another language can allow more flexibility in one's ability to interact with others in their effort to survive. Learning this skill at a time other than at the character's creation will count as taking a 2nd Tier skill, but will start at 1st Tier level of understanding.

1st Tier: Basic understanding. Requires a Perception check in order to communicate, but the limited grasp on the language will be immediately apparent. The Difficulty of the check is 2, increased by a further +2 if the language is not of the same family of the primary language of the character attempting to use it.

2nd Tier: Fluency. Characters with this skill can speak and read one additional language fluently and add +5 to Empathy for any 'Emp - Diplomacy' checks.

3rd Tier +: If a character takes this Skill to the 3rd Tier and beyond for a single language, they have mastered the language and speak it with eloquence and can pick up and speak different dialects of the same language if need be. This allows a character to increase the 2nd Tier Empathy bonus to +15 if they are dealing with someone who speaks the language as their primary language.

Tertiary: Add +1 to Stronghold's 'Culture'.

Billy Goat
Str 20, Will 30
1st Tier

Characters with this attribute lack the gag reflex or a discriminatory palette that prevents most people from eating food out of the garbage or that's spoiled or otherwise ignored or discarded under normal circumstances.

A person adds +5 to any 'Per - Survival' checks. In addition, they get +5 to Strength when resisting the ill effects of food poisoning. This skill can manifest out of pure necessity. If a character survives long enough for there to be an increase in Outbreak Level, then they may take this skill for free if they have a Will of 30 or higher and naturally lack dietary specificity.

BMX
Per 20
1st Tier

Characters with this skill are capable of navigating difficult terrain with a bicycle at higher speeds and with great control.

A character with this skill may add +10 to all 'Per - Drive (Bicycle)' checks and can count whatever bicycle they ride as being Size 1 for the purpose of determining difficulty for terrain. A character can take this skill at a higher Tier, each Tier will increase the bonus by +10. At 5th Tier, a character can treat a bicycle as having Size: 0 for the purposes of determing difficulty for terrain.

Bo Staff
Str 35, Per 35 or be a martial artist
4th Tier

In the hands of a martial artist, a bo staff is able to fend off many attackers at once and they are able to maximize the effectiveness of such a simple weapon.

Increase FC of any medium or long bludgeon weapon by 2 and can strike multiple targets without penalties for making multiple attacks. These weapons can also be used 'Defensively' in the hands of a person with this skill.

A character with the ‘Martial Arts’ skill is able to reduce the prerequisite Tier requirement for this skill equal to their ‘Martial Arts’ skill Tier to a minimum of 1.

Secondary: +5 Melee Attack



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Skills, Traits and Special Abilities

Brawler
Str 30, Per 20, Will 20
3rd Tier

Characters with this skill excel at fighting at very close quarters. They have trained as a wrestler or have frequently been in fights.

Add +10 to Strength to determine the results of 'Grapple Checks'. This bonus does not increase Defense. Also, making unarmed attacks to knock a zombie prone grants characters their full bonus of +10 to Attack.

A character with the 'Martial Arts' skill is able to reduce the prerequisite Tier requirement for this skill equal to their 'Martial Arts' skill Tier to a minimum of 1.

Secondary: +5 Melee Attack

Caged Wisdom
Per 25, Will 20
Must have been incarcerated
1st Tier

One of the stranger testaments of human ingenuity is the variety of things (especially weapons) crafted with the limited resources of a prison inmate.

Crafting piercing weapons uses the same Difficulty and Time to construct as if they were making the raw material into a bludgeon. They will be at one level of durability less than normal, however.

They also get +5% bonus to the chance of success when constructing any equipment.

Incarcerated doesn't always mean 'rehabilitated' and inmate doesn't always mean 'villian'.

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ASSESSMENT INVENTORY

Skills, Traits and Special Abilities

Calm
Will 35, Emp 30
1st Tier

Someone who has the ability to take this skill can best be described as being the calm eye in the center of a hurricane. They have demonstrated remarkable ability at keeping their cool in situations of duress.

Characters get a +10 bonus to Empathy for 'Emp - Calm Other, Diplomacy' checks and +10 Will for 'Will - Calm Self' checks.

Secondary: +1d3 Will

Chemistry
Per 25 or have a background with chemistry, brewing or something similar
5th Tier

A chemist is able to follow instructions on how to construct and use devices to distill or synthesize liquids or certain chemicals, as well as read and interpret signs of hazardous materials.

A character with this skill gets +10 to their Perception when making 'Per - Search' checks for Resource to be generic resource for Stronghold upgrades or Equipment Manufacture missions. They get a +10% bonus for any Equipment manufacture that involves chemical components.

Tertiary: Add +1 to the 'Science' of a Stronghold.

Climb
Str 25, Per 25, must weigh less than 200lbs
3rd Tier

For those who consider rock climbing a good way to spend a weekend, this skill is likely applied to them.

A character making any checks for climbing will have +5 added to any attribute used to make checks while climbing. Typically this will be Strength, Perception and certainly Will. Empathy can be occasionally boosted with this skill if a character's experience can potentially inspire confidence in others who are not as able to climb.

Adding Gestalt Dice to this skill will increase the bonus to all related attributes when climbing. This is the exception to the rule that Gestalt Dice can only be added to one attribute bonus in a skill at a time.

Secondary: +1d3 Strength.

Combat Medic
Will 25, Per 20, Emp 30 or be military or police
4th Tier

Someone who has extensive experience in the emergency room or as a combat medic is able to subconsciously look out for their own life while trying to save others.

Characters with this skill get the bonuses a Nurse gets from using healing items. They get a bonus of +10 to Will for all 'Will - Resist Panic' and 'Emp - Calm Other' checks. They can also use the benefits of the 'Basic First Aid Training' skill for reducing the Degredation of First Aid Kits that they use.

Secondary: +1d3 Will

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ASSESSMENT INVENTORY

Skills, Traits and Special Abilities

Co-op (Name)
5 combined actions with one other character at any time. These actions must be the kind of action where only a single roll is made to represent a combined effort.
1st Tier

When working side by side, a person gets to know another very well and each can adapt to the other and perform tasks more effectively.

For every 5 combined actions taken by characters, you may add +1 to the percentage chance of any subsequent checks made together. This has a cap of +10 for Strength checks. Note that the bonus is added to any collective checks made, not to the characters individually, so 2 characters who share the co-op skill with each other at +1 will not combine for +2 to make checks with each other. It only applies when the combined efforts of the character make a single check and this is the check that gets the bonus from 'Co-op (Name)'.

This skill can be taken multiple times, each time it applies to a different character.

Note: The Co-op skill bonus is lost if another character joins in and is not one of the named characters in the Co-op skill name.

Secondary: +1 Empathy. A character can get +1 Empathy for each other player they have established this sort of rapport with.



The herd works together



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Skills, Traits and Special Abilities

Contemplative
Will 35, Per 30
2nd Tier

If long hours of study are how you pass the time, then chances are you are contemplative and are able to think situations through logically and keep your emotions in check. A contemplative person will rarely act rashly.

A character can 'hold' without taking a Will check, but they still cannot 'hold' if panicked.

Crushing Blow
Str 35, Per 30
2nd Tier
For someone who has played baseball, an understanding of the bat's "sweet spot" can lead to a better hit. In this fashion, a person who has a feel for a bludgeon's sweet spot can deliver more effective blows.

If only making a single attack at close range with a Bludgeoning Weapon of any kind then you can add 15 to your Melee Attack. Also, using a bludgeoning weapon to knock a zombie prone will grant double the bonus that the bludgeoning weapon allows to Attack to see if the zombie is knocked prone. Typically this means that the bonus of +10 is increased to +20 but some bludgeons grant different bonuses that can make this higher or lower.

Secondary: +5 Melee Attack.

Defend
Str 25, Per 35, or be a martial artist in a discipline that emphasizes defense such as Aikido
4th Tier

Martial artists train in the art of self defense. If a character trains in a discipline that involves blocks, holds and throws over punches and kicks, then this qualifies.

A character can declare as an action that they are 'Defending', while doing so, they no longer have a natural maximum for their Defense value, even if knocked prone. It is treated as having whatever Defense they would have had if they were not restricted to 5. Note that a character may not perform any other actions while 'Defending' other than make Grapple checks and move. A character that is Panicked may not use this ability.

A character with the ‘Martial Arts’ skill is able to reduce the prerequisite Tier requirement for this skill equal to their ‘Martial Arts’ skill Tier to a minimum of 1.

Secondary: +1 Defense, Natural Maximum of 6 Defense.

SPEW - AI
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ASSESSMENT INVENTORY

Skills, Traits and Special Abilities

Early Bird
Will 30
1st Tier

While many people are early risers, some can train themselves to do this out of necessity. If you require coffee or tea in the morning to get going, then this is most certainly not you.

The character is able to operate without penalty in the hours after waking and requires no caffeine to aid them in waking. They count as having slept an extra period of Time if they had at least 1 Time worth of sleep and take no penalties for starting missions at early hours.

This skill can manifest out of pure necessity. If a character survives long enough for there to be an increase in Outbreak Level, then they may take this skill for free if they have a Will of 30 or higher.

Endurance
Str 35, Will 35 or have history in track and field sports, must weigh less than 200lbs
3rd Tier

Someone who always goes for a morning or evening run or someone who participates in cross country, marathons, cross country skiing, etc will be able to maintain a high pace for a longer period of time with fewer rest stops.

Characters with this skill count as having slept an extra Time if they had at least 1 Time worth of sleep or 3 Time worth of rest. This skill also adds +10 to Strength for 'Str - Endurance' checks.

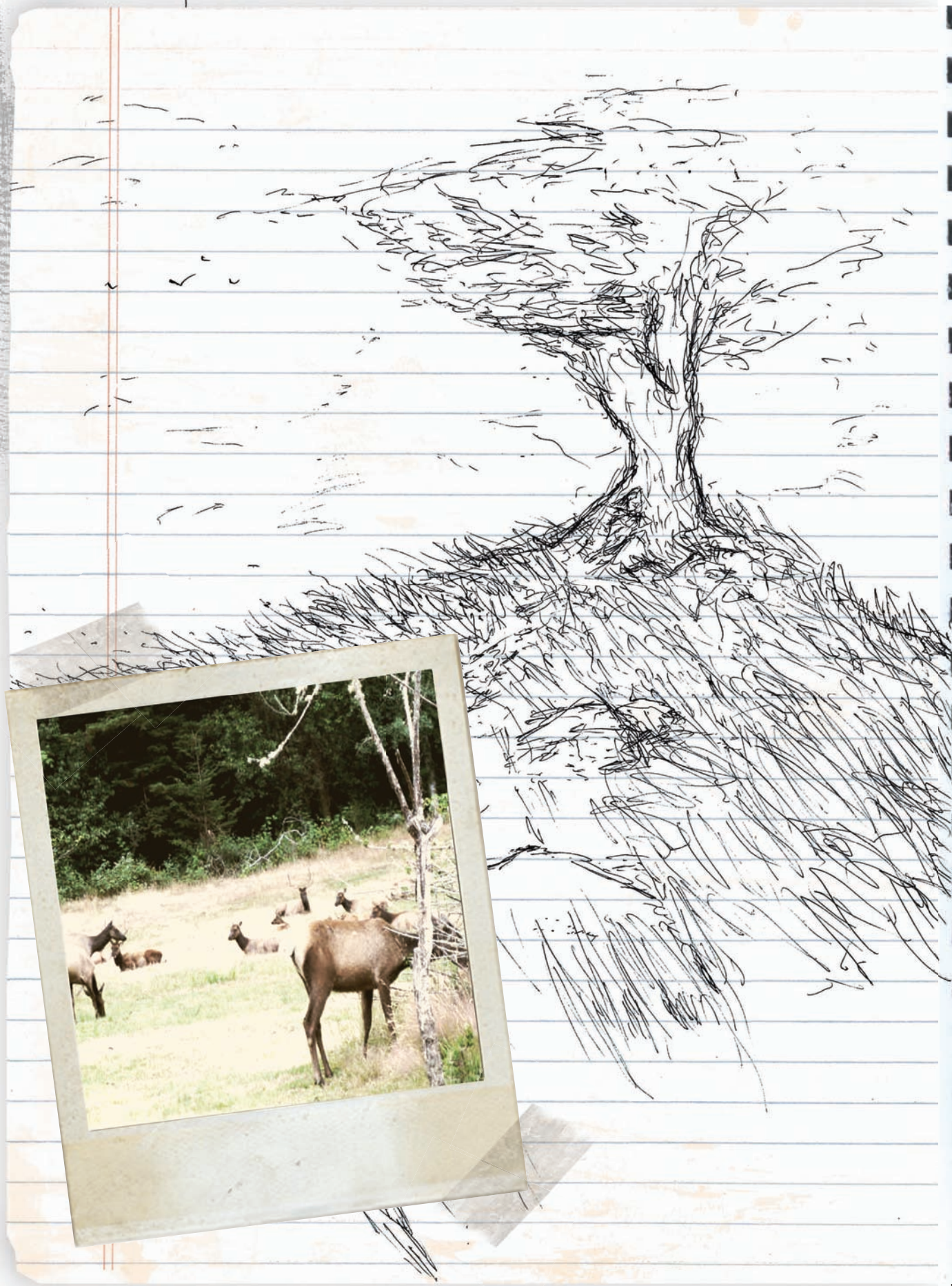
Also, a character can make a single Adrenaline Boost for any non-grapple Strength check for every 3 periods of Time without risking adverse effects.

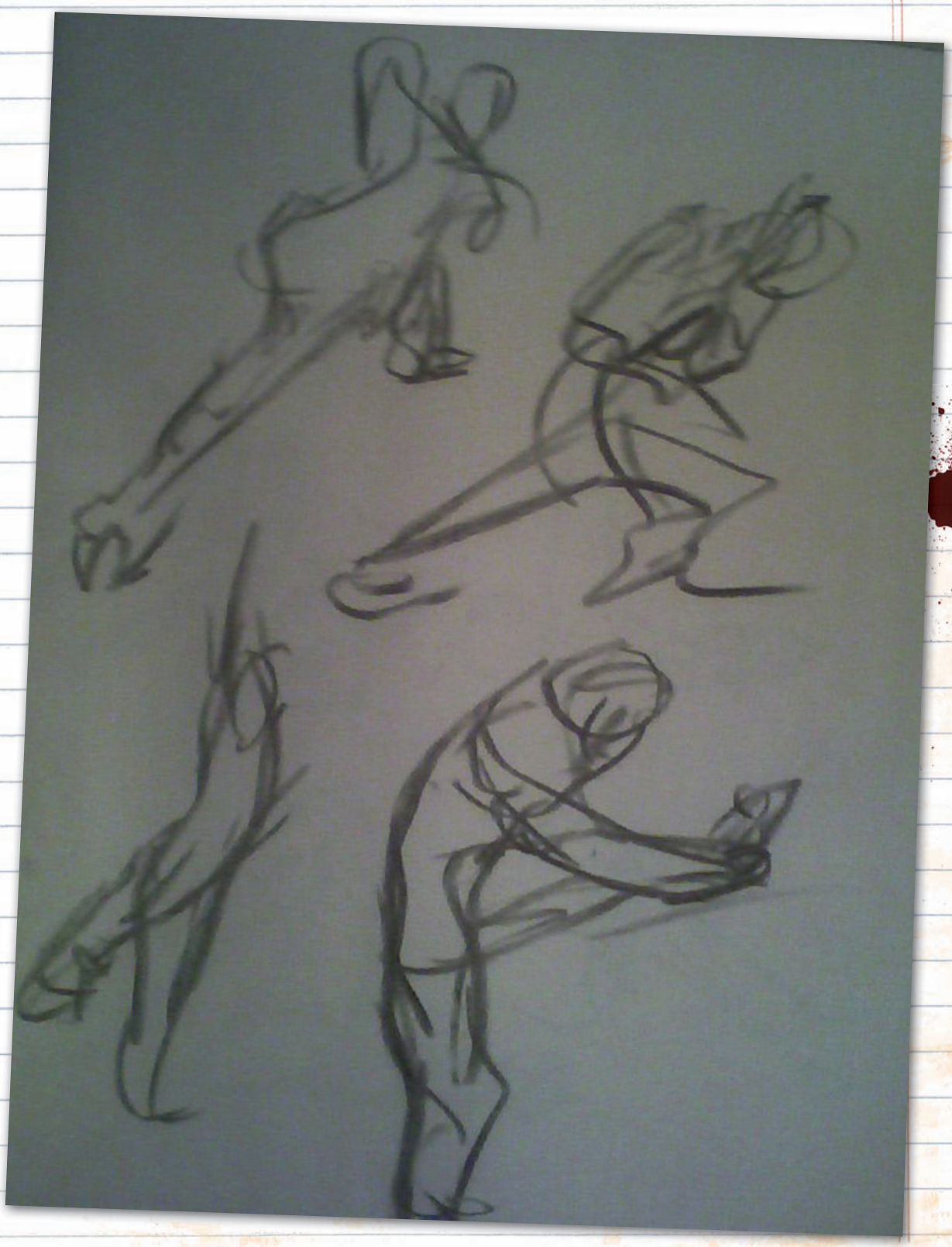
Fast Shot
Will 20, Per 30 or be military or police
3rd Tier

It is possible to train to prioritize targets and fire at multiple targets without losing much accuracy. This sort of training is almost exclusively reserved for police or military, as even practiced civilian marksmen rarely practice speed shooting at multiple targets to the level this skill would require.

Character suffers no penalties for firing at multiple targets in a single turn provided all the targets are within a frontal 90 degree firing arc. They still take penalties for multiple shots.

Secondary: Increase Ranged Attack by +5.





Grenadier
Per 35 or be military or police
2nd Tier

If your weapon of choice is thrown and you have experience in sports (like baseball) then you can excel at placing explosives or incendiaries with a well-aimed throw.

Attacks using thrown weapons, grenades and Molotov cocktails increase their Lethality by 10 at all ranges, and Lethalities that are marked with a 0 count as 10 when thrown by a character with this skill. Lethalities marked with a (-) are unchanged, however.

Secondary: Increase Ranged Attack by +5

Gunslinger
Per 30 or be military or police
3rd Tier

Your style of shooting is saturation based. While this is not the best tactic for combating zombies, you seem to compensate by being able to maintain accuracy despite the volume of shots you fire.

Character may increase the FC of any handgun they carry by 2 if they're firing at one target, or they can fire at multiple targets without taking penalties for firing at multiple targets. You still take penalties for firing multiple shots.

Secondary: Increase Ranged Attack by +5.

Gunsmithing
Must have Weapons Training skill with specific firearms and experience assembling guns.
Per 30
4th Tier

You excel at tinkering with firearms to make them more effective. More often than not, this skill is used to make non-intrusive modifications that simply undo the government mandated restrictions that put a damper on ammo capacity or rate of fire.

A character can clear jammed firearms in the field as a regular action during an encounter. They may also reduce the Degradation of gun cleaning kits by half.

This skill also represents a character's ability to modify firearms to be more effective at dealing damage or improving their capacity or rate of fire; unfortunately, this makes weapons more dangerous and frequently damages the weapon. The more extensive the modification, the less stable the weapon becomes. Most of these modifications are undoing modifications to the weapons that are government mandated. Regardless of the desired modification, the modification itself is taken as an 'Equipment Manufacture' mission and can be one of the following:

Ammo Increase: Increase the Ammo of a weapon by 20% by removing government mandated ammo plugs. This modification can be made to magazines as well as firearms themelves, provided the firearm does not hold their ammunition in magazines. No side effects.

Tinker: Increase the chance of success of any Stronghold mission that involves the maintenance, repair or modification of firearms by +15%.

Rapid Fire: Increase FC of a weapon by 25% rounding down. Each time the player fires more than the weapon's original FC the weapon is subject to 'Dulling'.

Armor Piercing: Increase all Lethalities by 15. Weapon is subject to 'Dulling'.

Handyman
Per 30 or be a construction worker, mechanic, or possibly landlord
3rd Tier

A professional jack-of-all-trades, the handyman is knowledgeable about many aspects of home maintenance which are valuable when maintaining a stronghold.

Characters with this skill have basic working knowledge of construction, wiring, plumbing and mechanics, and given the proper tools this character is capable of working on any of these areas. These people also have a strong working knowledge of tools and their proper use. Grant this character a +5 bonus to Perception when making any checks for upgrades to the Stronghold or item creation.

Note that using Gestalt dice to increase the bonus only applies to one kind of area of knowledge (construction, wiring, plumbing, etc), not all of them.

Tertiary: Increase the Viability of a Stronghold by 1.

Healer
Will 30, Per 35 or have basic medical training (i.e. lifeguard, paramedic, nurse, Eagle Scout)
3rd Tier

This is not unlike Basic First Aid, but it emphasizes that medical training is a mandatory part of a profession and requires that on multiple occasions first aid training be put to use.

Increase Health recovery during natural healing by 1d6. The target must not move or perform any actions. If the character with this skill has any other first aid skill then they can increase the natural healing by +2 (so 1d6 would become 1d6+2) from the existing bonus.

Healthy
Str 35, Will 35
3rd Tier

A lot of people would call themselves healthy, but to qualify for this skill, you must eat right and must be on a strict exercise regiment.

Character gets +10 Health. The character also gets 2 bonus Gestalt Dice for use in Strength skills only.

Secondary: Add +1 to all natural healing rolls a character makes, so restoring 2d3 health will increase to 2d3+1 for example.

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ASSESSMENT INVENTORY

Skills, Traits and Special Abilities



The strongest weapon and the thickest walls will only protect the unhealthy body for so long.

SPEW - AI
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ASSESSMENT INVENTORY

Skills, Traits and Special Abilities

Heroic
Will 30, Emp 30
5th Tier

Only the most selfless of individuals will have even a chance of qualifying for this skill. If a character has demonstrated the capacity for caring about the safety of strangers in the same way they would care for their own children then they could possibly take this skill.

Increase Empathy and Will by 10 when encountering the Living who require rescue or during Rescue missions. This bonus also applies when a character with this skill is ecorting Population during 'All-Out Defense' missions. This bonus lasts as long as there are people under his or her protection or are in need of help.

Tertiary: Any successful mission that increases Stronghold population grants an additional point of Morale to the Stronghold.

Hide
Will 35, Per 35, must not be taller than 6' or weigh more than 200lbs
1st Tier

Characters with this skill are able to hide in tight spots and remain motionless and make very little noise.

Characters with this skill get a Perception bonus of +5 for 'Per - Hide' checks. Children who take this skill instead get a bonus of +10 Perception. The bonuses also apply to Will if ever they are forced to make checks while hiding.



SPEW - AI
STRENGTH-PERCEPTION-EMPATHY-WILL
ASSESSMENT INVENTORY

Skills, Traits and Special Abilities

Knife Fighter
Str 30, Per 30
3rd Tier

This is not a common skill as it is difficult to practice this skill effectively in a humane fashion. Basically, having this skill means that a person has no problem using a knife in ways that will deliver nothing short of lethal blows without hesitation.

ZK% can exceed 15% when the character uses knife weapons or 30% in the case of Combat Knives or 65% in the case of a Seax. It takes an additional degree of failure for a knife or slashing weapon to be subject to 'Dulling'.

Increase the Grappling Strength bonus granted by using a knife or any short piercing or slashing weapon by +5. If the weapon grants no bonus of this kind, then it now grants a bonus of +5 for Grappling.

Secondary: Add +5 to Melee Attack

Leadership
Emp 35, Per 25, Will 30 or be an actual authority figure of rank (Sgt., Lt., etc)
Any Tier

Whether earned by rank or by natural aptitude (generally both) a leader can inspire others to feats of bravery.

When fighting in formation with this character taking point, the formation is far less likely to lose their nerve. For this reason, the first failed Willpower check to see if the formation is broken is ignored and all characters in formation will have a bonus of +10 to their Will for any subsequent checks per Tier the skill takes up. Note that if another person takes charge and plans the formation then this bonus is not used.

This skill combines with the bonus added to 'Police' or 'Military' types when interacting with civilians or people of lesser rank.

Secondary: +1d6+2 Will

Tertiary: Can add +10 to their Empathy when making checks for 'Under the Lash' for mobilizing a Stronghold population as a workforce if the character with this skill is laboring as well.

Gestalt Dice cannot be used to increase this skill.





Lone Wolf
Emp of no more than 20
1st Tier

The rugged individualist will often opt to work independently even when among others. The lone wolf is very much aware of their own ability and limitations, enough so that they often know what to do while others may be bogged down with group dynamics.

A lone wolf does not get bonuses for being in any formation nor can they take the 'Co-op (name)' skill, but they get a +5 bonus to their Perception and Will which is increased to +10 for 'Per - Hide, Search, Spot and Survival' checks. While part of a marching order, they can perform any kind of action but will not get any benefit to taking any position.

If the character wishes to take this as a 2nd Tier skill, then they also have the added benefit of not being counted as having participated in a mission when determining the Risk of a mission. Generating Noise and doing other Risk-increasing activities still count, however.

Gestalt Dice can be used to increase this skill, but they only increase Perception or Will by d3 instead of d6.

If a character ever decides to take missions by themselves, then they reduce the Perception level of zombies by 1, but they take 2 Time as opposed to 1 for 'Per - Search' checks.

Marksman
Will 30, Per 35 or be military or police
4th Tier

The marksman is someone who spends hours upon hours on shooting ranges and who has repeatedly proved themselves in competitions.

Add +10 to Ranged Attack when firing a single shot without having moved this turn. The Marksman skill can only be used with firearms. This ability can be combined with other bonuses from skills or equipment (i.e. being equipped with a scope). This can be taken with the Sniper skill without taking up an additional skill choice if you have the prerequisites for both and are not restricted by Tier.

Also, a character armed with either a semi or fully-automatic pistol or rifle who does not move can fire multiple shots at a single target without penalties for making multiple shots. They don't get the +10 Ranged Attack bonus, however. The number of 'wasted' shots are also reduced by half (rounding up).

Secondary: Add +5 to Ranged Attack.

Martial Artist
Str 30, Per 30, or any military, police officer or combat personnel.
Any Tier

There are many styles of martial arts that one can study for self defense. Each of them allows a person to defend themselves from attack.

The character always counts as having used defensive weapons when Grappling. Unarmed attacks are also more effective. Each Tier will add a +5 bonus to an unarmed melee attack, this will only offset the penalty by 5 at 1st Tier and eliminate the penalty 2nd Tier. 3rd Tier onward it will begin to add bonuses.

This skill is also a springboard for many combat skills by allowing reduced Tier requirements. If this benefit exists, then a skill can be taken at the lowered Tier. If a skill grants benefits based upon Tier, then the Skill will count as being taken at the lowered Tier.



A good navigator can sometimes mean the difference between life and death when faced with a dark alley filled with zombies.

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Skills, Traits and Special Abilities

Melee Fighter
Str 35, Per 20
2nd Tier

This is someone who generally picks fights and is adept at using weapons of opportunity. Unfortunately, this is frequently coupled with a violent temper.

Increase Lethalities of bludgeoning, piercing and slashing weapons by 5 when used by characters with this skill.

Mountain Goat
Per 20, Will 20
1st Tier

Someone who excels at feats of balance, having no fear of heights and navigating treacherous paths at high altitude can be considered a mountain goat.

Increase Perception by 5 for 'Per/Str - Balance' checks. Increase Will by the same amount when making 'Will - Resist Panic' checks in high places. This can be combined with bonuses that are granted by the Climb skill.

Secondary: +d3 Will

Mule
Str 30
1st Tier

Characters are able to balance multiple objects without much trouble or having them get in their way.

Increase maximum carrying capacity by 2CU.

Navigator
Will 30, Per 30
3rd Tier

A navigator is able to get around from place to place with relative ease due to either intuitive direction, general geographic know-how or a combinaton of the two.

Increase Perception by 10 when making a 'Per-Navigation' check in a specifically named environment or region (forest, ocean, desert, urban, etc).

Secondary: +d3 Perception

Subsequent regions may be taken as additional skills with a reduced cost of 1 Tier if the region is similar, 2 Tiers if the regions are very different.

Night Owl
Will 35
1st Tier

Someone whose operation is best at the late hours of the evening is considered a night owl.

A character with this skill can make 'Str - Endurance' checks without penalty due to darkness or night.

Offroad
Per 30
3rd Tier

A person who has lots of off-road experience will develop a feel for the terrain and they are able to avoid hazards that many novice drivers might not.

Vehicles driven off-road will count as having a 'Size' one less than normal when determining difficulty of required 'Per - Drive (class)' checks.

Pack Rat
Per 30
1st Tier

This character has a collection of odd foreign candy wrappers that they've tried, spent ammo casings from their trips to the firing range and other small knick-knacks they've collected over the years.

Characters can store up to 3 items with a CU of the individual items being no greater than 1 CU that do not count as taking up any space for purposes of maximum Cargo capacity. Items stored in this way cannot be immediately accessed.

It is as if they were always carrying around a container that had 3 CU of storage space that cannot be accessed immediately.

Parry
Per 35, Str 25
3rd Tier

Those who take the defensive positions in sports and make tough opponents in sparring matches will know how to defend themselves appropriately.

Add +3 to Defense when Grappling or in Melee Combat. Characters also have no natural maximum for Defense for attacks made against them in Melee and Grapple range.

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ASSESSMENT INVENTORY

Skills, Traits and Special Abilities

Resourceful
Per 30, outdoors experience, survival training
2nd Tier

Being able to make the most use out of what is available to them, a resourceful person will use what is at their disposal to their absolute fullest potential.

When rolling d6 for Degredation, characters with this skill may instead roll 2d6 and pick the more favorable result.

Characters also get +1 Resource as a reward for successful missions even if the mission does not award resource upon its success.

Search
Per 30
Any Tier

Those who rarely lose anything and who know how to find things in a hurry or who are trained to search as part of their profession will be able to effectively find people or objects in locations quickly.

Grant a +5 bonus per Tier to Perception when making 'Per - Search' checks when searching for useful items, people or danger. A character with this skill that takes Point or Rear in a formation can also make 'Per - Search' checks.

Secondary: +d3 Perception

Sniper
Per 35, or be military or police
5th Tier

A sniper is someone who excels to the highest degree at marksmanship with a rifle. The degree of training for this skill includes moving targets and extreme distance accuracy.

Characters using rifle weapons firing a single shot without moving will always use a target's Grappling Defense as opposed to the Ranged Defense. Increase Ranged Attack by 10 when using rifle type weapons which can be combined with other skill and equipment bonuses. This can be taken with the Marksman skill without using up an additional skill choice if you have the prerequisites for both and are not restricted by Tier.

Secondary: Add +5 to Ranged Attack





Steady Shot
Per 35, Will 30 or have background in the military, must weigh more than 150 pounds
3rd Tier

If you have enough training with a gun and enough weight behind you to absorb recoil then you have the ability to place several shots accurately into one target.

You do not take penalties for firing multiple shots at one target when using semi or fully-automatic firearms. This cannot be used with firearms that use 'heavy' or 'massive' cartridges unless the character has a Strength of 40 or weighs over 180 pounds.

Also, the number of wasted shots from firearms with 'Firing Mode - Semi Automatic' are reduced by half (rounding up).

Secondary: +5 to Ranged Attack when using firearms

Stealthy
Will 25, Per 35
3rd Tier

Someone who is stealthy is able to perform actions while making a minimal amount of sound and while keeping themselves relatively hidden.

Zombies will count as having the 'Listen' sense of one level lower than normal. This bonus can apply to multiple characters so long as the 'Stealthy' character takes the Point position in the marching order and all other characters have Per 30 or more.

Secondary: +d3 Perception

Tertiary: Do not count this player towards the number of participating characters when determining Risk.



Streetwise
Per 20, Will 30, Emp 35
Any Tier

The streetwise character will know the complex language of the street. For some groups like gangs, this ability is vital to survival.

Each Tier this skill is taken at will reduce the Difficulty of any 'Emp - Diplomacy' and 'Per - Navigation' by 1. Characters with the 'Lone Wolf' skill can take this skill without having the prerequisite Empathy of 35.

Stunt Driver (class)
Per 35, Will 30
3rd Tier

This skill indicates someone is intimately familiar with roads and how vehicles drive on them. If to a character, a speed limit of 65 means 80 then they may qualify.

Gain a bonus of +5 to Perception for any 'Per - Drive (class)' checks that are required of the character. They can also reduce or increase the 'Size' of a vehicle they drive by 1 when determining the Difficulty of any 'Per - Drive (class)' checks that need to be made.

This skill can only apply to checks made with a single class of vehicle, so this skill is actually several skills: Stunt Driver (Bike), Stunt Driver (Light Truck) etc.

Survivalist
Will 35, Per 35
4th Tier

The main feature of this skill is that rugged independence and simplicity of lifestyle are mandatory, as well as experience being away from civilization for long periods of time.

The character has increased ability to survive for prolonged periods of time using basic tools. Characters with this skill will be granted a Perception bonus of +15 for 'Per - Survival (biome)' checks. Once a safe place or regular food supply is found, you do not have to roll checks to find it again unless you are sidetracked or disoriented somehow. Note that this skill only extends to a single biome, and not all 'Per - Survival' checks they make, so a character must choose a specific biome when selecting this skill. The available biomes are as follows: Temperate Forest, Tropical Rain Forest, Grassland, Desert, Chaparral, Marine, Freshwater, Tundra, Taiga, Ice, and Urban.

Also, the Degradation rate of '10 Essentials' equipment is reduced by half.

The Training Time and prerequistite Tier is reduced for taking additional biomes as additional Survivalist skills. This represents a character having the fundamentals of survival to a reflex level of understanding. Subsequent biomes count as 1st Tier instead of 4th Tier.

Secondary: +5 RA, +5 MA

Tertiary: Strongholds get +1 Science and +1 Viability. This bonus only extends the first time the skill is taken, not for subsequent biomes.

Switch Hitter
Per 30, Str 30
2nd Tier

A switch hitter is a baseball player who is able to hit on either side of the plate. This kind of dexterity serves a player well against zombies as they are able to make use of weapons regardless of the stance they are in. They can even make use of cumbersome or complex weapons to their maximum efficiency.

If a character can make multiple attacks with a complex weapon where one of the weapon's types is bludgeon (i.e. bludgeon/piercing, bludgeon/slashing), a character can make one of the attacks with the bludgeon and another attack with the other type without penalty. This is only allowed if the FC of the weapon allows for multiple attacks within the same turn.

Secondary: +5 Melee Attack

Swordsman
Str 20, Per 30
4th Tier

An extremely rare skill nowadays, but some people have practiced extensively with swords and other bladed weapons. Knowledge of proper maintenance is also a requirement for this skill.

Add +10 to Melee Attack for attacks using medium and long slashing weapons, in addition, these weapons can be used 'defensively'. You may discount up to 1 degree of failure when determining damage to the weapon due to 'dulling'.

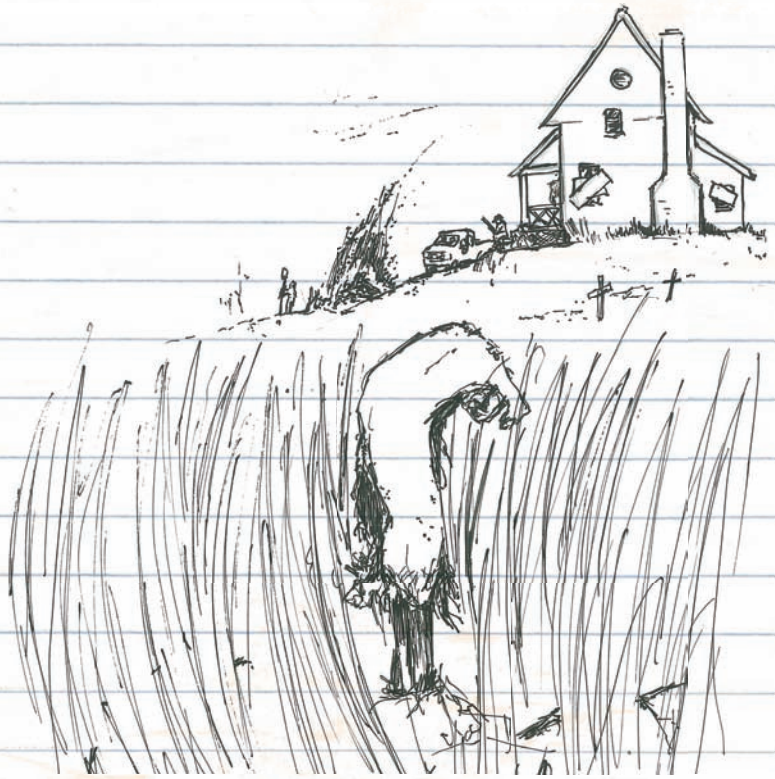
Secondary: +5 Melee Attack.

Tactician
Will 30, Empathy 30
5th Tier

Someone who extensively plans raids in paintball or laser tag is not a bad indicator of tactical expertise, but training with lives actually on the line, such as in the military or police, is the best kind of tactical experience.

All characters in formation with this character as Point get a bonus of +15 to Ranged Attack and Will, +10 to Melee Attack and +5 to all other SPEW statistics when making other kinds of checks. If another character takes Point position in a formation, then these bonuses are not applied.If the characters have trained in a formation that conflicts with this skill's bonuses, then the trained formation takes precedence over this skill.

Tertiary: All missions that involve training in a new Formation will have the chance of success increased by 10% if this character trains with them.



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Skills, Traits and Special Abilities

Tough
Strength 30, Will 35
1st Tier

A tough person is someone who has participated freely in contact sports, knows how to take a punch, has a job as a bouncer, in construction, logging, commercial fishing, mining or some similar profession that is inherently dangerous.

The character has a natural Defense of up to 7 instead of 5 and all 'Will - Resist Pain' checks are reduced in Difficulty by 2.

Secondary: +5 Health.

Traceur/Traceuse
Str 25, Per 30
Any Tier

A practitioner of parkour, a traceur approaches all hazards and environments as obstacle courses; being able to deftly navigate hazardous terrain with astounding leaps and acrobatics, even going as far as to jump from rooftop to rooftop.

A traceur can add +5 per Tier when making checks for 'Str - Climb, Lift/Pull, and Jump' as well as any 'Will - Resist Panic' checks for height.

3rd Tier: At this Tier, the traceur may extend the bonus from this skill to 'Per - Navigation' checks
4th Tier: At this Tier, the traceur may extend the bonus to 'Str - Endurance' checks
5th Tier: At this Tier, the traceur may extend the bonus to 'Per - Survival' checks

Secondary: +d3 to Str, +d3 to Per

Trigger Discipline
Per 30, Will 30
Any Tier

A trained marksman will also have good trigger discipline so that rounds are not fired off carelessly or dangerously.

A character with this skill is able to reduce 'Wasted shots' from weapons that have 'Firing Mode - Semi-Automatic' and 'Firing Mode - Fully Automatic' and excess shots fired due to Panic. The number of Wasted shots reduced is equal to the Tiers in this skill.

3rd Tier: At 3rd Tier, this skill will allow a character to stop firing rounds at a target once the target has been killed, even if the character declared that they would fire more shots in the same turn. The unused rounds are not wasted.
5th Tier: At 5th Tier, this skill will have the advantages of the above mentioned bonus at 3rd Tier, but will have the option of choosing a different target to fire their remaining shots at for that turn.

Secondary: +5 Ranged Attack

Warlord
Str 35, Will 30, must not have Emp higher than 30
1st Tier

A warlord is someone that is so depraved, so hateful and full of rage that their general anger infects those around them, and brings them to super human levels of bloodthirsty behavior that is borderline suicidal.

This person leads by example by fearlessly (and foolishly at times) charging headlong into conflict with reckless disregard for personal safety. Characters like these are typically those who have lost everything and want nothing more than to die taking down as many zombies as they can.

If the character with this skill leads a formation that involves melee fighting, then for all melee attacks, all those in formation gain +15 to their Attack. If the character with this skill dies, then the formation is automatically broken and all in formation must make a Willpower check to resist Panic. All characters in this formation can automatically go 'Death or Glory' if the player desires as opposed to at a GM's discretion.

The character also gets a +25 Empathy bonus when making 'Emp - Diplomacy (Intimidation)' checks.

Weapon Familiarity
Tier is n/a
Must kill or incapacitate 10 zombies with the same (or very similar) weapon

After repeated use, a weapon will become an extension of the wielder. Actual experience using weapons for self-defense will allow learning on how a weapon is best used.

All attacks made with the weapon used to kill the prerequisite 10 zombies will be granted a +1 to their Attack from this point onward. This skill does not need to be chosen, nor does it occupy a Tier. It can also be taken multiple times, with each subsequent 10 zombie kills increasing the appropriate Attack value by 1. This can be combined with other similar bonuses. The weapon must be practiced with to maintain this skill. The maximum bonus this skill will allow is +25 for any particular weapon. This skill can be achieved multiple times with multiple weapons whose totals can exceed +25, but a total bonus for any individual weapon will be, at most +25.

Note that any object used to kill a zombie counts as a weapon. This means that it's entirely possible to have this bonus apply to vehicles or other oddball objects used to kill zombies.

Weapon Tinker
Weapon Training with melee weapon to be modified, Perception 30.
3rd Tier

Someone who tinkers constantly with weapons is able to make them deal more damage, but the tradeoff is that their modifications often weaken what they work on. Driving railroad spikes through a baseball bat is an example of tinkering with basic weaponry.

A character with this skill is able to modify melee weapons with a greater chance of success. All equipment manufacture missions have an increased chance of success of +15% when modifying a weapon after a character has had 'Weapon Familiarity' skill at least three times (so, having killed 30 total zombies with the weapon).

Weapon Training
N/A
2nd Tier

Practice with weapons of any kind will make sure that a character can consistently use them properly. Practicing can allow characters to determine their strengths and weaknesses with their weapon and they can improve with this knowledge.

All attacks made with a chosen weapon will grant a bonus to the appropriate 'Attack' as described in the 'Practice Makes Perfect' mission (pg. 394). This skill can be taken multiple times and using the same weapon.

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ASSESSMENT INVENTORY

Skills, Traits and Special Abilities

Woodsman
Str 30, Per 20
3rd Tier

You are probably no lumberjack, but extensive use of an axe and a strong arm can make up for it.

A character with this skill can get a bonus of +10 to their Melee Attack when using any axe type weapon. Also, hatchets can be used 'defensively' if a character has this skill.

Secondary: +5 Melee Attack

Connor Daigneault (order #4070166)





Handicaps Summary

Name	Summary	How to Avoid/Difficulty
Addiction, Mild	A character must spend Resource on a vice	'Willpower' /1
Addiction, Serious	A character must spend d3 Resource on a vice	'Willpower'/d6+2
Allergies (airborne)	+1 Difficulty for all Perception checks	Medicine. Frequently seasonal
Allergies (food/drug)	A character is 'Poisoned' when exposed for 5d10 Time	'Per - First Aid, Medicine'/varies
Allergies (severe)	Same as Allergies (food/drug) but for 10d10 Time	'Per - Medicine'/varies
Asthma	Increased Difficulty for 'Str - Endurance' checks	None
Cannot Drive Stick	+d6 Difficulty for 'Per - Drive (automobile) checks	None
Climate Shock	Increased Difficulty for 'Per - Survival' checks	None
Computer Illiterate	Increased Difficulty for checks with computers	None
Claustrophobic	Characters indoors panic easier	None
Clumsy	Increased Difficulty for 'Per - Balance' checks	None
Dietary Specificity	Food counts as Uncommon	None
Dour	Increased Difficulty for 'Emp - Diplomacy' checks	None
Gun Shy	Characters use firearms at increased Difficulty	None
Hemophiliac	'Open Wounds' are harder to treat	None
High Strung	+3 Difficulty for 'Will - Resist Panic' checks	None
Low Blood Tolerance	Characters make Panic checks at the sight of blood	'Will - Resist Panic'/0
Low Needle Tolerance	Characters have difficulty using IV needles	'Will - Resist Panic'/0
Near/Farsighted	'Per - Search, Spot' checks are more diffiicult	Prescription eyewear
Pacifist	Characters cannot intiate combat with Living	None
Rare Blood Type	Characters cannot use 'Blood Unit' items easily	None
Stubborn	Characters must always 'adrenaline boost' if possible	'Will - Calm Self'/0
Vice	A character must spend Resource on a vice	'Willpower'/0

Handicaps

A handicap can add another dimension of realism to a character. These can either be chosen based on the player's actual handicaps if their character is based on them, or can be chosen randomly if the character is completely fabricated.

If your outbreak scenario deems that you play as yourself, you owe it to yourself to be as accurate as possible. Being dishonest about your disadvantages ultimately does you no good when determining your ability to survive a zombie outbreak.

Addiction, Mild

The character suffers from an addiction that the events of a zombie outbreak have done nothing to lessen. Each time a character with an addiction has the opportunity to 'purchase' items, they must pass a Willpower check with a Difficulty of 1 per day (20 Time) having not indulged the addiction. If they fail this check, the character will be forced to spend 1 Resource on indulging their addiction. This has no other effect within the game, so the Resource spent in this way is essentially wasted.

Addiction, Serious

The character has a long history of addiction to a particular substance or item. When they have the opportunity to 'purchase' items, they will always require that they spend 1d3 Resource indulging their addiction. If they do not do this, or are never given the opportunity they will be required to roll a Willpower check with a difficulty of d6+2 or they will have to roll a 'mishap' die, even if they are not in Panic or Pain until their addiction is indulged. The Resource spent in this way has no other effect within the game, so the resource spent in this way is essentially wasted.

This can be prevented with the 'Holding Cell' stronghold upgrade. Several weeks of detox as well as treatment will reduce a serious addiction to a mild one, but they will relapse if they fail their Willpower check for mild addiction twice in a row.

Allergies, Airborne

The character will have all Difficulties for Perception-based checks increased by 1 (including melee and ranged attacks) unless characters are in a place relatively free of airborne pollens, dust and dander, such as near the ocean. This is frequently seasonal.

Allergies, Food or Drug

The character will count as being 'Poisoned' if they eat food that they are allergic to. This also applies to drugs such as penicillin. Characters that are exposed to their allergen will require a 'Will - Resist Pain' check every Time after exposure. This will last for 5d10 Time. The more fatal varieties are rare, as people with this severe an allergy are usually well aware of it. Unless treated, this will last for 5d10 Time.

Allergies, Severe

Characters that have a severe allergy will require 'Will - Resist Pain' checks every Time after exposure or take damage from Poison. This will continue for 10d10 Time.

Asthma

The character cannot run nor do any strenuous activity for prolonged periods of time. Difficulty to maintain any 'doubletime' or 'all out sprint' speeds is increased by d6. Failing 'Str - Endurance' checks will require an additional Time of rest.

Cannot Drive Stick

The character is unable to drive a stick shift and cannot operate such vehicles without tremendous difficulty, if at all. Trying to drive a vehicle with a stick shift with this handicap will force the character to make any 'Perception - Drive (automobile)' checks at +d6 difficulty when driving with a stick shift.

Climate Shock

The character is unable to take environmental extremes when making 'Per - Survival' checks to survive in either very hot or very cold environments. Increase the Difficulty of 'Per - Survival' checks by 1d6.

Claustrophobic

The character will be extremely adverse to tight places, even such areas as compact cars will cause a person with this phobia to be uneasy. If forced to make a 'Will - Resist Panic' check while inside or indoors, increase the Difficulty by d6.

Clumsy

The character is prone to being very bumbling at inopportune times. The character has to have defensive weapons equipped to use them during Grapple checks (simply being accessible is

not enough) and any 'Per - Balance' checks that require sure-footedness or agility have their difficulty increased by d3.

Computer Illiterate

The character is unable to use sophisticated computer systems other than perhaps a word processor or e-mail. Increase Difficulty for checks to use such items by d6. Items that use such technology are completely unusable by someone in any amount of duress, such as during an Encounter.

Dietary Specificity

The character is unable or extremely unwilling to eat a certain kind of food. For instance a vegetarian will only eat meat under the direst circumstances, and someone who is diabetic is highly sensitive to the sugar content of foods. For this reason, getting food for them counts as having an 'Uncommon' descriptor when purchasing them with Resource.

Dour

The character suffers from a chronic lack of positivism. They will have increased Difficulty of d3 for any 'Under the Lash' or 'Emp - Diplomacy' checks. Their presence will cause the drain of 1 additional Morale from the Stronghold for a failed mission whenever the mission failure indicates a loss of Morale.

Gun Shy

The character has extremely limited, if any, experience with firearms of any kind, or is extremely startled by gun reports. As a result, a character using a firearm will have their Attack reduced to 0 and the FC of the weapon is reduced by 1 or 2 (GM's discretion) to a minimum of 1. Also, a character will always shoot at the firearms highest rate of fire as if they were 'Panicked' even though they are not. If ever panicked, they will not be able to fire the weapon effectively, but will waste ammunition every turn equal to the FC of the weapon.

An alternative to this handicap is that a character may not be experienced with certain kinds of firearms as opposed to all firearms. In this case, this handicap only extends to specific classes (or models) of firearm. Unless the mechanism is fantastically simple, they will also be unable to clear jams and will have to make a check for Panic if the weapon does jam.

A character with this handicap will double the amount of any wasted ammunition from fire modes that generate wasted shots.

Hemophiliac

All wounds suffered count as being able to cause Open Wounds, regardless of the amount of damage inflicted or the type of damage it is. For example, Impact Wounds can cause internal bleeding, which is often far more dangerous. The Difficulty to staunch 'Open Wounds' is increased by 1d3+2.

High Strung

Increase the difficulty of all 'Will - Resist Panic' checks by d3.

Low Blood Tolerance

The character is extremely disturbed by the sight of blood and must take a Willpower check to go anywhere near it. Characters must make a 'Will - Resist Panic' check if any character gets 'Open Wounds'. Any checks required from zombies due to gore (such as a 'grotesque') will have the Difficulty of the required check increased by 1d3.

Low Needle Tolerance

The character is adverse to hypodermic or intravenous needles and must pass a Willpower check in order to gain benefit from anything using these. Characters are unable to use needles on themselves.

Near/Farsighted

The character requires either contact lenses or glasses in order to see properly. Being without these will increase the Difficulty of 'Perception - search, spot', checks by 1 per 10 away from 20/20 a character is. For example, a character with 20/40 would increase difficulty by 2 when without corrective eyewear.

Pacifist

The character is very unwilling to fight save from extreme cases of self-defense. A character cannot use 'Intimidation' as a Diplomacy method.

Rare Blood Type

The character has a hard time finding a match for their blood type. A successful 'Perception - Medicine' check will be required to identify this problem. Purchasing 'Blood Units' for this character counts as 'Rare' items.

Stubborn

A character will always try to Adrenaline Boost through actions. A character can avoid doing this if they pass a 'Will - Calm Self' check.

Vice

A character has a certain vice that they feel the need to occasionally indulge. A cigarette every now and then, a glass of wine etc. When that character has the opportunity to 'purchase' equipment, they must pass a Willpower check with a Difficulty of 1 or they must spend 1 Resource on indulging their vice. This vice has no other effect in game terms, so the Resource is essentially wasted.

Chapter 4

The Turn



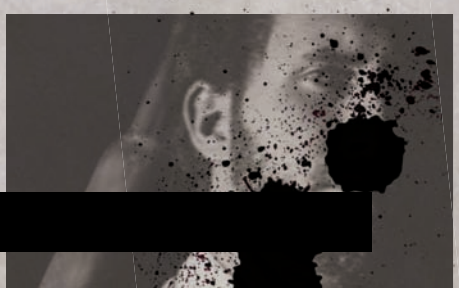
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The Turn

The Outbreak: Undead Zombie Survival RPG is turn based. A turn will represent what would generally happen in about 5 seconds of real time. This only makes a difference when players encounter zombies or vigilantes, or are in dangerous situations when 5-10 seconds of time would make a difference. It is not required that a player declares what they want to do every turn when there is little to no threat. During a turn a character may make one move and may perform one other action. Typical actions include:

- Firing a weapon (firing multiple shots if desired - see the Weapons section)
- Grappling (even if involuntary, this takes an entire action)
- Searching
- Climbing
- Retrieving objects from a duffel bag
- Calling for help
- Hold
- Run (see the movement section)



Generally, a character will take the initiative. The zombies are the ones reacting to the actions of the characters. However, this is not always the case.

A 'Turn' is different than 'Time'.

Turns represent about 5 seconds whereas a unit of 'Time' will be roughly a span of time between forty five to ninety minutes.

Phases

A turn is broken down into 'Phases'. Each phase represents a window of time within the turn. No player can move to the next phase until all players have completed the current phase. The reason for this is that all the actions take place roughly at the same time. Normally, the order of phases is as follows:

1- Surprise Phase. This represents the time before any cognitive decisions have been made and actions are strictly reactionary. Players or zombies make any 'surprise' moves they are allowed and resolve Grapple checks for characters that begin the turn grappling. Surprise Phases can happen at any time during the turn sequence.

2- Intent Phase. This is the cognitive stage of a player's decision making process where they decide what it is they are to do throughout the turn. All players declare their actions simultaneously in the same phase. As long as their characters can communicate in-game, a player may change what their intent is, even after other players have declared their intent. Players can continue to do this until checks have been rolled.

A player who decided to 'Hold' their previous turn may make both their intent phase and check phase during any other phase in the following turn, or during a later phase of the same turn (requires a 'Will – Hold' check)

3- Check Phase. All players make checks to determine the success or failure of their Intent.

4- Resolution. Resolve the turn based on the success or failure of checks. If any zombie at this time is still alive and active in melee range of a character, the zombie will attempt to grapple. If no zombie is in melee range of a character at the end of this phase, the turn ends here.

5- Grapple Phase. Make and resolve Grapple checks.

A GM can, and should, place a limit to how long players can confer in this way and can even impose penalties for delaying the game.

Succeeding will shove the zombie off with no real harm to the character; failing will force characters to take Damage and Bite Resist checks (BR%) to see if they avoid being bitten. Either way, a failure will force a character to take Damage during the Damage Phase.

6- Damage Phase. Subtract Health points due to wounds and any bleeding out inuries for 'Open Wounds' or damage from Poison if applicable.

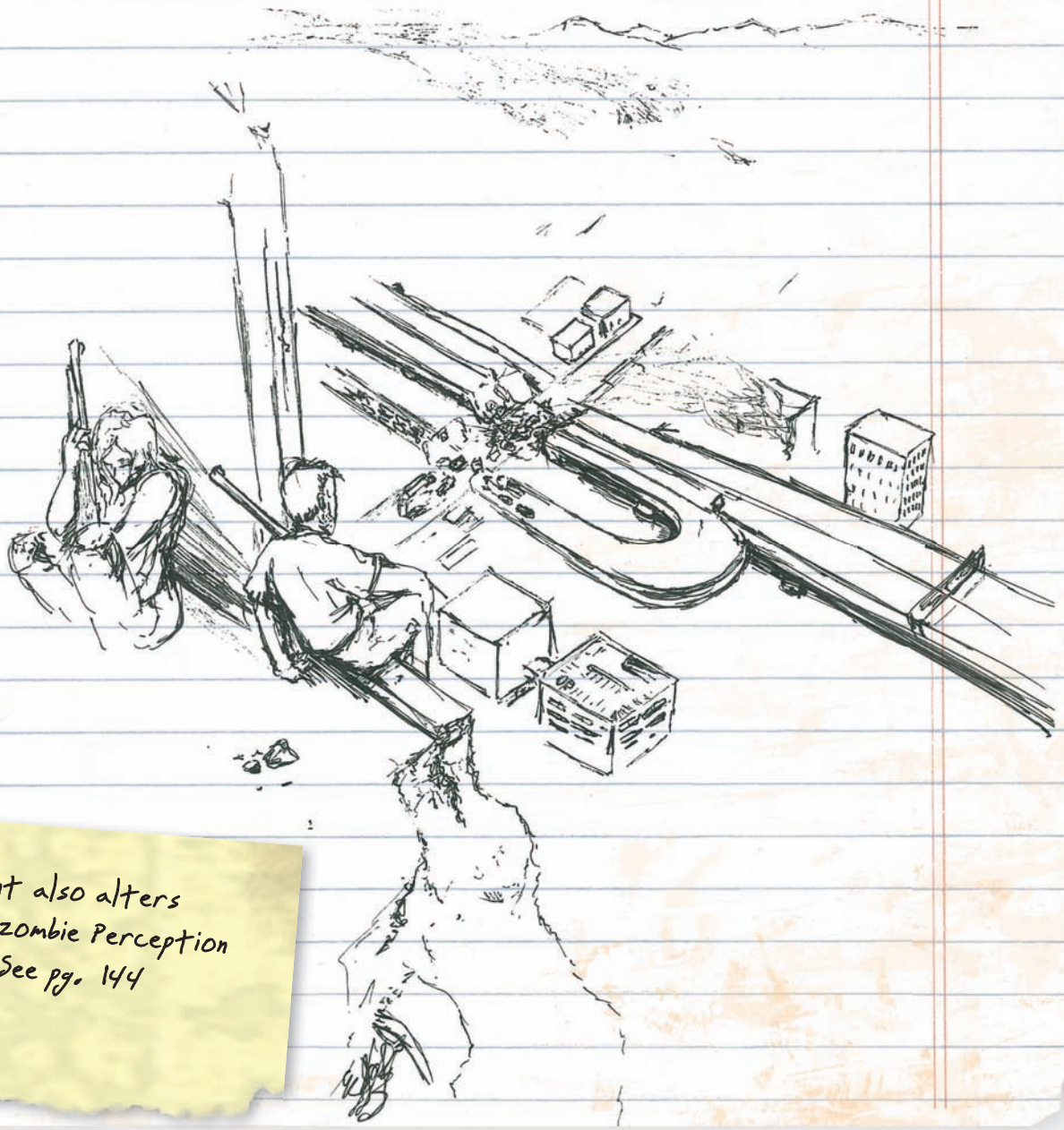
Movement

A character who decides to move must declare how fast they are going to move by using the following reference points:

- Resting/Laying Low: Vision and Hearing sense are reduced to Lv. 0 when determining the percentage values of E%.
- Crawling Speed: the most cautions active speed. Typically, moving about 1/4 of a mile before an Encounter (E%) roll is made. All 'Per - Sneak, Hide' checks are made without penalties.
- Half Speed: As the name implies, a character moves at half their normal rate. Typically, moving at this rate means moving 1/2 a mile before an E% is made. Characters make 'Per - Sneak, Hide' checks at +1 Difficulty.
- Normal Speed: A character's walking speed. Typically, moving at this rate means moving a mile before a E% is made. Characters make 'Per - Sneak, Hide' checks at +3 Difficulty.
- Running : A character moves much faster than their normal speed. Typically, moving at this rate means moving 2 miles before a E% is made. Sneaking is not possible. Any subsequent 'Str - Endurance' checks made will be +1 Difficulty higher, but this action will not in and of itself require a 'Str - Endurance' check unless this pace is maintained for greater than 2 Time consecutively.
- Sprint: A character is moving as fast as they are physically able. Hiding

and sneaking are in no way possible. A character must make a 'Str - Endurance' check each period of Time this speed is maintained. Failing this check will force a character to require rest as described in the 'Str - Endurance' check description on pg 101.

Encounter checks (E%) are the checks a GM makes to determine if the characters encounter zombies, vigilantes, or other survivors... they can also indicate an encounter with something helpful or a unique and terrifying threat...



Movement also alters certain zombie Perception Levels. See pg. 144



They're slower and more predictable in the woods... they still use deer trails.

Movement Within Encounters

A character is able to move about 5 times their height in a turn without any sort of check to run or maintain balance during an encounter. They cannot use their movement to move into grapple range unless they intend to grapple with a threat, be it zombie or vigilante. Moving into close range will allow the option to not make an attack in favor of continuing movement.

Zombies and Vigilante Movement

There are additioinal rules regarding zombie and vigilante movement in the GM's Section later in this book, as it is based on their Perception and Speed, which are factored into checks differently than the way it is done with player characters. Perception and Speed also influences how these threats are deployed at the beginning of Encounters. This information is on pg. 140.

Common Actions
Here is a list of common actions based on the attribute used to test for checks to see if they are successful.

Strength Actions
Lifting/Pulling, Climbing, Leaping, Grappling, Endurance, Balance

Perception Actions
Searching, Spotting, Hiding, Survival, Navigation, First Aid/Diagnosis, Balance

Empathy Actions
Diplomacy (Ask/Command, Determine Motives, Coax/Lie, Plea, Bribe, Intimidation), Calm Other

Will Actions
Calm Self, Hold, Resist Panic, Resist Pain

Combined Actions
Characters who decide during their intent phase to help each other on one action will make one check together as opposed to two separate checks. Testing the attribute with multiple characters involved will use a slightly different formula. Add to the highest tested attribute among participants 1/2 of the same statistic of every participant into one total. You then roll a percentage die as normal using that total against the set difficulty. The total cannot ever exceed double the attribute of the character with the lowest value.

Example: Rob and Ivan are trying to look for a set of keys they know to be in the room. Ivan has a Perception of 40 and Rob has a Perception of 45. They both make a 'Per – Search' check so Rob (with the higher of the two) adds half of Ivan's Perception to his own and the new result of 65 is the attribute to check against the difficulty.

If other characters are helping, the bonus cannot exceed 80, because that would be double the Perception of Ivan who has the lowest of the participating group.

Combined Opposed Actions
When a combined action is made under the circumstances of an Opposed Action (grappling when multiple opponents are involved is the best example), you add all of the totals together instead of just half like they do for other combined actions when there is a difficulty attributed to it.

Example: Ivan is attacked by a zombie and Rob spends his action to run over and help pull the zombie off. Ivan's Strength is 34 and Rob's Strength is 29. Because they are making a combined opposed check, they add their two attributes together and add that to the Grapple check.

Wasted Actions

Because all players declare their intent at the same time, sometimes a player's actions can become irrelevant due to the actions of other players. This should be rare, as players who team up on actions affecting the same target both make their checks on the same roll as a combined action. In the case where an action of a player becomes irrelevant it is considered wasted, and no other actions can be performed by that character this turn. This is usually only the case when characters 'Hold' to take an action in the same turn under specific events or conditions that the player sets in their intent phase that later do not come to pass.

Formations

People naturally form into groups and their individual nature and prior training will determine what role they gravitate towards. In a group, people become more specialized and will naturally put some mental processes on hold knowing that someone else is covering that specific role in the group so they can focus on the task at hand.

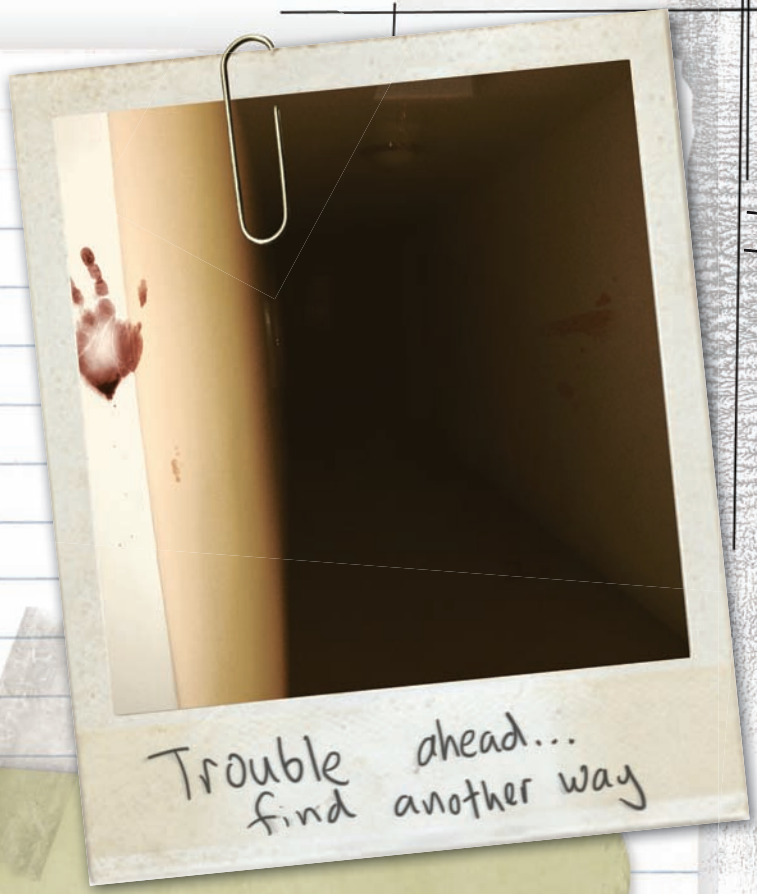
Actions and Formation
A character is sometimes restricted to what sort of actions they can perform if they are taking a position in a formation. Those who operate in a formation will take one of the following roles:

Point or Lead
Middle or Middle Guard
Rear

Point or Lead
A character who takes 'Point' is at the very front of the marching order. Typically the most dangerous position, point does allow for the most visibility. A person taking point is either the



If the question is ever "who makes the check for the whole group?" the answer is almost always the person taking Point or Lead.



leader or an individual with specialized equipment or training in the situation they are entering into. To take Point, they must always enter a room or area first.

Actions: Point can perform all actions except 'Per - Search'. If Point chooses to 'Hold', then the entire group must also Hold.

Middle

Any character not taking Point or Rear is in the Middle. They are support, and can perform most actions and can do more detailed searches as they are watched over from the front and back by the Point and Rear. Occasionally they may have to take on the role of 'Middle Guard' as the situation dictates.

Actions: Middle can Search if they are watched over by appropriate guards at Point, Rear and/or Middle. Middle can only Spot or Hold after passing a Will check at +2 Difficulty. This is to represent them not wanting to lag behind the leader.

Middle Guard

A character who is in the Middle can take Middle Guard if the area they are in has multiple points of entry. They, like Point and Rear, are unable to do detailed searches but they gain the ability to take certain actions normally restricted to Point and Rear. An example of someone taking Middle Guard is if the group enters a room with two doors and a large window. The two doors would be covered by Point and Rear while Middle Guard would cover the window. Note that a Middle Guard can change from room to room or area to area and does not need to be the same person each time.

Rear

Responsible for making sure that the group is not followed or ambushed from behind, the Rear can be as dangerous, if not more so, than even Point. They have more flexibility in what they can do as the pace of the marching order is not dependent at all on them unless they are particularly slow. They can enter a room in any order with other members of the group, but they must allow the others to pass ahead of them, so the Rear can cover the door once they enter.



Characters can voluntarily switch positions within a formation, but such a decision must be done before the GM makes any E% checks.

Holding

A character can 'Hold' as their action, which means that they are lying in wait, patiently observing the situation. The benefit to this is that a character who opted to Hold can make their check phase and any resolution during any one phase. They can either Hold with the intention of taking an action later in the same turn (typically after the Resolution of other character's actions) or do so in the following turn.

If a character wishes to perform a Hold action with the intent of taking an action in the same turn, a successful 'Will - Hold' check is necessary. If this check is failed, then a character may not perform an action this turn, nor can they take advantage of the Hold action in the following turn. Basically, their potentially beneficial Hold action has become an ineffective stall. Characters attempting this for taking actions in the same turn must still declare their intent during the intent phase, so the player must delcare what they are holding to do. If the situation they were holding for does not come to pass throughout the turn, then the action is wasted, even if the 'Will - Hold' check was successful.

Holding to perform an action in the following turn will allow a character to change their action after other characters take their action, but they are still only allowed that one action in the following turn. A character who took this option is allowed any kind of action and does not have to declare it during the intent phase in order to take advantage of this.

Generally, melee combat cannot be done as a Hold action, neither can grappling.

Characters that are Panicked cannot Hold as an action.

Why Have A Formation?

It's important to note that characters do not have to adopt a Formation at all. In this case, characters do not adopt any specialized role and all act as individuals. They may take any kind of action without restriction, but there is a risk involved. Characters that are not in any formation do not get the first round of combat when the encounter begins. The opponents (zombies, vigilantes, etc) will go first, taking a surprise round before the encounter begins.

Basic Formation

Characters in a marching order are considered to be in a Basic Formation, moving together in a group. Basic formation will have the following special rules:

- The slowest speed possible among the individual characters is the fastest the formation can move.
- Opponents will not get a 'Surprise Round' after a ZE% roll is successful.
- Individual characters get a +10 bonus to Will for 'Will- Resist Panic, Hold' checks.

A formation is broken if any character fails a 'Will - Resist Panic' check. The formation remains broken unless all characters have their Panic status somehow removed, either by ending the encounter or all Panicked characters being targeted with a successful 'Will - Calm Self' or 'Emp - Calm Other' check. The character who wishes to take Point must make an 'Emp - Diplomacy (Command, Intimidate)' check in order to rally the characters back into formation.

There are different formations that a party can train in and utilize that produce specific benefits. They will be detailed in the 'Missions' section.



The stairs took longer, but they were <u>way</u> safer.

Adrenaline Boost

Depending upon the kind of action, a character is given the option of 'Adrenaline Boosting' through an action. This allows either a re-roll of failures or an automatic success of the action (depending on the kind of action), but no matter the outcome, there is always a price to be paid for pushing your body and mind to such dangerous limits. If an action can be adrenaline boosted through then it will be listed in the Checks section along with any adverse effects adrenaline boosting will have on the character. If there are no adverse effects for adrenaline boosting in the listing, then that particular action cannot be adrenaline boosted through.

Strength Checks

Lifting/Pulling
Difficulty is roughly based on the amount of weight being lifted or pulled.
Lifting = 1 Difficulty per 10 pounds over a character's Strength
Pulling = 1 Difficulty per 50 pounds over a character's Strength

Adrenaline Boost: ignore the weight of the object being lifted or pulled equal to the weight of the character. Does 1d3 damage as an Impact wound, re-rolling the results of natural 6's but still applying the roll of a 6 as a 3 as per normal d3 rules.

Climbing
Difficulty of climb checks is based on the amount of height a player wishes to climb in a single turn, surface texture, the degree of incline and environmental modifiers. This is assuming that the character is climbing something that was not designed specifically to be climbed on like a rock face. Climbing ladders and the like has no Difficulty assigned to it.
Climbing 1-25% of the character's height = 1 Difficulty
Climbing 26-50% of the character's height = 1d3 Difficulty
Climbing 51-75% of the character's height = 1d6 Difficulty
Climbing 75-100% of the character's height = 2d6 Difficulty

Note that this is the Difficulty if a character is attempting to climb this height within the span of a single turn. If time is not of the essence, then the difficulty is reduced by half, rounding up.

Grappling
Opposed Strength check. Success is based on beating your opponents roll with your own. Your roll is equal to the d% + Strength total + any defensive weapon bonuses. Grappling will be gone over in greater detail in the Combat section.

Adrenaline Boost: Add half a character's weight to the 'Str - Grapple' check. Can only be done when a character is in a state of 'Death or Glory'.

Endurance
A character needs to make a 'Str - Endurance' check if they physically exert themselves. The difficulty is based on how active a character has been. Swimming also falls under this category.

Whenever a character is required to take a 'Str - Endurance' check, the Difficulty is 1 for each Time spent active (moving at Normal speed or higher, Encounters with zombies,etc). Particularly high amounts of activity can alter it further. If a character would ever test at Difficulty 0, they count as fully rested and will automatically pass an Endurance check. Still, simply requiring that a 'Str - Endurance' check was made is enough to count a character as having been active that turn, even if no check was actually made.

An Endurance check is made when a character wishes to spend consecutivge periods of Time exerting themselves by sprinting *or* in lieu of a 'Per - Survival' check to stay awake throughout the night instead of finding proper food or shelter. A Character does not remove Difficulty penalties for Endurance checks if they are forcing themselves to stay awake.

Each Time spent moving normal speed or for each Time active: +1 Difficulty
Each Time spent forcing to stay awake instead of making a 'Per - Survival' check: +1 Difficulty
Each Time spent moving doubletime: +2 Difficulty
Each Time spent sprinting: +2d3 Difficulty
Each Time spent resting or laying low (performing no actions with no movement): -1 Difficulty
Each Time spent asleep: -2 Difficulty

With the exception of darkness, environmental modifiers apply to the Difficulty of 'Str - Endurance' checks.

Degrees of Success: a character suffers no adverse effects of exhaustion if they pass, although they may need more rest later. If the check has 3 or more degrees of success, then the character can discount this Time to determine the Diffiuclty of subsequent endurance checks.

Degrees of Failure: A character must rest for 1 Time for every degree of failure. This decreases the Difficulty of any subsequent 'Str - Endurance' checks normally as if the character rested voluntarily. If rest is not an option, then they increase the Difficulty of all actions by 1 per Difficulty of the 'Str - Endurance' check. They do not have to make any more Endurance checks until after they rest, however.

Adrenaline Boost: A character can declare before they make an Endurance check that they are going to adrenaline boost. They make the check normally and if they pass, they will add +2 to subsequent Difficulty checks instead of +1 but will suffer no adverse effects of exhaustion. If they fail, they will not suffer adverse effects of exhaustion, but they will add +d6 to subsequent Difficulties for Endurance checks. A character who does this cannot restore health naturally that day and all 'Open Wounds' inflict damage on the character, whether or not the wound is staunched.

Special: Characters in Panic or Pain apply the rules of adrenaline boosting. Whenever characters roll their required Mishap Die, however, they will instead roll 2d10 and choose the higher of the two results.

If a character is ever required for any reason to make any Strength-based check (even Grapple), then they will count as having been active during that Time, even if they move at less than normal speed.

There are additional rules for resting and sleep in the GM's Section of this book on pg. 356.

Perception Checks

Searching
Turning a place inside out to find something useful is a 'Per - Search' action. This requires time to complete, so finding something that is hidden well is possible when a place is searched thoroughly.

Environmental modifiers apply to the Difficulty of this check.

Each attempt at this check will take up 1 Time and several attempts can be made in the same location (even after a sucessful 'Per - Search' check) but each subsequent attempt will increase Time by 1.

Degrees of Success: For every degree of success, a character is able to add +1 Resource to whatever they find. This can be increased by +1 per Level of Perception of the 'standard' zombies of the Outbreak Scenario.

Degrees of Failure: If the degrees of failure are equal to or less than the 'Outbreak Level', then the location being scavenged cannot be searched for the rest of the mission by that character.

Spotting
A character who makes a 'Per - Spot' check is trying to detect something either in plain sight or lying in wait, hidden from immediate view. This check is made immediately after an Encounter (E%) check is successfully passed. Making this check is not always voluntary.

Spotting can be used creatively by the GM in any way they see fit, but it can also be used to prevent attackers from getting a Surprise round of combat. A successful 'Per -Spot' check will prevent a surprise round, but it will not prevent the encounter. Characters in any sort of Formation that make this check successfully will be able to get a surprise round or be given the option to flee at reduced Difficulty.

Characters can also use this to alter the distance between them and the zombies or vigilantes in an Encounter.

Degrees of Success: A 'Per - Spot' check will decrease the Difficulty of a 'Per - Hide' check by 1 per degree of success to avoid the same encounter. Should the characters fail the 'Per - Hide' check and enter an encounter, each degree of success will allow the characters to increase or decrease the distance that zombies or vigilantes are deployed by 10 feet per degree of success. This altered distance is at the discretion of the players to decide.

Degrees of Failure: a 'Per - Spot' check will increase the Difficulty of a 'Per - Hide' check by 1 per degree of failure to avoid the same encounter. A catastrophe in the check will not allow a character to make any Hide or Sneak actions. If a Hide or Sneak check fails, then the degrees of failure will alter deployment by 10 feet per degree of failure of the 'Per - Spot' check. This distance is either increased or decreased but always to the detriment of the characters (at GM's discretion) when determining deployment during an encounter. Typically, this will be done to decrease the deployment distance, but on occasions where armed vigilantes are encountered, having them deployed at a distance is far more dangerous than encoutering them at close quarters.

Environmental modifiers apply to the Difficulty of this check. Anything with a Size greater than the spotting character will decrease the Difficulty of a Spot check equal to the difference in size.

Drive (Class)
The character's ability to operate vehicles of varying sizes and types is determined by the result from this check.
See the 'Vehicles' (pg. 240) section for the rules on this action and how Difficulty is set.

Hide
Hiding is being able to keep yourself from being detected to avoid encounters with hostile vigilantes and zombies. A 'Per - Hide' check can only be attempted once per Encounter and only before it starts.

Hiding is sense-based. So the Difficulty is equal to the Perception Level of what is being hidden from based on the sense range (see pg. 136-139). Very successful 'Per - Spot' checks can also decrease the difficulty as can some equipment.

Successful 'Per - Hide' checks will allow characters to successfully avoid the encounter, but they will still have an increase in Time as if the encounter took place.

Degrees of Success - A 'Per - Hide' check of 3 degrees of success or higher will not increase Time.

Degreees of Failure - Characters can still flee from encounters after a failed check, but the difficulty of the 'Per - Navigation' roll will be increased by 1 per degree of failure at a minimum of +1.

Survival
Survival checks are checks made to see how well a character can fend for themselves independent of a Stronghold. If characters are ever stranded outside a Stronghold or piggyback missions that require a lot of Time, they will not be able to sleep, heal wounds or create any items or tools without a successful 'Per - Survival' check. This check can be attempted once per day (20 Time).

Environmental modifiers apply to the Difficulty of this check. Difficulty is also increased by +1 per point of Risk.

Degrees of Success: A character is able to sleep and heal wounds as if they were in a Stronghold. They are able to find a local food source and are sheltered enough to sleep for 1 Time per degree of success. During these periods of Time, no E% are made. A 'Headshot' in this check will either result in a character finding a shelter that can be retreated to and used later or find a very plentiful food or fresh water source. This will decrease the Difficulty of subsequent checks by 2 to a minimum of 0 if the character manages to get to the same place.

Characters will also reduce Risk by 1 point per degree of success. A Headshot in this check will reduce Risk by an additional d6.

Degrees of Failure: A character is deprived of nutrition or rest and cannot heal wounds and cannot sleep. Either there are too many zombies around or the environment is particularly hostile. They count as having spent 1 Time per degree of failure as restless sleep which only removes 1 Difficulty for Endurance checks instead of 2 like normal Sleep. A catastrophe in this check will prevent a character from resting at all and will force characters into an 'All Out Defense' mission at their current location. Consult the GM's Chapter on how 'All Out Defense' missions are run in the field and what rules take effect.

Survival: Urban (Name)
A 'Per - Survival: Urban' check is being able to find food, shelter and rest properly in an urban environment. This can be further refined by name of the urban area you are in, but it is by no means necessary. A success in this check will allow a character to rest, find food and shelter for one day.

Survival: (Wilderness)
This kind of check is not simply 'Per - Survival: Wilderness'. The "Wilderness" is replaced by whatever biome you are in, such as forest, grassland, tundra or desert. Unlike Perception-Survival: Urban, this check must be narrowed down by region. Making fires, finding food and water and finding suitable areas to rest are all encompassed by this skill.

Balance
A character can resist being 'knocked prone' with a successful 'Per/Str - Balance' check.

Note that this check can be attempted as either a Perception or a Strength check, but taking it as a Strength check will increase the Difficulty by 1 unless the character is over 200 lbs.

Making this as a Strength check during grapple will allow a character to use the momentum of their attacker against them and will allow a character to make a free melee attack to check if their opponent is 'knocked prone' if the character wins the grapple check.

Environmental modifiers apply to the Difficulty of this check.

Navigation
After evading a conflict, the characters need to see if they get turned around in the process of escaping or if they can effectively establish landmarks to allow easy return if piggybacking multiple missions.

Environmental modifiers apply to the Difficulty of this check.

If a character is successful in this action, they do not lose additional Time when fleeing an encounter. They still lose the 1 Time for having fled the encounter normally.

If a character fails the check, then the character spends one addtional Time being lost or needs to take an overly elaborate route to lose the zombies or vigilantes in pursuit.

Degrees of Success: If a check is successful by 3 or more degrees of success then fleeing the encounter does not increase Time at all.

Degrees of Failure: If a check fails by 3 or more degrees of failure, then the character must make another 'Per - Navigation' check, as they are still lost. This continues with each failed check adding an additional Time until the check is successful or until they do not fail by 2 or more degrees of failure.

If a 'Per - Navigation' check is required because all of the characters in an encounter were Panicked and were forced to flee, the Difficulty for the first 'Per - Navigation' check is increased by d6. This does not affect the Difficulty of subsequent 'Per - Navigation' checks should a character be forced to make another check due to the degrees of failure.

Nearly all populated areas are planned to aid in navigation using several signs and roads to lead the way. As a result, a character may add the following bonuses to their Perception for making 'Per - Navigation' checks in certain areas providing they have proper directions to start with:

+25 for rural areas
+20 for suburban areas and small towns
+15 for large cities
+5 for well-worn trails
+0 for being in the middle of nowhere or in unfamiliar towns or cities

A 'Per - Navigation' check may also be required if players want to piggyback another mission at the conclusion of their existing mission. Failure in this check will make the characters lose track of time and will add +1d3 to the Time counter.

First Aid/Diagnosis
This can be used to treat pain on site as well as do more complex procedures to aid in natural healing. They both require proper training to do, otherwise it is entirely possible to aggravate injuries further. This can also be used to staunch bleeding wounds.

Difficulty is based on the extent of injury. A character can use this on a target or themselves, but checks with themselves as a target will have to make checks at double the Difficulty. Note that each attempt of this check will require 1 Time. Attempting to perform it faster will increase the Difficulty by 2.

Heal Damage: Difficulty 2. Some minor injuries can be treated in the field. If a wound is not serious enough to cause 'Open Wounds' or 'Bone Injury', then the damge can be healed in the field. The amount of damage healed is equal to 1 point of Health per degree of success.

Stabilize: Difficulty 1. This check will allow transport without further injury a character who has suffered massive trauma in the form of 'Bone Injury' or any sort of 'Severe Damage'.

Reduce Pain: Difficulty 1d3. Remove the Pain status from a character. This does not heal the damage that caused it. This cannot be performed if there are any unstaunched Open Wounds on the character. Does not remove any other penalties due to injuries.

Staunch Wound: Difficulty 1d3+1. Staunch one Open Wound. Further action may still aggravate the injury. Adrenaline boosting through any action will re-open a staunched wound. Performing the action in this way requires gauze, a tourniquet or sutures. Improvising these materials (such as using torn clothing) will increase the Difficulty by +2.

Slow Poison: Difficulty 1d3+4. Increase the duration it takes for poison to do damage by double the normal amount of Time. Target may not perform actions or do anything that can increase circulation.

Aid Healing: During natural healing, restore 1 additional point of Health per degree of success in the 'Per - First Aid' check.

Treat Burn/Frostbite: The Difficulty is equal to the environmental modifiers that the character endured adding an additional +1 for every 6 hours spent in this environment.

Note that each of these Difficulties are made under the assumption that a character has the proper tools in which to treat the condition. A First Aid Kit is the catch-all for this sort of thing. If a character is performing these checks with improvised tools or medicines, then the difficulty is increased by d6.

Advanced Medicine/Surgery
Care beyond what someone with basic first aid training can give falls under the category 'Advanced Medicine'. This action can and should be taken by those who are trained to do so, as it involves procedures such as the re-setting of bone and invasive surgeries.

This can be used to set broken bones and treat any diagnosed condition that could benefit from surgery. With a few rare exceptions, this usually requires a large set of (sterile) specialized tools and specialized training.

This can only be attempted in secure environments such as a Stronghold and to a much lesser extent, during a period of rest after a 'Per - Survival' check. These must be undertaken as 'Missions' in and of themselves as they require pletnty of Time to complete.

Empathy Checks

Calm Other
A character can attempt to soothe the nerves of another character who is stricken with panic. A success will allow the panicked character to regain their senses even when the cause of the panic is still present or during the same encounter when the character was initially Panicked.

Environmental modifers apply to the Difficulty of this check and a charactes that are themselves Panicked cannot attempt this check.

Diplomacy
When dealing with Survivors, Lone Wolves or Vigilantes, a success in 'Emp - Diplomacy' will reduce their hostility towards you or allow them to take commands from you. This check can also be used to settle disputes in your Stronghold's Population. Refer to 'The Living' section to see how an 'Emp - Diplomacy' check affects each type.

Diplomacy is broken down into the following options: Ask/Command, Determine Motives, Coax, Plea, Bribe, and Intimidation. The effect they have on different people will be detailed in 'The Living' section on page 188. A character must declare what form of Diplomacy they are attempting before making the check.



Willpower Checks

Calm Self
A Panicked character can attempt to collect their senses in the heat of battle. A success in this check will remove the Panicked status from the character during an encounter, even if there are are still zombies or vigilantes present. Characters attempting this check do not need to roll a Mishap Die for being Panicked.

Environmental modifers apply to the Difficulty of this check, darkness will add +2 more than normal to the Difficulty.

Hold
A character can Hold this turn, allowing them to make their intent, check and resolution phases all at once at any time in the next turn or can take certain other actions during the same turn under specifc circumstances. See pg. 98 for reference on what can be done with a 'Will - Hold' check.

Environmental modifiers are applied to the Difficulty of this check.

The Difficulty of the Hold action is equal to the 'Perception Level' of the opponents in the encounter if in range of any of their opponent's senses as per pg. 136-139. If out of range, the Perception Level is not factored into the Difficulty.

Resist Pain
A character may make a check to resist the effects of Pain. If a character takes damage, make a 'Will - Resist Pain' check. The Difficulty is equal to the amount of Health damage - Defense.

This skill is involuntary and does not count as an action, but must be taken as soon as a character is in danger of being in Pain.

Characters in Pain from non-lethal sources, such as pepper spray, Open Wounds that have been Staunched, or low damage flesh or impact wounds can use this skill to remove the Pain status. Pain from Open Wounds will remain until the wounds are Staunched but their effects can be ignored for this turn if the 'Will - Resist Pain' check is successful. Making the check in this fashion counts as an action.

Characters at less than 50% Health cannot remove Pain as a status.

Adrenaline Boost: Characters who adrenaline boost through these actions will ignore the effects of Pain this turn, but will aggrivate every Open Wound by having each one do d3 Health damage, even if the Open Wound is Staunched. Adrenaline boosting through pain caused by non-lethal sources or by low damage flesh or impact wounds will instead cause a character to lose an additional d3 points of Health.

A successful 'Will – Hold' check can be extremely useful when used to shoot a zombie that is about to attack a fellow survivor should he or she miss a melee attack... be careful not to shoot the other survivor in the process.

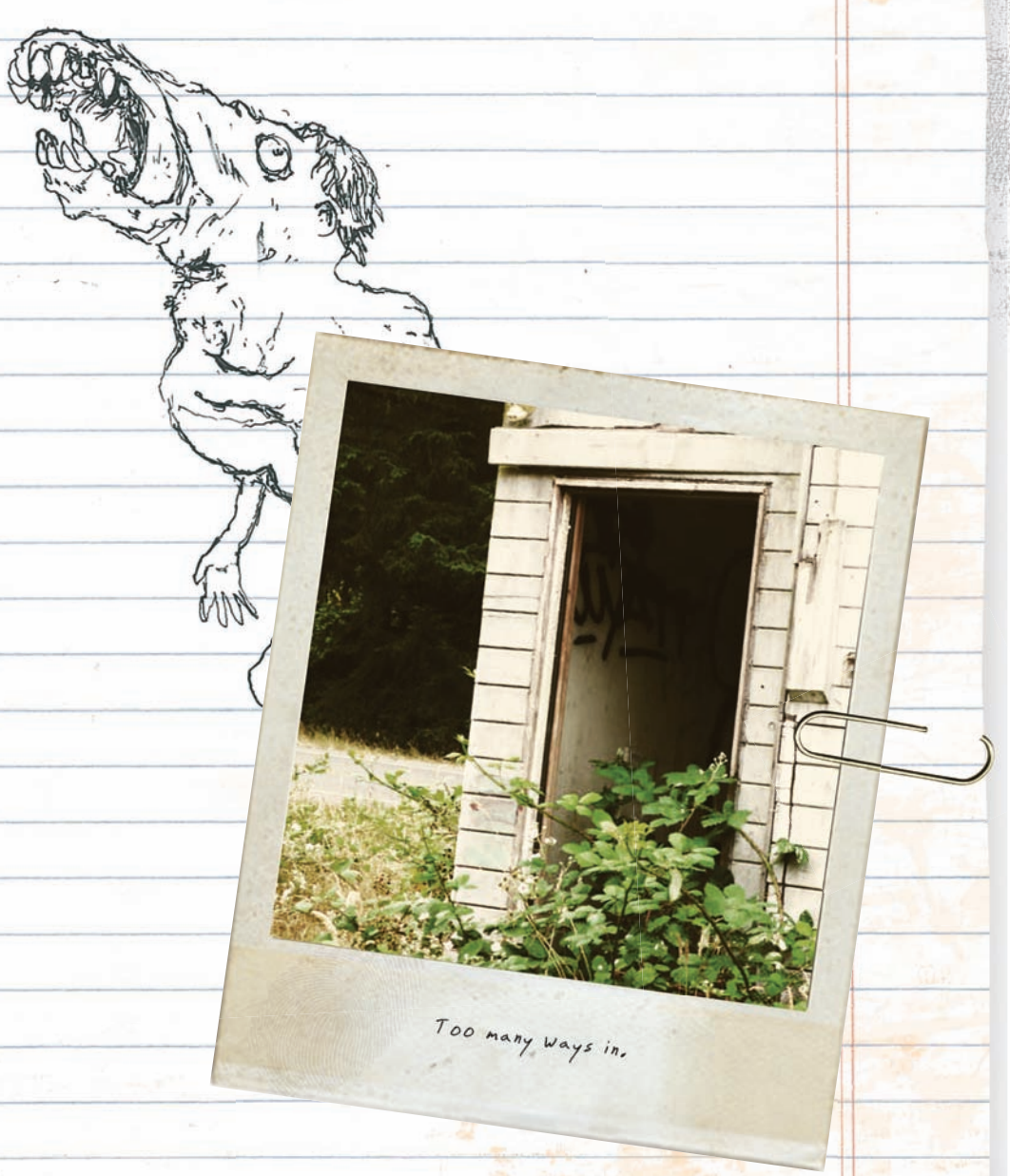
Turn Resolution

The way the turn is resolved is that every player declares their actions and once everyone has said what they wish to do, they roll their respective checks to see if their intended action is successful. The only reason for this is that some actions when taken simultaneously will alter the chance of success. The best example of this is multiple players ganging up on zombies to increase the chance of a zombie being destroyed; this will be explained in greater detail in the Weapon and Combat section.

The reason for doing turns in this way is that even though characters and zombies operate in their separate turns, technically all action is happening simultaneously, but the living have a slight initiative advantage which allows them to react quicker.

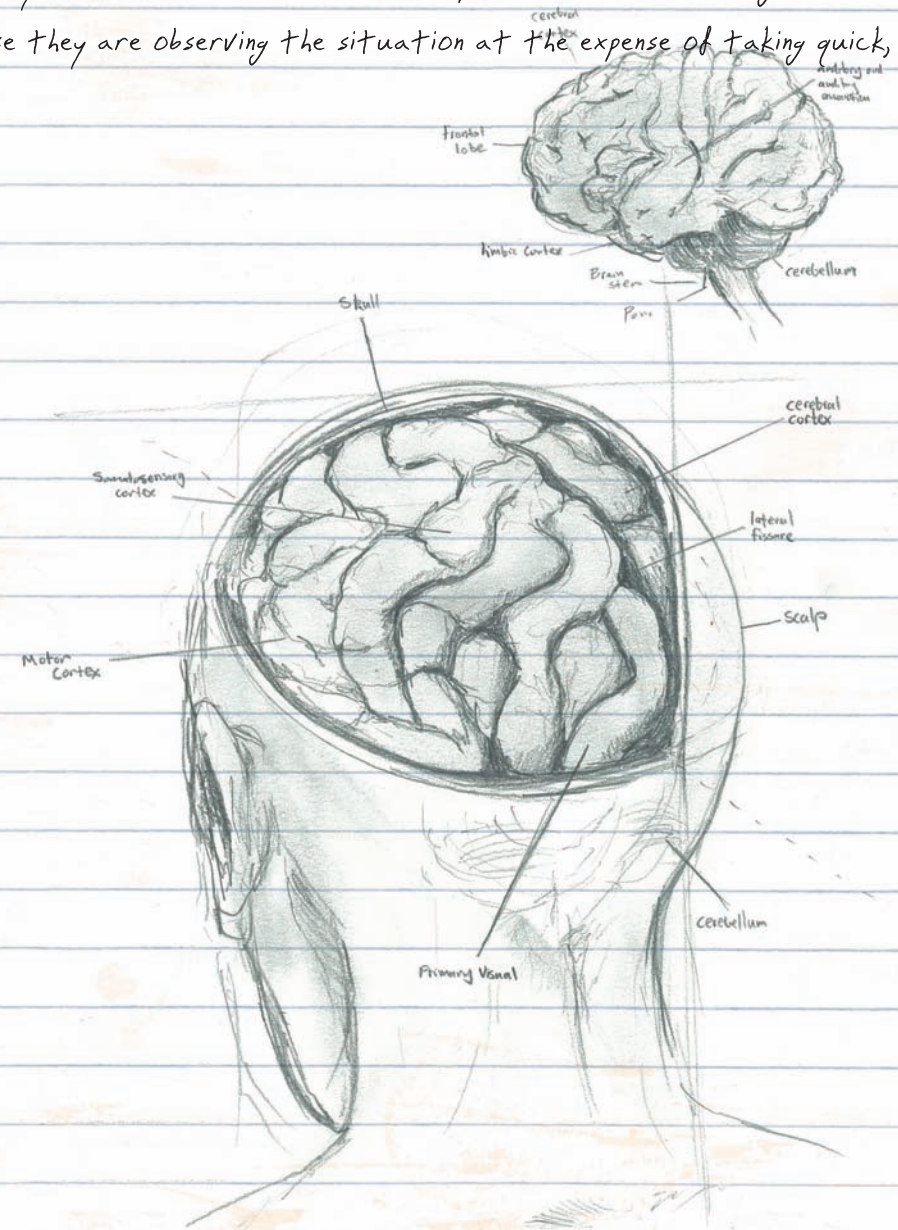
Many turns end after the check resolution phase, but melee combat and grappling add additional steps. Note that these are just guidelines and that a GM can add or subtract steps or move the order around to better mimic the reality of the situation. For instance, A GM can have 'Will – Resist Panic' checks as part of the Intent Phase.

Example: Meredith wants to take a swing at a zombie with a baseball bat, but the zombie is particularly horrifying in appearance, so the GM has her make a 'Will – Resist Panic' check. If she passes, the turn plays out normally, if she fails then them she is thrown into a 'Panic'. She is still able to attack the zombie if she fails, but it will be with drastically reduced effectiveness now that she is required to roll a Mishap Die and loses her Will Bonus to her melee attack value.



Too many ways in.

The obvious question is this: "Why even have an Intent phase where all players declare their actions at once?" All player actions happen simultaneously as they would happen in reality. This is especially important in combat. Every player must declare their targets ahead of time and cannot change them, even if that target is killed by another player. This is because multiple characters contributing attacks will drastically alter the chance of success of killing a zombie. Only a player who chose a Hold action the previous turn can change their targets because they are observing the situation at the expense of taking quick, decisive action.



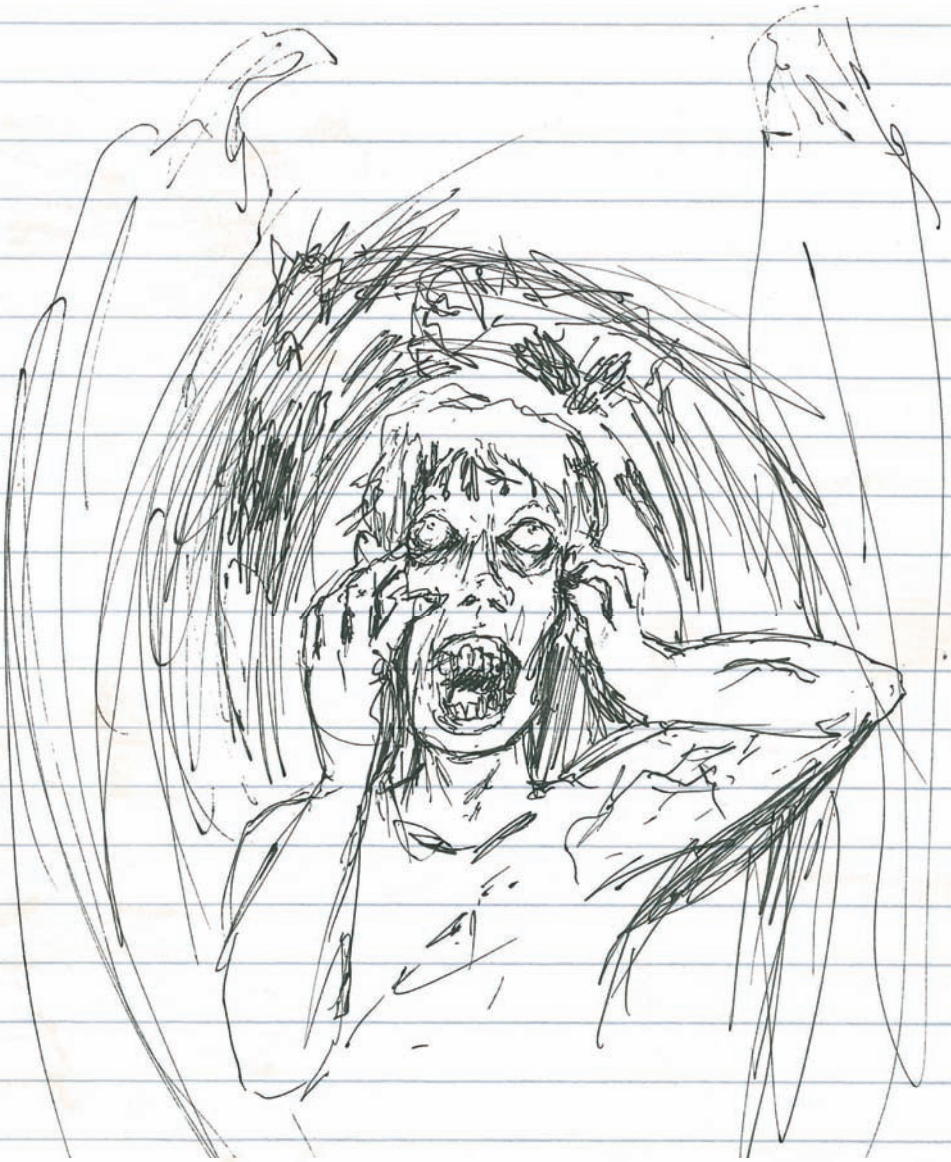
A Note to GMs

It is extremely easy to fall into the habit of every player taking their turn one at a time. The Intent Phase requires that all players make their decisions of what they want to do before any checks are made to resolve them. Once all players have made their decisions, then the checks are made to determine success or not. The reason for this is that players may want to tag-team a zombie or otherwise help each other out. Likewise, characters can be thrown into situations where they are forced to cooperate. In either case, the ability of characters to work together will almost always ensure a higher chance of success.

Failure to utilize the Intent Phase will result in players being routinely frustrated (and their characters killed easily) because zombies are extremely difficult to kill, especially when you go it alone. If two or more players with melee weapons attack at once, then a zombie becomes much easier to bring down. Whatever benefits cooperation provides are lost if players take their turns individually.

None of this matters if all players take separate actions and either attack separate targets or perform different tasks. In this case, players can take their turns one at a time. They must still declare their intent prior to making any actions, even if their actions are all made against different targets.

Your pulse quickens, your head begins to throb as the hard lines of your consciousness become a blur... awash with terror, beads of sweat roll down your face. Every noise is amplified and every threat, real or perceived is at the ready. You have to escape, you have to get out. There is nothing else.



SPEW - AI
STRENGTH · PERCEPTION · EMPATHY · WILL
ASSESSMENT INVENTORY

Disorders

Panic

A character who has failed a 'Will - Resist Panic' check is thrown into a state of 'Panic'. During this time the Panicked character will be more likely to fail their actions until they calm down.
When a character is Panicked, the character will be required to roll a 'Mishap Die' which is equivalent to a d10 whenever the character makes a check. This number is added to the d% as an additional 'ones' die, which decreases the chance of a character's success by anywhere from 1-10%.

Also, all attacks made while Panicked must make the full number of attacks or make the full number of shots allowed by their weapon's FC to represent madly slashing, bashing or riddling a target with panicky bullets. Characters also lose their 'Will Bonus' to their Ranged and Melee attack values, further reducing their effectiveness in combat.

Characters that are Panicked may not 'Hold' as an action.

Panic lasts only for the duration of the encounter where they failed the 'Will – Resist Panic' check. If the encounter is fled from, or if all of the zombies or vigilantes are killed or subdued, then the Panic goes away. A character can be calmed down during the encounter if a Panicked character either performs a successful 'Will – Calm Self' check or another character performs an 'Emp – Calm Other' on the Panicked character. A success in either of these actions will remove the Panic status.

Panic doesn't carry over from encounter to encounter. Panic ends once the encounter is won or fled from.

If a character is required to take another Willpower Check while panicked, they automatically fail. If the entire group of survivors are Panicked, then they must flee the encounter. All 'Per - Navigation' checks made to determine if a group of survivors are lost are increased in Difficulty by 1d6. If this check fails and requires additional 'Per - Navigation' rolls, then the additional penalty is not applied to the subsequent checks. It is only applied to the initial check immediately after the encounter is fled from.

'Encounters' can be with either zombies, vigilantes, or survivors. If anything refers to an 'Encounter' then it refers to any encounter that results from a E%.

Encounters labeled 'Zombie Encounters' or 'Vigilante Encounters' etc. will only be referring to encounters with those groups specifically.



Exhaustion

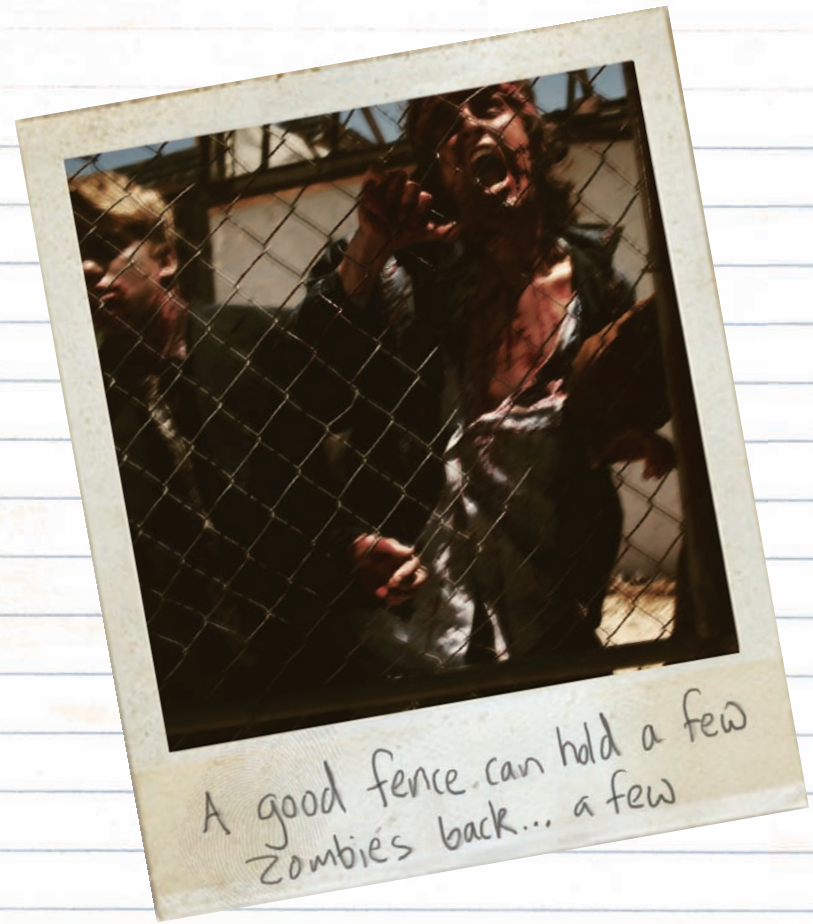
When a character is in need of rest (by failing a 'Str - Endurance' check) and is forced to continue taking actions, a character must increase the Difficulty of all other actions by 1. This lasts until a character is able to Rest or Sleep as per the Endurance rules on pg 101. A character may not Adrenaline Boost through any actions while they are Exhausted. Characters in the state of 'Death or Glory' overrides Exhaustion.



Chapter 5

Zombies..



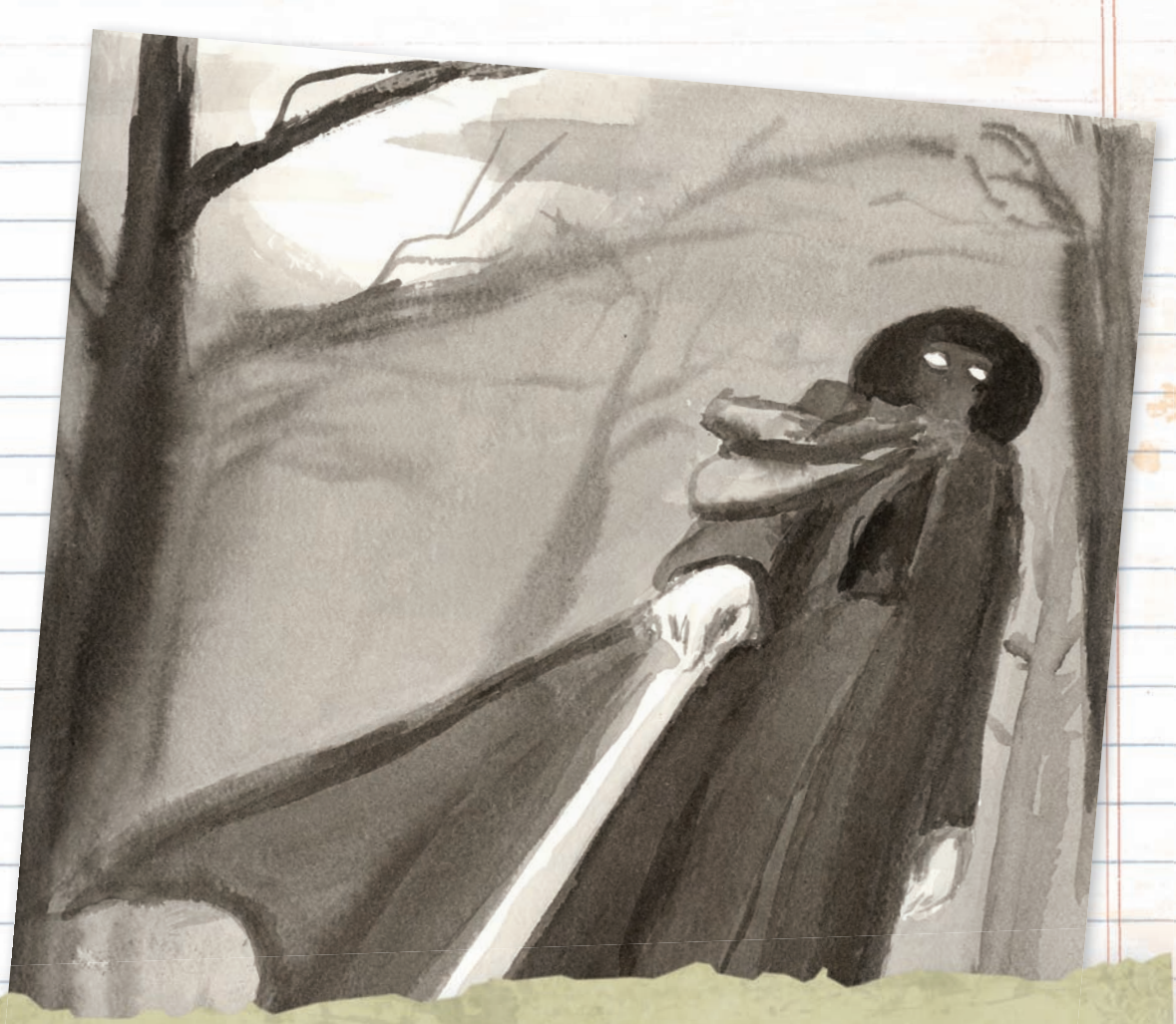


The Laws of Zombies

There are many variations of zombies that, if taken into account, can make for wildly different scenarios for an outbreak. The word 'zombie' is meant to describe all possible zombies. It is not meant to describe a specific kind of zombie as seen in any particular example in zombie lore.

For example, a zombie that is created by supernatural forces may have some form of sorcerer commanding them. A zombie that is a product of radiation will have a ground zero site where zombies are the thickest. An outbreak caused by a virus is capable of spreading so rapidly that the cause of the zombie epidemic may never be found. Despite the variety of origins, zombies created by any means are all described by the blanket term: zombie.

Generally, a character will take the initiative against zombies. The zombies are the ones reacting to the actions of the characters; however, this is not always the case.



The viral infestation is the main kind of zombie entertained in this book, but if for some reason you wish to have zombies of a different kind as part of your outbreak scenario, there are mutable and immutable laws of zombie that can be adapted using these rules.

The **immutable** laws of zombie are as follows:

- A zombie is a native organism to Earth
- A zombie must have an overriding desire to harm the non-zombie
- A zombie completely lacks empathy
- A zombie lacks the ability to recognize or acknowledge any previous connections it had pre-affliction (i.e. the emotional ties of husband/wife/boyfriend/girlfriend/son/daughter do not exist in the mind of a zombie)
- There is no cure for the afflicted

Those laws represent those which must remain intact if the rules in this book are to be used unchanged.

However, **mutable** laws are laws that can be bent and broken entirely, and are as follows:

- A zombie must be dead (becoming un-dead, as it were)
- The afflicted must be dead before becoming a zombie themselves
- Only afflicted humans can become zombies
- Only zombie inflicted wounds transmit the zombie affliction
- There is no vaccine for the virus
- Only sufficient damage to the brain can stop a zombie
- Zombies cannot use weapons

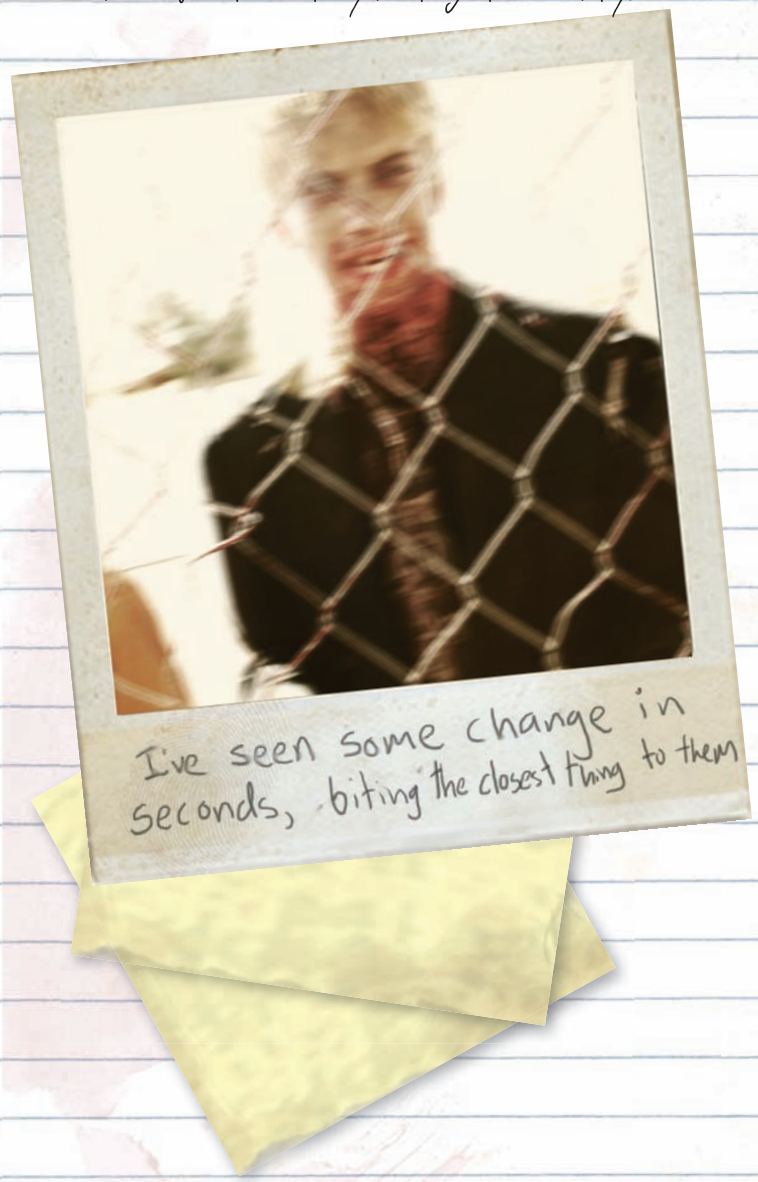
Breaking the mutable laws will still allow for the rules in this book to be utilized as is. Breaking immutable laws are, of course also allowed; however, doing so represents a change so significant to the rulesets that there would need to be significant adaptations that may be beyond the scope of the rules in this book. Clearly there are several examples in zombie lore were the mutable laws are changed while still being able to call the resulting creatures 'zombies', even if the term is applied loosely. By breaking some of the mutable laws the rules can be adapted to suit whatever kinds of zombie are intended to be used in an Outbreak Scenario.

Not only are the mutable rules able to be changed and broken, there are provided examples at the end of this chapter on how this is accomplished.

Zombies and Injury

With the percentage system, only a kill will stop a zombie entirely. This is why zombies do not have Hit Points or Health Points the way characters do, because a zombie kill is matter of all or nothing. The best comparison to describe this is a person under the influence of the drug PCP. Those affected are able to exhibit super-human toughness and have been known to walk around with shattered limbs and horrific injuries with a complete lack of caring. This is the best comparison to what it takes to destroy a zombie. Rabid animals are also a good example of this.

Usually, sufficient cranial injury is what is required to kill a zombie; however, the threat a zombie presents can be lessened without actually killing them. Generally, this is a result of spinal injury which severs the neural network that allows a zombie to move. While this will not kill a zombie, it can make it less of a threat by limiting its mobility.



Also, severing a limb will make zombies less threatening by lessening their strength or making them slower. Typically, a zombie lacks the ability to balance themselves on one leg, so severing a leg can cause them to become 'Partitioned Zombies' (see the Zombie Subtype section later in this chapter). Severing an arm will also make them less able to grapple.

Zombies and the Virus

Once afflicted, a zombie will be a carrier for whatever contagion caused them to become a zombie. As such, all of the wounds they inflict will run the risk of transmitting the infection. Their bite is the most common way of spreading the affliction as bites are capable of exerting the proper force necessary to break the skin and expose living tissue to infection.

As zombies are carriers even in death, the disposal of the bodies is almost as important as dispatching the zombies themselves. Depending on the outbreak scenario, disposing of the bodies of zombies is a part of regular maintenance, and will be necessary to keep a healthy stronghold population.

Zombies and Diet

Much like the flea infected with the bubonic plague, a zombie will feed voraciously during the duration of its infection without the ability to gain nutritional value from whatever they eat. Also, whereas maggots will only eat necrotic flesh, zombies will only eat flesh that is alive and uncontaminated, otherwise they would simply eat each other given enough time. Once the virus takes hold and the host body becomes biologically dead, they will no longer be eaten.

A zombie will devour living flesh, infected or not, but they will prefer those uninfected. Living, but infected flesh will be eaten if nothing else is available. Zombies will not eat other zombies, and they will typically stop eating a highly infected victim prior to reanimation. This means that if zombies all of a sudden stop eating from a body, then there will be one more zombie to deal with very soon.

Zombies and Feeding

A zombie can be preoccupied with eating, which gives a character the opportunity to sneak past unnoticed. A zombie that is feeding cannot use their 'vision' or 'scent' senses to detect a character. A zombie will only eat living flesh, which means that they will only eat very fresh corpses or the unfortunate soon-to-be dead.

Zombies and Priority

Each zombie will devour about 1 pound of flesh every round. Once their supply of food has either run out or become necrotic, a zombie is no longer distracted.

A zombie that attacks someone who is already infected will show preference for flesh on the body that is far from the infected area, but even someone who is fully infected will be pursued and eaten until they actually die.

Also, when given the option between an infected person and an uninfected person, all other factors being equal, a zombie will go for the person that is not infected before the person who is infected. The chance of this actually altering a zombie's behavior in a simulation is unlikely to cause a statistically significant change in behavior, save for the most extreme circumstances.

What draws a zombie are food sources. If something sounds, smells or seems potentially edible then it will be pursued. A zombie, no matter their level of perception will always prefer uninfected to infected targets. If all things are equal, a zombie will always go for the least infected person they can detect. This is the order of priority that zombies follow when choosing their targets in order of greatest priority to least:

1. closest
2. in plain sight
3. earshot
4. downwind
5. least infected (lowest viral total)

To repeat, zombie priority has been shown to be the following:
1. closest
2. in plain sight
3. earshot
4. downwind
5. least infected

Zombies and Obstacles

The undead are not without their limitations. Typically, a zombie has a fraction of the coordination it had in life due to their slow reaction time, and their overall lack of dexterity. They may be unable to cross certain obstacles depending on the Outbreak Scenario. They are unable to climb, but are able to lift themselves over obstacles that are waist high with labored effort. Anything higher than that, they will be completely unable to cross.

Well fortified walls and trenches are rarely breached by being broken down. Rather, the pile of bodies at the base will eventually be great enough to allow for zombies to cross them by climbing on top of each other. This typically takes several days, assuming there are enough zombies to even make a pile of this size. <- And don't worry; there will be sooner or later. Some barricades, while effective against the living, have nearly no effect on certain kinds of zombies. For instance, barbed wire and its nastier cousin razor wire do not deter the undead zombies in the slightest. Such obstacles only slow them, but only as much as a living human will be slowed by thick undergrowth.

Due to the lack of life processes, the natural buoyancy of the undead body is a fraction of a normal human's. This is due to the human's ability to remain afloat by using their lungs and coordinated strokes with their arms and legs. These are not things that human zombies can do. They can become bloated and float given enough time but they are still unable to swim. Even un-infected humans are basically at the mercy of tidal forces and currents. This is especially true of zombies.

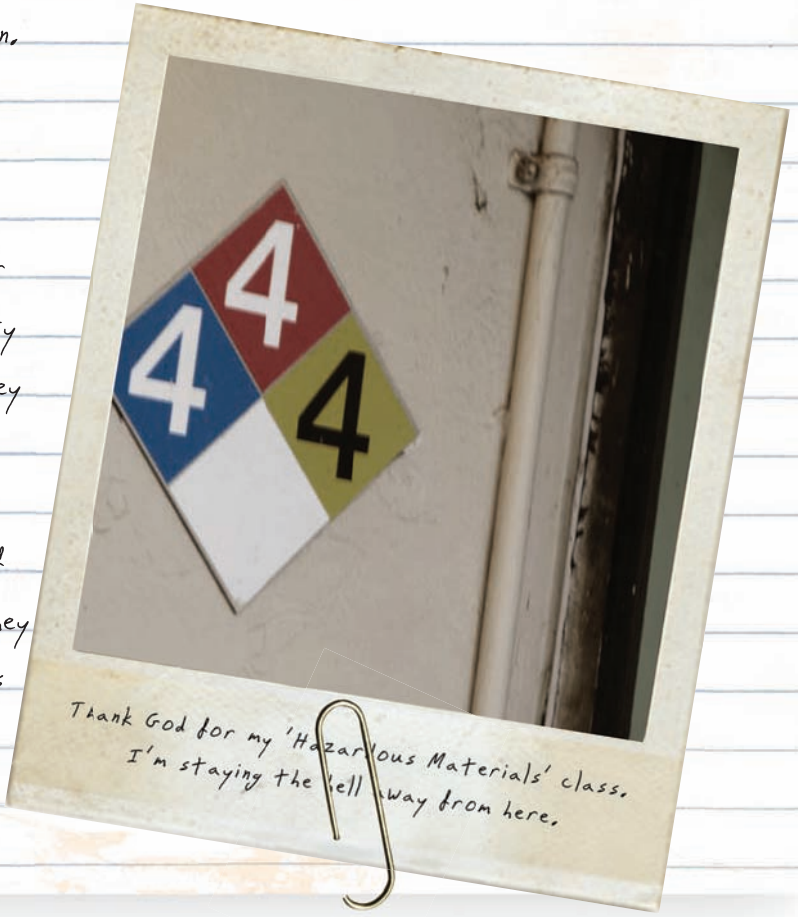
Ladders, heights and bodies of water will generally favor the survivors... if you're lucky enough to have a means to exploit this advantage.

Zombies and Decay

A zombie and their rate of decay will depend on the type of zombie a GM uses in their outbreak scenario. Biologically living zombies will require food, and thus can starve and rot once dead. Biologically dead zombies are typically host to a virus or foreign organism that uses the dead body as a puppet of sorts. This sort of zombie will gradually get weaker over time, because the dead host body will gradually wear away and weaken. Being dead, the body will lack the ability to repair damaged cells and will weaken and eventually become immobile.

In this case, the infected tissue will probably dry out and get worn down by the environment and elemental forces, which can carry the zombie virus in such a way as to pollute the land so that nothing will be able to grow or be sustained by it, even if not affected by the virus directly. It is akin to sowing salt in a field, or dumping toxic chemicals in a water supply. Large numbers of zombie corpses that are not disposed of properly will have this affect on any environment they are left in.

A zombie is able to sense potential targets in the same way that humans can and occasionally in their own unique ways. The ability of a zombie to sense is a key component when determining your particular outbreak scenario. The acuteness of their available senses, be they natural or supernatural, is their 'Perception'.



Zombies and Perception

Very Low Perception (Lv. 1 Perception)

A zombie with very low perception is far less perceptive than they were before they became zombies. Individually, they are hardly a threat, as whatever senses they have are dull and the individual zombies themselves are listless. The danger of this zombie is in their numbers and as a result will almost certainly require that they have 'lifesense' (pg. 139) if they are to be considered anything close to being a threat.

Low Perception (Lv. 2 Perception)

The zombie with low perception is restricted to the human senses they had in life but they are dulled. Ruptured eardrums, damaged eyes, etc, will degrade a zombie's ability to detect. In general, a zombie of this type will hear sounds more readily than sight, indicating an acute sense of hearing. While they are unable to communicate, they will be able to recognize the moan of other zombies; if they are not focused on a target themselves, they will change direction and move towards where the sound originated from. If they are already 'active' then they will not change direction until they recognize their current target as being dead or infected.

Medium Perception (Lv. 3 Perception)

A medium perception zombie is reliant on their pre-infection senses and they will be roughly as acute as they were in life. For this reason, damaging a medium perception zombie's sense organs will actually do some good in slowing a zombie and preventing them from detecting prey. A zombie with medium perception will be difficult to fool, and if detected by one, hiding from them is extremely difficult. They will not always be able to find ways to track characters down, even if the zombies know where the players are.

High Perception (Lv. 4 Perception)

A zombie with high perception will by some mystery always know where the nearest viable target is. They seem to use their existing human senses, but damaging them seems to do little in the way of preventing them from detecting prey. They do not possess much in the way of a reasoning ability, but they know when a barricade cannot be crossed and they will search for alternate routes. This process is hastened if there are several zombies with high perception as their maons actually change to indicate how close they are to their target. This is picked up by other zombies of high perception. Their collective effort quickly finds weaknesses in structures and barricades.

Very High Perception (Lv. 5 Perception)

Zombies with very high perception represent those zombies with sensory abilities that border on the supernatural. Hiding from zombies of this kind is all but impossible, and combat with one is to be avoided at all costs. Zombies with this level of perception will routinely overwhelm and kill player characters, so it's best to either warn them of this first to make players aware of it, or avoid using this level entirely.

A zombie with very high perception will always move towards characters, if able, taking drastic measures to do so with climbing, flight and even incredible leaps or feats of strength like tearing holes in walls or throwing around furniture. Very high perception always describes zombies or monsters that are elements of pure fantasy... at least more so than regular zombies, anyway. These zombies will actually be able to out-perform their pre-affliction selves as far as endurance, speed and strength.

Even if the players are not warned, they are sure to learn extremely quickly the danger high perception zombies present.



There's a lot of them, but they can be fooled





One week into the investigation for two missing hikers in the Willamette National Forest have turned up nothing more than a single day pack. Search and Rescue teams have continued their search as investigators contact an ever-widening circle of friends and family for information. The situation has escalated however as National Forest Rangers were brought into the scene. The teams have reported there were numerous sighting of dead animals found during the search. “We are used to finding the occasional animal or so while doing a rescue” told lead dog rescue officer David Tractenberg, “but not nearly to this magnitude. Large portions of them were uneaten as well, a pretty unusual sign as most animals or scavengers pick the bodies clean.” Experts have dismissed the sightings as a large mountain lion who has either gone rabid or simply is being wasteful. However, they were stumped when the scattered remains of a black bear were found a few miles away from the site of the campers last known location. “We are confident that we’ll find out what happened to the hikers.” said David “But I wouldn’t recommend anyone go on a camping trip in the Willamette National Forest anytime soon.”

Zombies and Weapons

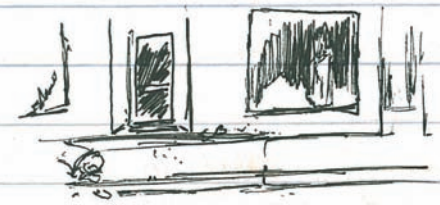
Under most outbreak scenarios, a zombie will be unable to use weapons effectively. If for whatever reason there are weapon wielding zombies in the outbreak scenario, then they are limited to simple (mostly improvised) bludgeoning, piercing, or slashing weapons. If this option is taken, add the weapon's Strength bonus to the Zombie's Strength to resolve the damage for grappling if a weapon is capable of being used defensively. If a weapon cannot be used defensively then the weapon is most likely too clumsy or complicated for a zombie to use. The exception to this is pistol weapons. While they can be used defensively, the level of skill required to use such a weapon is beyond the ability of even some humans.

Unless your outbreak Scenario incorporates zombies capable of wielding weapons, there is no need for the 'Attack' given in their profile. If they can use weapons, then weapons are used exactly the same as players do. They will continually attack at melee range and will not go into grapple unless they are disarmed. The amount of damage they inflict will be equal to what a player would inflict with the same weapon against the living.

Armed Zombies and Initiative

A player makes a Perception check with a difficulty equal to 1 per Perception Level of a zombie to see if they strike first. If they pass the check, then they go before the zombies.

Zombies of this kind are always considered 'Sentient' as described in the 'horror traits' section.





Zombie Stat Block

(Zombie Subtype name)
Description of zombie subtype.

Type: Determines if a zombie is 'Standard', 'Template' or 'Unique'.
Size: The 'size' of a zombie. Typically this is 1. This also indicates how many successful ZK% checks are needed before a zombie is killed.

1. Attack: This is the Attack value of sentient zombies.
2. Strength: The bonus added to opposed Strength checks with survivors.
3. Damage: The amount of damage dice rolled per degree of success of a grapple check.
4. Defense: This is the grappling/ranged defense of a zombie.
5. Speed: This is the level of speed of a zombie subtype.
6. Virus: The amount each bite attack increases the target's 'Viral'.
7. Perception: This is the level of Perception of the zombie subtype.
8. Sense: The available senses of the zombie subtype.
9. Special: Special rules that the zombie subtype has.

E% Modifier
Sense: contributing %
+ Sense: contributing %
= total % of all contributing senses

The E% Modifier only applies if this zombie is considered 'Standard'.

1-3. Attack, Strength, and Damage

Zombies have an 'Attack' value exactly the same way characters do. Rarely does a zombie have a close, medium, or long ranged attack, but all of them have a 'Strength' value that is used for grappling and other opposed Strength checks. They also do 'Damage' to the living the same way that weapons do. Roll the amount of damage dice indicated in this entry against a player per degree of failure of their grapple check with this zombie.

4. Zombie Defense

A Zombie's 'Defense' value is divided into 'Grappling Defense' and 'Ranged Defense'. Some targets are naturally harder to kill at longer ranges due to speed, target size and agility, so it is necessary to differentiate between defense that is strictly tied to the durability of the zombie, and defense that is a combination of speed and toughness. Weapons fired at close range use the Grappling defense value, not the Ranged defense value. It is assumed at such close range any sudden movements can be tracked and quickly compensated for. Each point of Defense increases the Difficulty of a ZK% by 1 (or 5%, whichever is easiest to remember).

5. Zombie Speed

The 'Speed' of a zombie is divided into their 'Passive Speed' and 'Active Speed'. A passive zombie has not detected a character and will move at their passive rate without any modifiers. These are zombies that have been encountered after the characters have made a successful 'Per - Sneak' check and decide to ambush zombies instead of fleeing from them. A zombie who has detected a character will move at their active speed towards the character rolling d6 modifiers based on their level of Perception. Their movement will be gone over in greater detail on pg. 140. Speed also dictates how much time an opponent has to react before they grapple with the zombie. More on this in the Speed and Combat section of the Combat section.

6. Virus

This 'Virus' is the amount of points added to a Viral total when the zombie lands a successful attack that deals damage with a bite. Note that not all zombie attacks will cause a character to become infected.

7. Zombie Perception

A zombie's Perception is their ability to detect characters and indicates what they are able to do as far as coordination and range of motion.

8. Zombie Senses

These are the senses that are available to a zombie in order to detect prey. The acuteness of these senses is determined by their Perception. They are Vision, Hearing, Smell, and Lifesense (a sense unique to zombies).

9. Special

Any additional special rules that do not fit neatly into the above mentioned categories are listed in the 'Special' section. They detail special rules in regards to attack, damage, defense, deployment and any other rules that factor into encounters with this kind of zombie.



Zombie Senses

Vision (V)

Vision relies on the zombie's eyes and functioning ocular nerves, so damaging them somehow will prevent the zombie's use of this sense. This means that a zombie can also be bound about the eyes or have paint or some similarly opaque liquid thrown over the eyes and they will be rendered blind. However, irritants such as mace or tear gas will still have no effect. Dazzling lights will also confuse a zombie who relies upon sight. Darkness will also make them less alert. A zombie who has another sense intact when they encounter bright light or darkness will be unaffected.



Vision (V)

- Very Low Perception (lv.1) – A zombie is glassy eyed and listless and can detect a character in direct line of sight.
- Low perception (lv.2) – A zombie will be able to detect at slightly less ability than they could when they were alive.
- Medium perception (lv.3) – A zombie will be about as perceptive as they were when they were alive.
- High perception (lv.4) – A zombie will detect at a predatory level of acuteness.
- Very high perception (lv.5) – A zombie will detect a character at a superhuman level of acuteness.

Modifiers: Environmental modifiers alter a zombie's vision by decreasing it by one level per point of Difficulty of the modifier.

Smell (S)

A zombie is able to use their sense of smell to track the living. Generally, human beings are not known for their fantastic sense of smell. Even if a zombie were to retain their brain's function fully, the percentage of the brain dedicated to smell when compared to the common rat is meager. That being said, a zombie could potentially detect prey by sense of smell, but it is not likely. More likely they will gravitate towards the smell of a large concentration of humans.

- Very Low Perception (lv.1) – Add +1 to Risk if Stronghold Population is greater than 7.
- Low perception (lv.2) – Add +1 Risk if Stronghold Population is greater than 5, and an additional +1 to Risk if Population is greater than 7.
- Medium perception (lv.3) – Add +1 Risk if Stronghold Population is greater than 3, and an additional +1 to Risk if Population is greater than 5.
- High perception (lv.4) – Add +1 Risk per Stronghold Population. This can only increase Risk by a maximum of 6.
- Very high perception (lv.5) – Add +1 Risk per Stronghold Population.

Modifiers: Smoke, fire, and crossing bodies of running water will alter a zombie's sense of smell by decreasing it one level per point of Difficulty of the modifier for each of those environmental modifiers. Proximity to strong ambient smells will likewise alter it.

Hearing (H)

A zombie is able to hear, will respond to sounds, and can differentiate between noises. They can also tell where sounds come from and approximately how far away they are. A zombie will hear the moans of another zombie that becomes 'active' if it is within earshot.



It's not much, but I can hear who's coming

- Very Low Perception (lv.1) – A zombie will detect 'instantaneous noise' at approximately 50 yards.
- Low Perception (lv.2) – A zombie will detect 'instantaneous noise' at approximately 100 yards.
- Medium Perception (lv.3) – A zombie will detect 'instantaneous noise' at approximately 175 yards.
- High perception (lv.4) – A zombie will detect 'instantaneous noise' at approximately 200 yards.
- Very high perception (lv.5) – A zombie will detect 'instantaneous noise' at approximately 250 yards.

Modifiers:
Background noise will alter a zombie's hearing by one level per point of ambient 'Sustained Noise'. It will also alter it by increasing it by 1 level per point of instantaneous noise higher than the ambient sustained noise.

What qualifies as 'instantaneous noise' will be covered in the GM's section on page 353.

Suffice to say, 'instantaneous noise' is any noise that is loud but not ambient noise or 'sustained noise'

Lifesense (L)



A zombie's ability to track prey is not always reliant on physical senses. Sometimes they are able to track by some innate sense that defies any explanation. The real danger of this sense is that it is impossible to hide from. The extent of this ability is really only seen on a larger scale. An outbreak scenario when the zombies have Lifesense will generate more Risk points than normal when deciding how many d6 to roll for the Trailing Zombies roll.

- Very low perception (lv.1) – Risk is a minimum 1 per Stronghold Population.
- Low perception (lv.2) – Risk is a minimum 2 per Stronghold Population.
- Medium perception (lv.3) – Risk is a minimum 3 per Stronghold Population.
- High perception (lv.4) – Risk is a minimum 4 per Stronghold Population.
- Very high perception (lv.5) – Risk is a minimum 5 per Stronghold Population.

A character cannot make 'Per – Hide' checks at all when encountering zombies with lifesense, even if the zombie has very low perception. As an optional rule, a GM can allow a player's viral total to partially obscure them from a zombie's Lifesense, being less drawn to them as they are a less desired target. A GM can reduce an E% by 1-5% per point of Viral among characters.

Zombies with Lifesense are also drawn to people whether or not they venture into dangerous territory to do missions. GMs still roll a Trailing Zombies roll at the conclusion of each mission regardless of whether or not they ventured out (performing only stronghold upgrades, training missions, etc). The level of Risk is equal to the Population of the Stronghold plus whatever modifiers indicated above.

Zombies with Lifesense also contribute 10% per Perception Level to the Encounter check instead of the normal +5% like other senses.

Lastly, zombies with Lifesense can detect people in vehicles, so characters using them will still be detected when determining Risk.

Zombies and Movement

A zombie's Speed is how fast they move in a turn. Zombies typically have two speeds: passive and active. The zombie will move at its passive rate until it detects something, then it will move at its active speed. Below is their passive speed. Active zombies add their Perception bonus to movement. Those bonuses will be indicated below.

- Lv. 1 Speed: Very Slow: 1d6+3'
- Lv. 2 Speed: Slow: 10'
- Lv. 3 Speed: Medium: 20'
- Lv. 4 Speed: Fast: 30'
- Lv. 5 Speed: Very Fast: 30+'

Perception and Movement

Zombie perception alters the amount of distance they can cover. This makes more perceptive zombies considerably more dangerous as their movement is more difficult to predict. Active zombies will roll to see how much faster they move at the beginning of each of their turns. This number is added to the distance they can travel in a turn as indicated above.

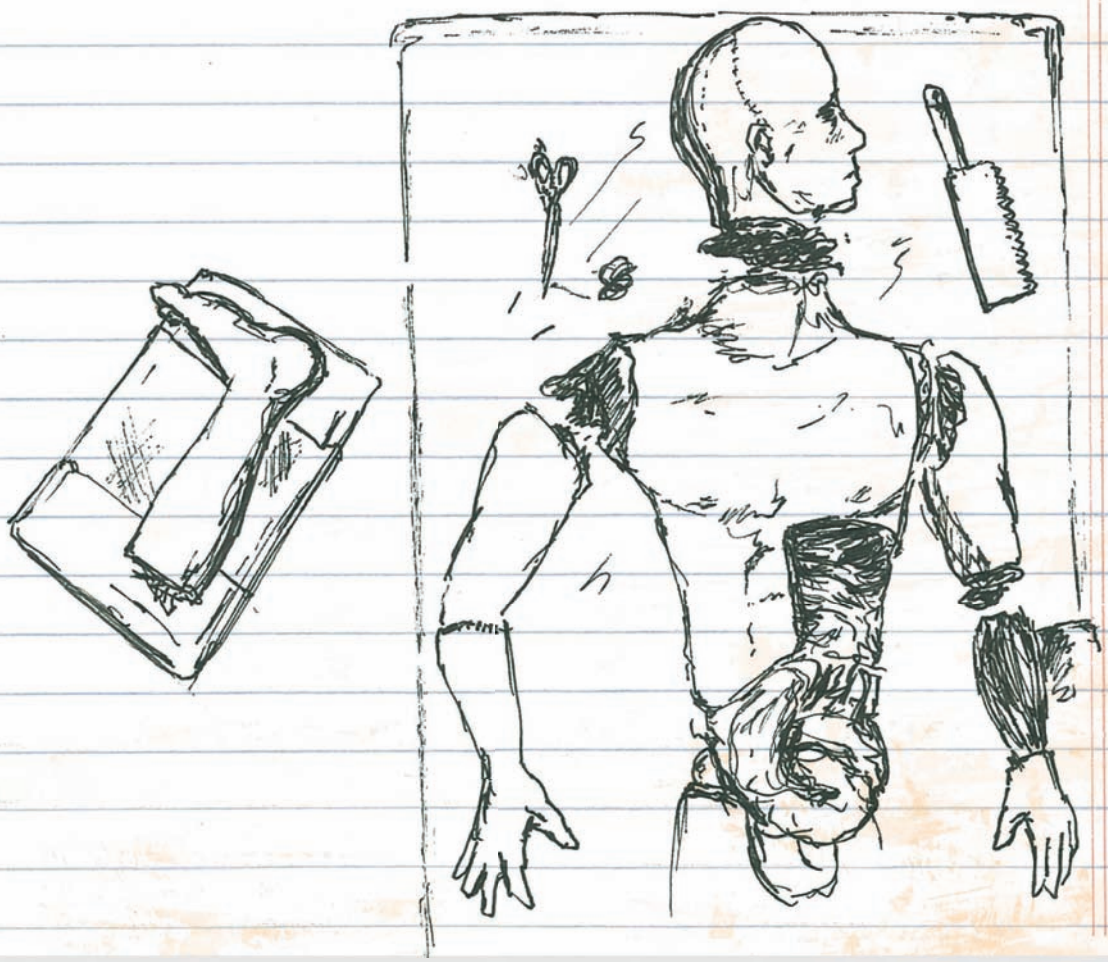
- Very Low (Lv.1) - A zombie with very low perception will move only their base movement determined by their Speed.
- Low (Lv.2) - +d6 to their movement.
- Medium (Lv.3) - +d6+5 to their movement. Can climb at crawling speed.
- High (Lv.4) - d6+8 to their movement. Can climb at half speed.
- Very High (Lv.5) - 2d6+3 to their movement. Can climb at normal speed.

Character Movement and E% Checks

A character or group 's choice of movement speed also effects the chance of an Encounter by affecting the Hearing sense of zombies.

- Rest/Laying Low: Discount Zombie Vison and Hearing when determining E%.
- Crawl: -2 Perception Levels to Zombie Hearing
- Half Speed: -1 Perception Level to Zombie Hearing
- Normal: no change
- Running: +1 Perception Level to Zombie Hearing
- Sprint: +2 Perception Levels to Zombie Hearing

A slow zombie is a dead zombie... the best kind.



Zombie Encounters

To determine if the Encounter is a Zombie Encounter, the degrees of success of the E% must be less than or equal to the Outbreak Level +1. So in an Outbreak Level 2, 3 degrees of success or lower will result in zombies of some kind. Having degrees of success greater than that will result in something more unique and potentially far more threatening such as an encounter with Vigilantes.

Example 1

A zombie with Medium Perception (Lv. 3) and having the senses Vision, Smell and Hearing will increase the chance of an Encounter by 45%. Vision at Perception Level 3 (5x3)=15, Smell at Perception level 3 (5x3)=15 and Hearing at Perception Level 3 (5x3)=15. Combined they add to make 45 (+45%E). At Outbreak Level 2, that would mean that there would need to be a roll of 15-45 (3 degrees of success or less) on the E% for the Encounter to be Zombie Encounter.

Zombies and Evasion

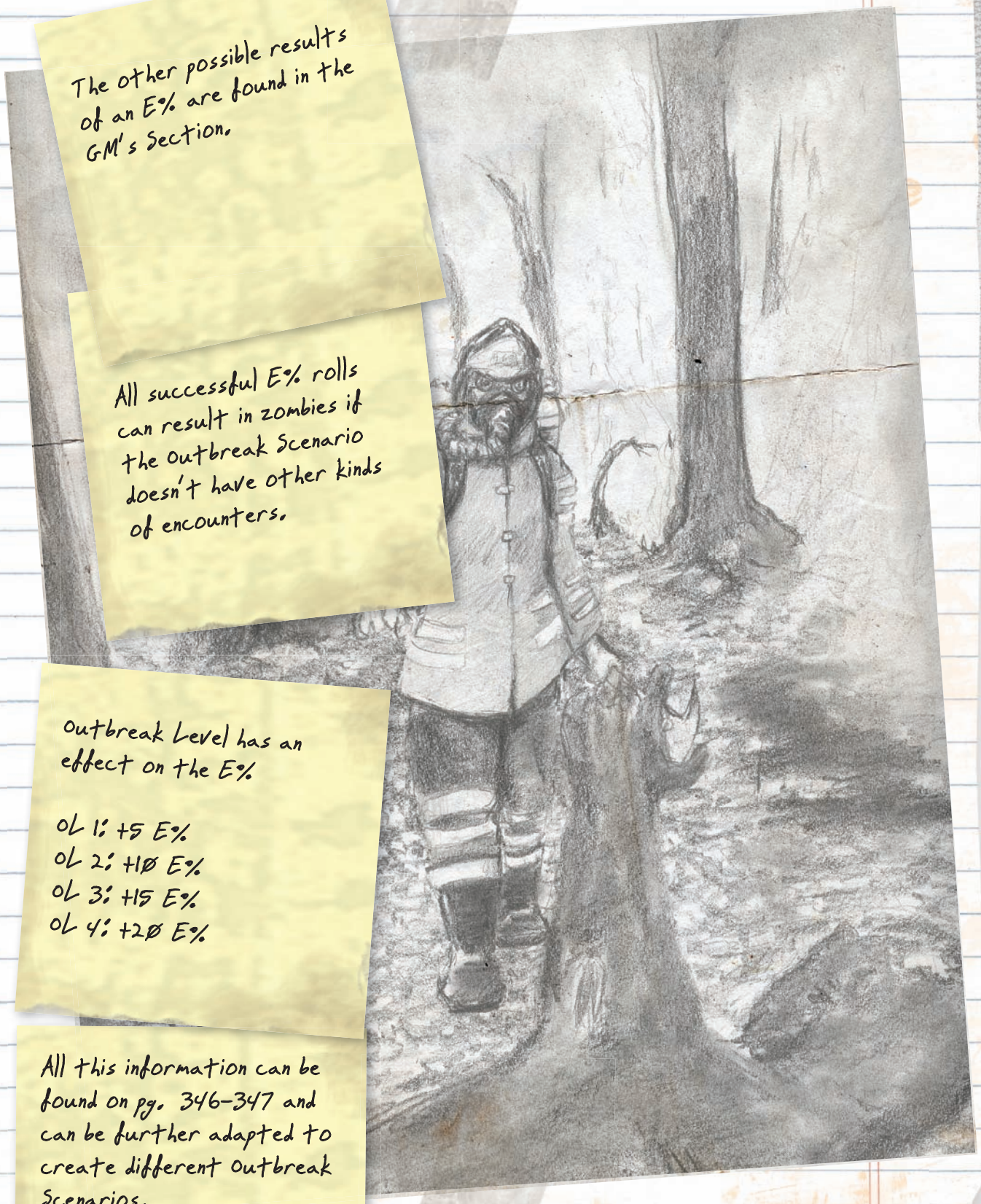
If a character or a properly trained and equipped group of characters make deliberate efforts to conceal themselves from a certain sense, then they can decrease the level Perception of that sense or discount that sense entirely when determining the result of a E%.

Example 2

From the above Example 1, Scott wishes to disguise himself from a zombie's sense of smell. He is in possession of a highly pungent menthol salve that the GM has allowed the character to decrease a Zombie's Scent sense by one level if the character smears himself with it. This reduces the level of a zombie's Smell from adding +15 (lv. 3, Medium Perception) to +10 (lv. 2, Low Perception). This reduces the E% from Example 1 from 45% to 40%.

The other possible results of an E% are found in the GM's Section.

All successful E% rolls can result in zombies if the outbreak Scenario doesn't have other kinds of encounters.



Outbreak Level has an effect on the E%

OL 1: +5 E%
OL 2: +10 E%
OL 3: +15 E%
OL 4: +20 E%

All this information can be found on pg. 346-347 and can be further adapted to create different Outbreak Scenarios.

Deployment

The deployment of opponents depend on where they are encountered and what the opponent's Speed and Perception are. Encounters in open ground will have all the opponents be deployed d100 (a d% roll) feet away from the characters. This number is decreased by 10 per level of Speed and Perception of the zombies to a minimum of 10 feet. If the result would be less than 25 feet, then the opponents will get a surprise round before the characters get their turn unless the character taking 'Point' or 'Rear' make successful 'Per - Spot' checks. All zombies who arrive later in the encounter follow the same rules, but do not get surprise rounds if they roll closer than 25 feet.



'opponents' as described above can be any result from an E% check: zombies, panicked civilians, vigilantes, etc.

Deployment in Buildings

Zombies encoutnered while the character attempts and fails a 'Per - Spot' check will have the opponents deployed inside the building they are in. If the distance they would be deployed at is greater than 30 feet, then the opponents will be deployed ouside the building or will be on a higher or lower floor, but will move as fast as possible towards characters. Opponents will get a surprise round if the characters searching a location are not in a formation that includes a 'Point' and a 'Rear'.

Breach Checks

Zombies can attempt 'Breach' checks whenever characters are stuck inside vehicles or holed up in bulidings behind barricades (locked doors, boarded windows, etc.) and zombies have no closer targets to attack. A 'Breach' check is a combined Strength check with all zombies adding their Strength characteristics together with a 'Weight of numbers' bonus. The d% roll must be equal to or lower than that number. Difficulty is increased by 1 per Size and Structure of the object or location they are attempting to breach. Besides 'Grapple', a zombie's only possible action is 'Breach' which represents them getting through barricades.

Also, if characters are taking an active hand in holding zombies back (as in holding a door closed as zombies try to burst in) then it is an opposed Strength check instead of one against the size and structure of the object or building.

A successful Breach check will allow zombies to enter and attack on the following turn and will allow other zombies to enter without the need to make Breach checks of their own.

Zombies attempting a Breach at a door, window or similar weak spot will discount the Size of the object or location they are attempting to enter. Structure, however remains a modifier to the Difficulty.

Characters are able to make 'Per - Spot' checks in order to alter the distance that zombies are deployed at.

Feeders

A zombie that is a feeder will actually require nutrition to live, they will require much less than their living counterparts. The amount of activity they do determines how long they last before they are unable to move anymore and cease to be a threat. The table below shows how long a zombie will last.

	Low Per	Medium Per	High Per	Very high Per
Non-feeder	3 years	1 year	6 months	1 month
Feeder*	6 months	3 months	1 month	3 days

* A feeder's lifespan is measured how long they last without food, essentially how long they have before they starve. If they have a continual supply of food (if they are able to feed at least once before they starve) then they will last twice as long as a normal.

Feeders will be have the 'Biologically Alive' horror trait and will have their numbers in each encounter reduced by 1 per Outbreak Level. This is to account for them actually needing food to live, which means that later on in an Outbreak, their numbers become scarce as food supplies run short.



Horror Traits

If the players are confident that they are zombie experts, it might be helpful to include a few horror traits with zombies. These may be obvious or they may be subtle things that the players have to discover through experimentation or analysis. In either case, it is a good way to keep players on their toes. A few examples of horror traits are as follows:

1. **Aversion/Attraction:** roll a d6. If it's 1-3 apply the Aversion Horror Trait. On the roll of a 4-6, apply the Attraction Horror Trait.

Aversion- A zombie or zombie subtype is thwarted by something. Usually this is applied to zombies or zombie subtypes that are otherwise horrifically powerful. An example of this is the classic vampire that is thwarted by sunlight, running water, garlic or religious iconography. If a zombie or subtype encounters something they are averted by, they will try to find away around it, or they will move in the opposite direction of it but they cannot willfully touch, cross paths with or approach something they have an aversion to. If they are forcibly taken or inadvertently wander into the presence of what they have an aversion to, they will not fight or defend themselves, they will instead move away from the area at their active speed and can do nothing else. Because this presents a weakness as opposed to a more horrifying trait, roll an additional time on the Horror Trait table and apply the result.

Attraction- A zombie or zombie subtype will be attracted to an additional smell or sound other than that generated by humans. The 'Bait' or 'Noisemaker' equipment can be built with an increased chance of success of +10%.

2. **Rapid Incubation:** The zombie virus is transmitted to its full potency within a matter of moments. If any bite resistance check fails, then a character will begin to turn immediately. Until they turn, a character will convulse wildly and will be unable to perform other actions but will blindly attempt to grapple the nearest target, be it zombie or human. They are immune to Panic and Pain. They will lose Health equal to 2d6 per turn. Once their Health becomes Ø, they will behave exactly like the kind of zombie that infected the character the next round.

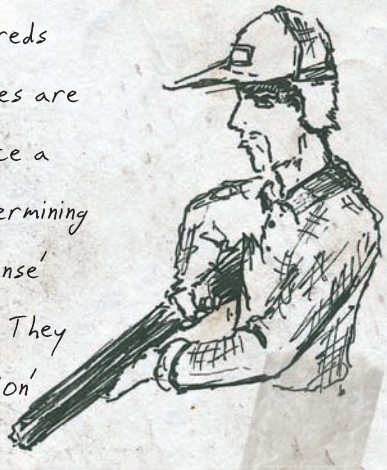
If other characters can manage to make a successful ZK% by more than two degrees of success targeting the character before their Health reaches Ø, then the character does not turn, rather they will have suffered an exceptionally violent death. If in the process of attacking the character before they reduce the character's Health to Ø, characters will have until the end of the next turn to try to do the required amount of damage before the character returns as a zombie.

3. **Evacuation:** If the zombie wins grapple checks with 2 or more degrees of success, the zombie will spontaneously defecate or vomit during grappling. This means that bite resistance is a far more difficult check to pass if a character is unfortunate enough to lose grapple checks. They will be infected with the evacuated fluids which reduces BR% by 1d6 per zombie level of Perception. The contents of a zombie's stomach are limited so they typically only have enough diseased filth within them to do this once. They may be able to do this again if they have eaten enough or if the zombie is large enough to have enough material within them for several attacks of this kind.





4. **Sentience:** The zombie possesses small shreds of sentience, which means that barricades are less effective against them. They reduce a Stronghold's Structure by d3 when determining how many zombies are in an 'All Out Defense' mission and when making 'Breach' checks. They also automatically have the 'Attraction' horror trait.



5. **Advanced Weaponry:** The zombie is capable of using more complex weaponry, albeit not as well as a non-infected human. Instead of simple bludgeoning, piercing, and slashing weapons, they may use tools or even ranged weapons. In this case, use their Attack for determining their ability to use such weaponry. Zombies make one attack in melee range after a character gets their attack. The damage dealt is equal to the amount the weapon would do to the Living.

6. **Biologically Alive:** The zombie will for all intents and purposes be alive. This means that this version of the zombie will keep their entire nervous system intact their strength and defense is considerably lower as they are more susceptible to damage. Non-lethal armaments are more effective against them. This kind of zombies will always be feeders and benefit from a vastly increased perception. Increase Perception by 1 level and follow the rules of 'The Living' for this zombie type but they still cannot be reasoned with by way of Empathy checks.

7. **Chitin:** Zombies with this trait have parts of their dermis hardened into an armor-like shell. This grants the zombies +d6 to all defense values. This armored skin also grants zombies a +2 bonus to all damage rolls.

8. **Pounce:** A zombie that is active can double the d6 roll for their movement. Unless the zombie uses this modified movement to successfully enter grapple, the zombie will count as being 'Knocked prone' at the end of their movement. If this movement ends in grapple, it immediately initiates a surprise round of Grapple Checks. Defending players can only use defensive weapons if they are equipped. Only zombies that are 'fast' can have this Horror Trait. If the zombies are not already Fast or are not upgraded appropriately, roll again on this table and apply the result. If Pounce is rolled a second time, then upgrade the zombies' Speed to Fast and apply this Horror Trait.

9. **Vicious:** A zombie will inflict more damage when they win grapples. Adjust damage rolls by increasing their 'Damage' by 1d6.

10. **Evolution:** A zombie virus that evolves has different stages based upon how long the target has been infected. They will either get stronger, faster or more perceptive... or a combination of the three. At each Outbreak level, upgrade Perception one level, grant an additional sense or roll on this table again. If a 10 is rolled, apply a mutation (marked with a * below).

*. **Mutation:** A zombie is even more of a shade of their former human selves, having been reduced to a shambling mutant horror. They will have mutated in some fashion to give them increased strength, a projectile attack or are especially terrifying. If they have a ranged attack, then they use their Attack value to see if their strike hits at a distance the same way characters do. The type of damage will depend on the kind of projectile they have mutated to fire but they will use the ranges of thrown weapons:

Spines - (15/10/5) Uses their normal damage if it hits and counts as causing piercing injuries.

Acid - (20/5/0) Normal damage +1d3. Reduces durability of armor by one level if it hits. If a character can shed their armor or clothing quickly enough (within a turn), they can prevent half of the damage.

Venom - (10/10/10) Half normal damage, but the character is poisoned and possibly infected depending upon the outbreak scenario.

Parasite – (special) They use their normal, unmodified attack, but if it hits, it causes no damage, but a burrowing parasite is launched into the target's body. The parasite will chew through flesh and soft tissues until it is removed or until it is satiated. The parasite will do 1 damage per round until a First Aid check (Difficulty 1 per round the parasite has spent burrowing) is made or until the parasite does 10+d3 damage. Until the parasite is removed, the character will suffer from Open Wounds that cannot be staunched by normal means, even if the parasite is no longer dealing damage.

*. Bane– The zombie or zombie subtype is extraordinarily vulnerable to a particular substance. Some classic examples would be silver or garlic, but you can invent some material or make up another one that best fits the outbreak scenario. Increase any 'Lethalities' by such weapons or substances by +10.

*. One Big Monster– One uniquely terrifying zombie begins to make its presence known to the characters. It is of the Unique type and uses the encounter rules as such. It is suitably large and menacing, being able to take fantastic amount of punishment before going down. They have a Size that is 2 larger than the normal zombie of their type. They have 1 Level higher Speed and 'Lifesense' if the standard type does not have it already. They also have +4d6 Strength higher than the standard zombie of the Outbreak Scenario and will roll damage dice as if they had rolled 2 degrees of success higher than normal if they win grapple checks. They have the additional special rule that they require one successful ZK% roll per Outbreak Level

to stun the zombie long enough for the characters to run away. The One Big Monster is the same monster from encounter to encounter, so destroying it will prevent it from ever threatening the survivors again. Until that time, the same monster will continue to attack the characters until they can find a way to stop the zombie in such a way that it cannot regenerate or return to fighting strength. Until this method is discovered (with a successful 'We Know This Much' mission in regards to the One Big Monster), and this method is used to destroy the monster utterly, attempting to attack One Big Monster while it is stunned will have it rise and return to fighting strength until it is stunned again. There are no penalties for fleeing a zombie encounter if all that remains is a stunned One Big Monster.

Additional Horror Traits

These are simply the zombie traits I have observed or have heard about from other survivors. This is by no means a comprehensive list of what a survivor can encounter. It is entirely possible (and I would go as far as to say likely) that there are numerous terrifying traits that I have yet to see.

Zombie Subtypes

The following pages contain zombies I've found that have changes to the mutable zombie laws to set them apart from each other. These can be used as is, or with modifications to suit the tastes of the players, to more accurately represent a specific example in zombie lore or to better reflect what other zombie terrors exist.

Zombie Categories

The zombies in this section are divided into three types: Standard, Template and Unique. An outbreak scenario can have any mix of these types and some zombie types can have multiple categories, but once a category is decided for an outbreak scenario it cannot be changed until the Outbreak Level is increased.

Standard Zombies

These are the common zombie as determined by your outbreak scenario. They will have a standardized Perception and Speed as well as an average Strength (although a GM can roll for zombies individually if they wish). Most successful E% checks will result in an encounter with this kind of zombie.

Template

This is basically the same as a standard zombie as described above, but they will typically have an additional special rule or two. Depending on the Outbreak Level, a GM passing an E% check with a certain number of degrees of success will result in a Zombie Encounter that includes a template zombie. Template zombies do not have their own E% modifier or standards stat block because their appearance is determined by the degrees of success and their stats determined on what zombie subtype the template is applied to. Template zombies that have their own stat block and an E% modifier in their entry have the option to be Standard zombies.

Unique

These are zombies that represent unique threats because of their odd genetics or their pre-affliction condition. Sometimes they are creatures of pure fantasy as in the case of 'One Big Monster', but occasionally they are just uniquely threatening zombie types that are encountered, but only infrequently. Depending on the Outbreak Level, passing an E% check with a certain number of degrees of success will result in a Zombie Encounter that includes a unique zombie. Unique zombies do not have an E% modifier for the same reason as template zombies.

Pre-Made Zombie Subtypes

I found a laptop with some battery life and a printer. I figured if I was going to type anything for the sake of clarity, it would be have to be this. I haven't been eating well and my handwriting is suffering for it, so this is probably for the best.

Zombie

Those infected with the zombie virus will eventually die and return to life as mindless cannibals. They are slow and easily outmaneuvered when encountered one on one. Unfortunately due to the ease of the contraction of the zombie virus they are rarely encountered singly, and their threat multiplies exponentially in greater numbers. They frequently appear partially eaten, but are, for the most part, intact. These zombies are relatively fresh and as a result have most of their muscle tissue, and their senses are fairly sharp, which means that they are good at zoning in on the location of and tracking down prey.

Type: Standard
Size: 1
Attack: 10
Strength: 4d6+2 (20)
Damage: d6
Defense: G - 0/R - 0
Virus: 1
Speed: medium (Lv. 3)
Perception: medium (Lv.3)
Sense: V/H

E% Modifier
Vision: 15%
+ Hearing: 15%
= +30%



Grotesque

A grotesque is a zombie who is so hideous, bloated, burned, rotten or devoured that it appears as if it should not even be able to stand, let alone move around and attack. Those who, in life, were attacked by several zombies and were consumed significantly are the most common kinds of grotesque. Due to the large amount of blood and fluids covering their bodies and their lack of a dermis to cover their muscle tissue and organs, the chance of being exposed to the zombie virus when attacked by them is significantly higher. Thankfully, due to the loss of much of their body mass they are slightly weaker than other zombies.

Type: Template
Size: 1
Attack: 10
Strength: 2d6+5 (12)
Damage: d6
Defense: G - 0/R - 1
Virus: 2
Speed: slow (lv. 2)
Perception: low (lv. 2)
Sense: L
ZE%: Template

Special:
Terrifying - When grappling with a grotesque, the difficulty to resist Panic is increased by d6.
Senses - A grotesque can have any other of their Senses, but they will likely be damaged severely. They detect almost strictly by Lifesense. For this reason, they are not likely to be found individually, rather they will be uniquely horrifying zombies among some slightly less repugnant ones in the encounter.



Drowned

A zombie that makes its way to a large body of water and submerges themselves will have their lungs filled with water. If those zombies were to emerge from the water again at the shore they will have an additional threat attached to them, they will make no moans. Their diaphragm, used to only pushing air into and out of the lungs, will lack the strength to push the water out and as a result the zombie will be silent. Over time, the fluid in the lungs will drain and the zombie will again make sound, but until then they make only low gurgling noises.

Type: Standard/Template
Size: 1
Attack: 10
Strength: 4d6+3 (20)
Damage: d6
Defense: G - 0/R - 0
Virus: 1
Speed: medium (Lv. 3)
Perception: medium (Lv. 3)
Sense: V/L

Special:
Waterlogged - The difficulty of 'Per - Spot' checks against this kind of zombie is increased by d3 if they are out of sight.
Evacuation - The drowned have an evacuation attack as described in the horror trait section.

E% Modifier
Vision: 15%
+ Lifesense: 30%
= +45%

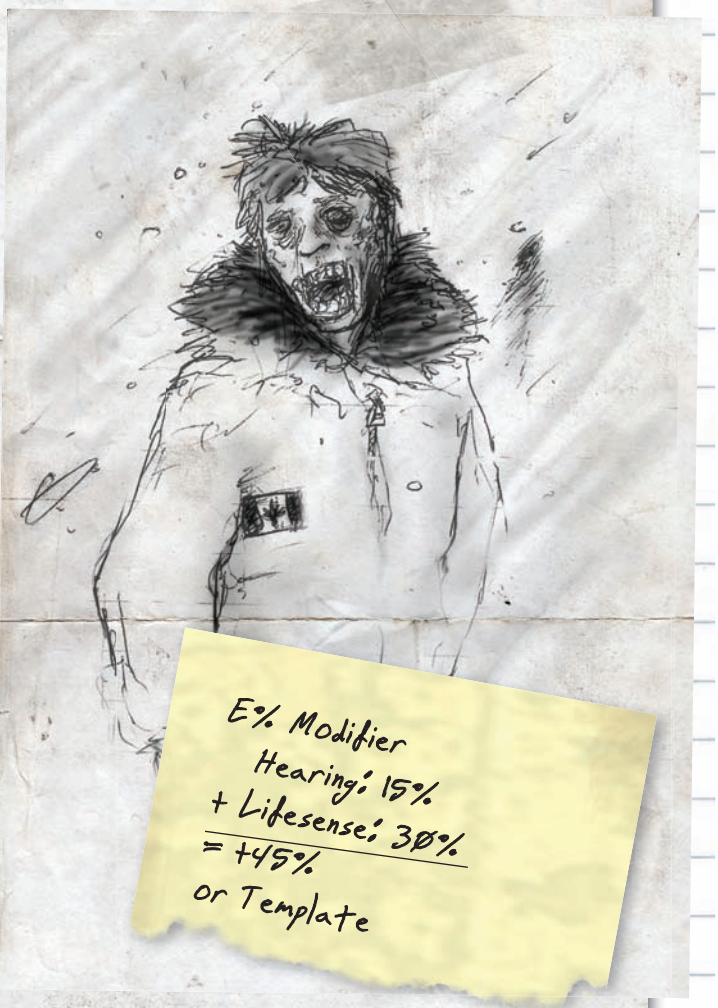
or Template

Frozen

A zombie that is exposed to extreme colds or someone infected with the virus and meets their ultimate end due to cold will become one of the Frozen. These are slow even by the standards of zombies, but it brings with it increased stamina as the virus has slowed significantly by extreme cold. They are also far more frightening in appearance as their features are frozen and expressionless, caked with frost and ice crystals but with moaning still emerging from their mouth, frozen open in horror. Once zombies of this kind thaw, their muscle tissue takes severe damage as the ice crystals that have built up within them rapidly cause once frozen tissue to fall apart.

Type: Standard/Template
Size: 1
Attack: 10
Strength: 4d6+2 (15)
Damage: d6
Defense: G - 0/R - 0
Virus: special
Speed: medium (Lv. 3)
Perception: medium (Lv. 3)
Sense: H/L

Special:
Bane (Fire) - zombies of this kind are very vulnerable to heat and fire, so all Lethalities of 'Flame weapons' are increased by 10 when used against them.
Thaw - If these zombies thaw out for any reason, then they will have their strength reduced to 5 and their Speed changed to slow/slow.
Terrifying - Facing Frozen zombies is more nerve-racking than other kinds of zombie with the Difficulty of 'Will - Resist Panic' is increased by d3.
Frozen - Frozen zombies are less likely to transmit a virus with their bite because the majority of their body fluids are frozen, they will only transmit the virus if any 6 is rolled on their damage dice.



E% Modifier
Hearing: 15%
+ Lifesense: 30%
= +45%
or Template

Husk

A zombie that is subjected to intense dry climates resembles a walking mummy. Their skin becomes leathery and parched and their lips retreat from their mouth, leaving a constant skeletal grin. Their eyes are quickly dried, leaving empty sockets. They are particularly frightening to behold but they are slightly less dangerous as their dried and occasionally sand-blasted bodies are far more frail.

Type: Standard
Size: 1
Attack: 10
Strength: d6+1 (4)
Damage: d6
Defense: G - 0/R - 0
Virus: 1
Speed: slow (Lv. 2)
Perception: medium (Lv. 3)
Sense: H/L

Special:
Bane (Bludgeon) - The bodies of the husk zombie are very frail, so against them the Letalities of all 'Bludgeon' weapons are increased by 10.
Terrifying - A Husk is more terrifying in appearance as their withered bodies are more unnatural looking than even regular zombies. 'Will - Resist Panic' checks are increased in Difficulty by d3.
Dust to Dust - A character with a bludgeoning weapon that is either medium or long will treat all successful ZK% checks to knock a zombie prone as having killed the zombie.

E% Modifier
Hearing: 15%
+ Lifesense: 30%
= +45%
or Template

Crawler

A zombie that is somehow unable to walk is still a threat. As they feel no pain, and the circulation of blood is no longer required for animation, a zombie is still able to move by crawling on the ground. They are harder to detect but, for obvious reasons, they are extraordinarily easy to outmaneuver.

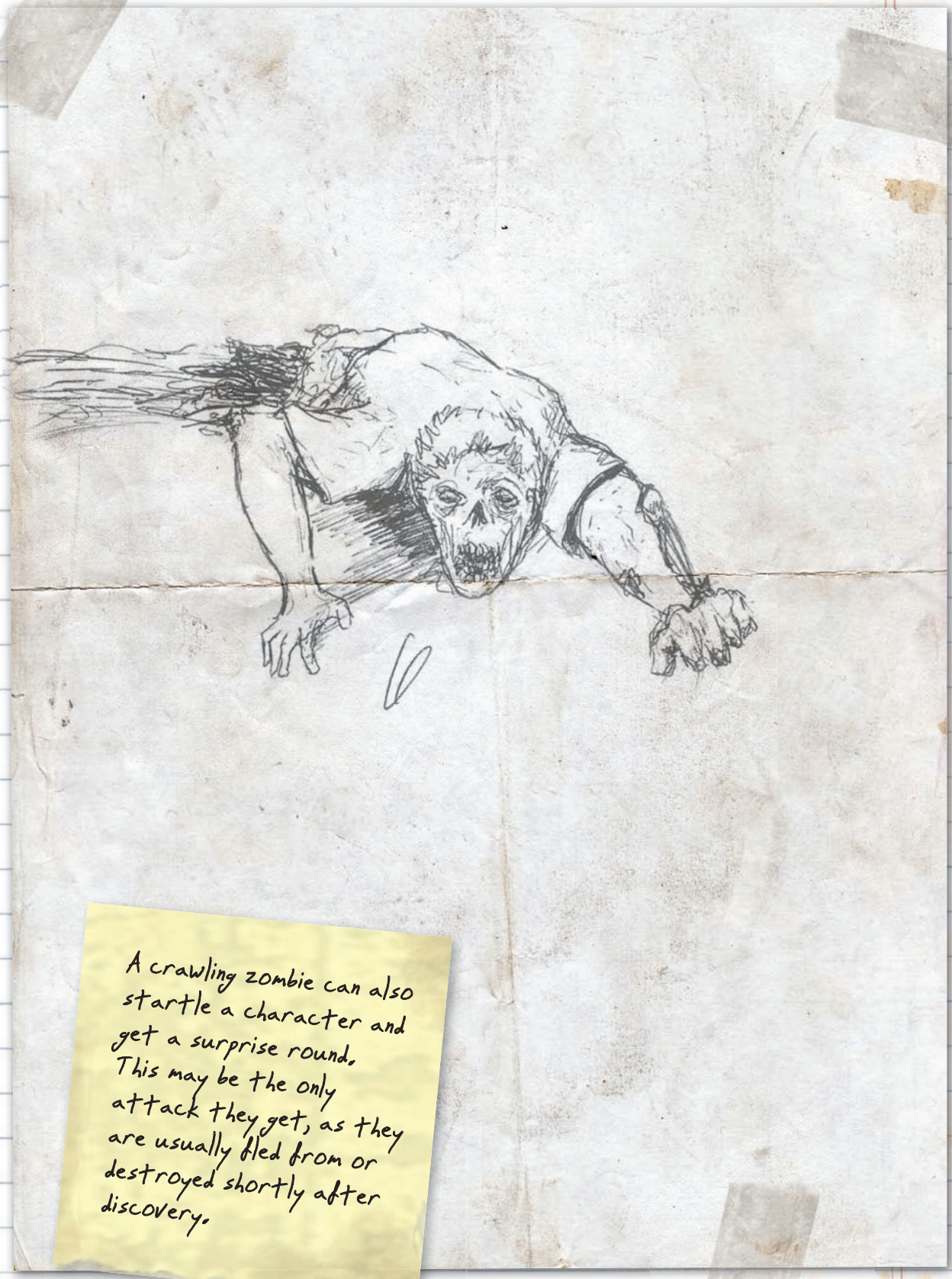
Type: Template
Size: 0
Attack: 10
Strength: d6+1 (4)
Damage: 2d6 damage
Defense: G - 1/R - 5
Virus: 1
Speed: very slow (Lv. 1)
Perception: medium (Lv. 3)
Sense: V/H/L
ZE%: Template

Special:

Laying Low - The 'Per - Spot' difficulty is increased by d3+1 to detect a crawler. This kind of zombie will always count as being 'Knocked prone' and as a result, a coup de grace attack can always be made against them. A zombie of this kind must add 6 to their d10 roll (with a maximum result of 10) to determine bite location if they are attacking an upright target.

Breach - Zombies of this kind cannot attempt 'Breach' checks of any kind, save perhaps to crawl through basment windows or sewer drains and the like.

Flee - Fleeing from crawlers does not increase Risk as they are unlikely to alert more zombies or have any chance of following the characters back to their Stronghold.



A crawling zombie can also startle a character and get a surprise round. This may be the only attack they get, as they are usually fled from or destroyed shortly after discovery.

Sleeper

Zombies characterized by lying in wait to conserve energy are called Sleepers. Given a period of prolonged inactivity in prey, they will collapse and remain dormant until they are startled and will be awakened. This means that survivors around Sleeper zombies must be extra careful as a pile of corpses can suddenly rise and become a small army of zombies as soon as they are near.

Type: Standard/Template
Size: 1
Attack: 8
Strength: d6+10 (13)
Damage: 1d6
Defense: G - 0/ R - 0
Virus: 1
Speed: medium (Lv. 3)
Perception: low (Lv.2)
Sense: H/V



Special:

Deployment - Sleeper Zombies are always deployed in the same room as the players during the beginning of a zombie encounter but they do not factor in the Perception of the zombie when determining how many zombies there are.

Panic - Encountering Sleeper zombies will require that the players take a 'Will - Resist Panic' check at the beginning of the Zombie Encounter.

Shhh! - Players moving at crawling speed will be able to avoid a Zombie Encounter with Sleeper zombies by making a 'Perception - Hide' check with the Difficulty equal to the Perception level of the zombie's Hearing.This will not increase the Time of the mission.This option cannot be chosen if players intend to search the same location.

E% Modifier
Hearing: 10%
+ Vision: 10%
= +20%

or Template

Glutton

A zombie that consumes almost its entire weight in flesh is characterized by a gigantic, distended gut. This is not uncommon; however, should a zombie already be that of a person who was extremely overweight in life then the result is a zombie that can weigh several hundred pounds.

Zombies that are gluttonous have had more than their share of flesh and will be able to muscle other, smaller, zombies out of the way so that they get even larger and more repugnant and dangerous, as they are able to add their crushing weight to their already considerable danger in close quarters.

Type: Unique
Size: 2
Attack: 5
Strength: 10d6+7 (35)
Damage: 1d6
Defense: G - 3/R - 1
Virus: 1
Speed: medium (Lv. 3)
Perception: medium (Lv. 3)
Sense: V/H/L
ZE%: Unique

Special:

Loud - Gluttons are easy to spot and hear so all difficulties to detect them are reduced by d6.This Difficulty penalty is reduced by 'Sustained noise' and other environmental modifiers that can disguise the thunderous footfalls of such a gigantic creature.

Huge - A Glutton is able to use their weight to aid them while grappling, so if the Glutton's opponent weighs less than 200 pounds then the glutton gets an additional +10 to Strength during that round of grappling.

Throwing their Weight Around - A glutton's damage roll will only cause Bite Wounds if the character being Grappled is Knocked Prone. If a Glutton is successful in their Grapple check, then the character must make a ‘Per - Balance’ check or be ‘knocked prone’ as a result of the Impact Wound from the Grapple. The character being knocked prone still counts as being in a Grapple with the Glutton.

Squishy - Gluttons are highly resistant to bludgeoning damage, and get an additional +1 to their Defense against bludgeoning weapons. Bludgeoning weapons do not get their bonus to knock a Glutton prone nor does a character get any bonus for attempting to knock a Glutton prone.

Evacuation - A glutton has an evacuation attack as described in the 'Horror trait' section except they use it if they win a Grapple check with 1 or more



A glutton may be a 'unique' zombie type, but several can be encountered. They are just few and far between as a glutton only arises from very very overweight people

Outrunning one of these fatties is a heck of a lot easier than sticking around and fighting one.

degrees of success instead of the normal 2 or more. They can do this attack repeatedly, not just once. It also reduces BR% by 5d6 instead of 3d6 even though the Glutton has Medium Perception (lv.3).

Gutted - If during grapple a character uses a slashing weapon defensively and loses, they will have sliced the gut open of the glutton and will immediately be covered in their innards. Automatically apply an Evacuation attack. Such is the volume of fetid fluid, that it increases Viral by d3 instead of just 1. Once a glutton has been gutted, it will no longer be able to perform its Evacuation attack. A glutton can only be gutted once.

Top Heavy - If characters manage to knock a glutton prone, then it is down for 1d3 turns instead of the normal turn.



Banshee

A banshee is a wailing, tortured spirit that haunts a family. A special type of shrieking zombie is named after these ghosts. Banshees are zombies whose wail is so piercing and loud, that those who hear it feel as if their soul is rattled. As horrifying as it is for the living to hear, it also has the unfortunate side effect of alerting more zombies as the shrieks and moans carry over large distances.

Type: Unique
Size: 1
Attack: 10
Strength: (4d6+2) 20
Damage: d6
Defense: G - 0/R - 0
Virus: 1
Speed: medium
Perception: medium
Sense: V/H/L
ZE%: unique

Special:
Horrifying - All characters in a Zombie Encounter with a Banshee will be forced to make a 'Will - Resist Panic' check or be 'Panicked'.
Panic - All 'Will - Calm Self' and 'Empathy - Calm Other' checks made during encounters with Banshees will have +3 modifier to Difficulty.
Wail - Zombie encounters with banshees will have a decreased Encounter Length due to them actively calling more zombies to them. Banshees will decrease the Encounter Length by d3 to a minimum of 1 until the banshee is destroyed.



Ghoul

This zombie is the closest thing to an actual predator among zombie kind. They are highly perceptive and voracious killers with their normal zombie moan turned into a savage growl. They are able to run as fast as they could in life... a far cry from their shambling cousins. It is unknown as to what makes this kind of zombie come to be. Thankfully, these zombies are the first to expire naturally as the heightened strain they put on their already dead bodies wears the muscle tissue down in the matter of a few weeks, whereas other zombies persist for years at a time. Depending upon the outbreak scenario though, a zombie that is biologically alive and eats for sustenance will often be of this sort. In this case, they are affected by the same sort of crowd control that the living do. A zombie that actually eats for sustenance will persist as long as there is food around, which is a prospect that is beyond frightening.



Type: Standard/Unique
Size: 1
Attack: 20
Strength: 8d6 (25)
Damage: 2d6
Defense: G - 2/R - 2
Virus: 1
Speed: fast (Lv. 4)
Perception: high (Lv. 4)
Sense: V/H/S
Special:

Biologically Alive - This sort of zombie is biologically alive as described in the 'Horror trait' section. Their increased Peception is already included in their profile.
Terror - A Ghoul is far more frightening than a typical zombie. Fighting them, even with ranged attacks incurs an increase to the Difficulty of 'Will - Resist Panic' by d3.
Vicious - A ghoul is 'vicious' as described in the Horror trait section. The extra die of damage is already included in their profile.
Pounce - Ghouls are able to 'pounce' as described in the Horror trait section.

E% Modifier
Vision: 20%
Hearing: 20%
+ Smell: 20%
= +60%

Chamberlain

Zombies are sometimes found close to or near the place they worked when they were alive. As a result, they are often found with keys or ID cards that allow access through the security that is in place in those buildings. The Chamberlain is a special exception that for one reason or another has unparalleled access to that building. These were typically janitors, maintenance workers, security guards, landlords or higher ranking people in the company.



Type: Template
Size: 1
Attack: as Standard
Strength: as Standard
Defense: as Standard
Speed: as Standard
Virus: as Standard
Perception: as Standard
Sense: as Standard
ZE%: Template

Special:

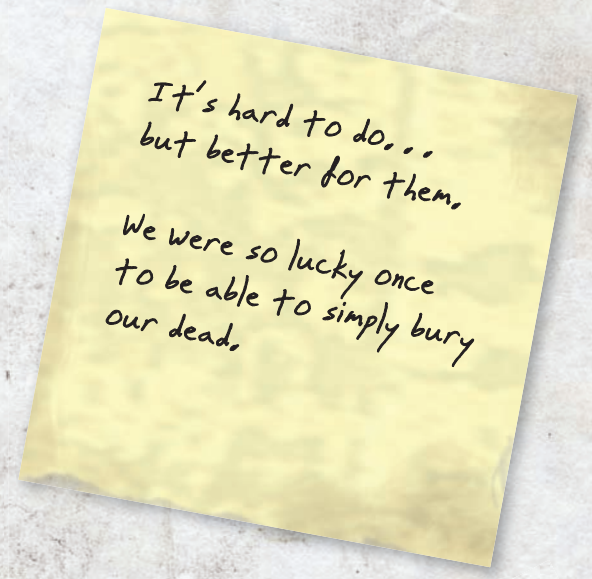
Keeper of the Keys - A zombie that is this kind will have enough keys on their person to allow someone access to any locked room in the building they are found in or a building nearby. When performing a 'Per - Search' action after combat with a chamberlain then a character may add +20% to their Perception for any one check. This bonus can be held onto and used until the player or GM sees appropriate.

Familiar Face

This zombie was once a close friend/lover/etc. of one of the players. A person is far less likely to take down a zombie if it was once someone they knew. For this reason they are more difficult to kill for purely psychological reasons.

Type: Template
Size: 1
Attack: as Standard
Strength: as Standard
Defense: as Standard
Speed: as Standard
Virus: as Standard
Perception: as Standard
Sense: as Standard
ZE%: Template

Special:
Familiar Face - Someone who once knew the zombie pre-affliction will have to pass a Willpower check in order to attack the zombie with 1d6+3 increased difficulty. This is added on to any other 'Will - Resist Panic' checks that need to be made to fight the zombie.Characters that kill this kind of zombie will have the Stronghold's Morale reduced by 1.



Urchin

Some of the most unsettling kinds of zombie that exist are those of young children. Children who are exposed to the zombie virus succumb far more quickly as their bodies are smaller and their immune systems typically weaker. Places where children are found in large numbers, such as schools and amusement parks, are host to this kind of zombie.

As time goes on, they will be assimilated with the rest of the zombie horde that will scour the surrounding territory and strip it of all life, no different from their larger counterparts. The significant drawback to fighting these kinds of zombies, besides the obvious psychological strain of having to crush the skulls of children, is their small size. They are remarkably hard to hit and coupled with a person's natural inclination not to want to shoot (let alone hit) a child they are especially dangerous.



Type: Template/Unique
Size: 0
Attack: 5
Strength: d6 (3)
Damage: d6
Defense: G - 1/R - 2
Virus: 1
Speed: fast (Lv. 4)
Perception: medium (Lv. 3)
Sense: V/H/L
ZE%: Template

Special:
Child Abuse - Those wishing to attack an Urchin will have to pass a 'Will' check at Difficulty 2 or fail an Empathy check or the Defense of the Urchin is raised from G - 1/R - 2 to G - 3/R - 3. If several of these kinds of zombie are killed by a character, then they will have to pass a Willpower check (Difficulty set by GM) to see if they crack under the strain. If they fail, then they will be unable to participate in the next mission and the Stronghold will lose 1 Morale.



They're not children... not anymore.

Vampire

One of the most rampantly abused figures in popular culture, the vampire is basically a sentient undead who is bound by physical limitations due to their vampiric nature. Because everyone's version of vampires makes them superhuman in some way and individually more powerful than mortal humans, the kind of vampire that we will focus on is the one that will be more akin to survival horror.

Type: Standard/Unique
Size: 1
Attack: 25
Strength: 6d6 (20)
Damage: 2d6
Defense: G - 1/R - 2
Virus: 1
Speed: fast (Lv. 4)
Perception: high (Lv. 4)
Sense: V/H/L

Special:
Advanced Weaponry - Vampires are able to use advanced weaponry as described in the 'Horror traits' section.
Sentient - vampires are sentient as described in the Horror traits section.
Vicious - The additional damage die is already included in their profile.
Aversion - garlic, sunlight and religious iconography.
Creatures of the Night - Missions taking place at night will add +d3 to Risk instead of 1 per Time. Also, 'All Out Defense' missions against vampires will always take place at night. Vehicles used for daylight missions do not add to Risk when making Trailing Zombie rolls. If found during the day, they follow the same rules as 'Sleeper' zombies.

E% Modifier
Vision: 20%
Hearing: 20%
+ Lifesense: 40%
= +80%

The Beasts

One of the Mutable Laws of Zombies is that the zombie virus harms only humans and only turns humans into zombies. While it is even more a departure into the implausible, animals becoming zombies adds another dimension of fear as they pose unique threats.

Encounter (E%) and Beasts

The GM can determine that a successful E% results in Beasts opposed to human zombies. A GM can set how many degrees of success an Encounter check must be successful enough to deploy Template zombies in order produce a Zombie Encounter with Beasts. Alternatively, a GM can deem certain areas to be the habitat of such monsters and that any successful E% they make will result in encounters with zombie Beasts.

It is possible for players to run Outbreak Scenarios without any Beasts or alternatively to be run with ONLY Beasts.

Beasts and Special Attacks

Zombie beasts often have multiple kinds of attacks. The number of degrees of success in their grapple checks will indicate which attack is delivered. The number of degrees of succes (DoS) required will be alongside the entry that describes the kind of attack as well as how much damage the attack will inflict. Note that the number of damage dice rolled is static and not influenced by the degrees of success of the attack roll. If no special attack rolls are indicated, then the beast only has one kind of attack and there is no need to differentiate between their attacks. In this case, the damage dice rolled is equal to the degrees of success of the grapple check as normal. The amount of damage the beast inflicts will be listed alongside their Strength entry.

Hellhound

Among the most dangerous infected creatures are zombie canines. Being reduced to creatures of pure instinct, even domestic, docile breeds will attack people with the ferocity of starving timber wolves. Some dog breeds are more threatening than others due to sheer size and muscle structure. A zombie Chihuahua will be far less of a threat than a zombie Pit Bull. It will be the larger and more dangerous varieties that are covered by this profile.

Type: Standard
Size: 0
Strength: 10 (d6 damage)
Defense: G - 0/R - 2
Virus: 0-1
Speed: fast (Lv.4)
Perception: high (Lv. 4)
Sense: V/S/H

Special:

Scent - When determining ZE% with hellhounds, add 10% per level of Perception for the 'Smell' sense instead of the normal 5%.

Hunt in Packs - when encountering hellhounds, the number is equal to how many zombies would normally be encountered +d6. They will not enter encounters already taking place with human zombies. E% that are only successful because of the added 'Scent' bonus will result in an encounter with hellhounds only.

Track - Fleeing a Zombie Encounter with hellhounds will increase the Difficulty of the subsequent 'Per - Navigation' check by 1.



E% Modifier
Vision: 20%
Hearing: 20%
Scent: 40%
= +80%

Hellcat

Infected hunting cats are dangerous due to their innate stealth. Hellcats are extremely hard to hit due to their small size. Even housecats can make dangerous opponents, but lack their larger cousins' powerful bite and claw attacks.

Type: Standard
Size: 0
Strength: 20
Attacks: 0-2 DoS (claws, d6 damage)
3+ Dos (bite, 2d6 damage)
Defense: G - 0/R - 3
Virus: 0-1
Speed: fast (Lv. 4)
Perception: high (Lv. 4)
Sense: V/S/H

ZE% Modifier
Vision: 20%
Hearing: 40%
Scent: 20%
= +80%

Special:
Attacks - Claw attacks do not transmit the virus and count as slashing weapons.
Hearing - Hellcats have superb hearing. For the Hearing sense, add 10% per Perception level when determining the ZE% instead of the normal 5%.
Silent - Characters make 'Per - Spot' checks against hellcats at +3 Difficulty.
Pounce - Hellcats have the 'Pounce' horror trait, which they use if their target fails their 'Per - Spot' checks.
Pussycat - Housecat varieties ('Size: 0' varieties) of hellcats do not have a bite attack, do 1 claw damage and have Strength of 1. They do benefit from an increased defense of G - 0/ R - 5.



Taking this was probably the most terrifying thing I've ever done.

Connor Daigneault (order #4070166)



Nightmare

A reanimated horse is truly fearsome, combining speed with strength. Turned against the living, a horse has the ability to trample and attack several humans before taking enough damage to bring them down. If the spine and brain are the weak spots on a human zombie, then a zombie horse has the additional defense of size, toughness, and speed to the already present resilience of the zombie's body.

Type: Standard
Size: 3
Strength: 45
Attacks: 0-2 DoS (kick, special)
4+ DoS (bite, 2d6 damage)
Defense: G - 5/R - 5
Virus: 1
Speed: fast (Lv. 4)
Perception: medium (Lv. 3)
Sense: V/S/H

E% Modifier
Vision: 15%
Hearing: 15%
Scent: 15%
= +45%

Special:
Large - It is impossible to grapple with a nightmare normally. Defensive weapons may not be used against a nightmare. Nightmares cannot be Knocked prone by human-sized opponents.

Kick - Characters that are 'kicked' must make a successful Perception check to avoid the crushing hooves and heaving muscle mass of the nightmare's body. Failing this check will cause the character to take 1d6 damage per degree of failure of the Perception check. Wounds of this kind are considered Impact Wounds.

Vehicles - Light and medium vehicles or any vehicle with a Size less than 3 will automatically take 1d3+1 damage points upon impact with a nightmare.

Raptor

Infected predatory birds such as hawks, falcons and ravens are rare as there is usually too little body mass to prevent full consumption before the virus is transmuted to them. Raptors are usually infected by eating infected carrion or are near the primary source of the outbreak, so infected predatory birds are indicative of proximity to the epicenter. They are extremely hard to hit due to their ability to fly and small size. Their largest threat is their ability to detect people and making noise that can alert zombies to their location.

Type: Standard
Size: 0 (special, swarm)
Strength: 5 per Size as indictated by the 'Swarm' rule
Attacks: special
Defense: G - 0/R - 2
Virus: 0-1
Speed: very fast (Lv. 5)
Perception: high (Lv. 4)
Sense: V/H

Special:

Flight - Raptors are capable of flight, and as such are only reachable by melee attacks when they dive to attack a character.

Swarm - Raptors are not dangerous unless encountered in large numbers. Roll (d3 + OL) when the encounter begins, this will be the 'Size' to determine the number of successful ZK% needed to destroy the Raptor swarm.

Damage - The collective pecking of Raptors will only do 1 Damage per Size of the swarm. Defense, however, does not reduce damage characers take.

Vision - A raptor has superb vision. When determining the ZE% with Raptors. nearby, add 10% per level of Perception for the Vision sense as opposed to the normal +5%.

Alert - A successful ZE% check using the above mentioned 'Vision' bonus will cause 1d6 more zombies to enter the encounter than normal along with a swarm of Raptors. This will continue each time a successful ZE% is passed until all the raptors in the encounter are killed.

Flee - Characters in a zombie encounter when only Raptors remain do not need to make checks to see if they are able to flee. They can automatically flee the encounter if they wish.

Pursue - Fleeing a zombie encounter with raptors will cause them to follow you, continuing to add their 'Vision' bonus to subsequent ZE% rolls and their Alert bonus to the number of zombies players encounter as long as players move in plain sight. Hiding in buildings will not cause them to go away. The raptors will simply wait outside and make noise. This negates

the benefit of Resting/Laying Low by allowing Zombies to still use their 'Listen' sense even if the characters do not move or perform any actions during periods of Time. Zombies still may not use their Vision sense, however.

Dive Attack - A character only gets a single melee attack against a Raptor swarm as it comes in to dive attack, even if the character is allowed more.

Bane (Flame Weapons, Shotguns) - These are bane weapons against Raptor swarms.

Resistance (Rifle Weapons, Bows/Crossbows, Piercing Weapons) - Only an Attack with 3 or more degrees of success will count as a successful ZK% against Raptors when using thee weapons



E% Modifier
Vision: 40%
Hearing: 20%
= +60%



Simian (lesser)

Apes that are infected pose an unusual threat and thankfully an uncommon one, even in their native habitat. A Lesser Simian comprises those apes that are smaller and nimbler. These take the form of spider monkeys, rhesus monkeys or chimpanzees. They are not particularly strong, but they are capable of climbing which sets them apart from most infected organisms. It is because climbing is instinctual and so integral to a monkey's existence and because of constant use in life that even reduced to its basest level of operation, a zombie simian is capable of climbing. They are, thankfully, nowhere near as nimble as they were in life.

Type: Standard
Size: 1
Strength: 20 (d6 damage)
Defense: G - 1/R - 2
Virus: 1
Speed: fast (Lv. 4)
Perception: high (Lv. 4)
Sense: V/S/H

Special:

Climb - Lesser Simians are capable of climbing over obstacles and barricades that a normal human zombie would never be able. Their Speed is greatly reduced, but they are still capable of pulling their own weight up while maintaining enough agility to keep from falling down. They get a +20 bonus to Strength to make any checks that involve climbing, but while climbing, their Speed is reduced to slow/slow.

E% Modifier
Vision: 20%
Hearing: 20%
Smell: 20 %
= +60%



Simian (greater)

A great ape is rather docile in life; however, once infected they become awesome beasts comprised of slabs of muscle and thick heavy bone structure. They lack their smaller cousins' ability to climb, but they more than make up for it in strength.

Type: Standard
Size: 2
Strength: 45 (2d6 damage)
Defense: G - 2/R - 0
Virus: 1
Speed: medium (Lv. 3)
Perception: high (Lv. 4)
Sense: V/S/H

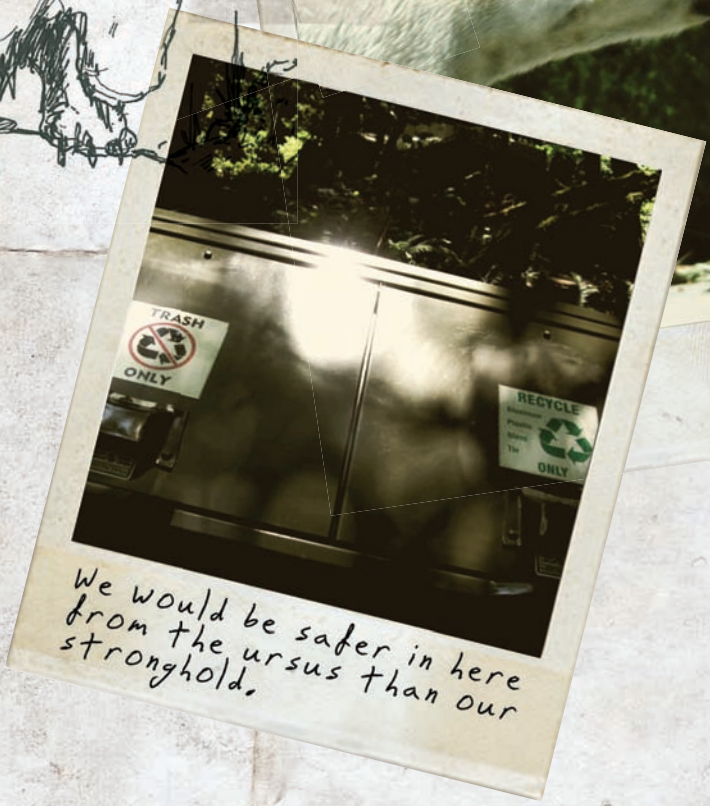
E% Modifier
Vision: 20%
Hearing: 20%
Smell: 20 %
= +60%

Special:

Grapple - Due to their long, powerful arms, it is difficult to grapple with a greater simian. A character will only be able to use defensive weapons normally if they pass a Perception check. This does not apply to pistol weapons used Defensively, which can be used normally.







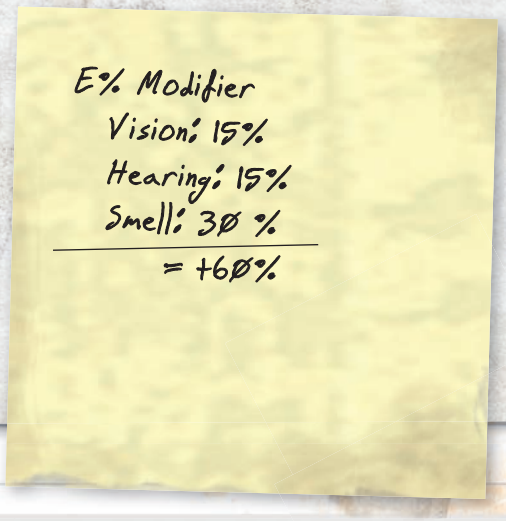
We would be safer in here from the ursus than our stronghold.

Ursus

Thankfully rare, zombie bears are war machines made of muscle and bone. Bears are extraordinarily difficult to kill even while alive. Being unable to feel pain the way zombies do makes them almost completely indestructible. Your best chance at surviving is running and avoiding detection. The version here is that of a larger variety of bear with Black Bears making the smallest of the threatening variety and Kodiak Bears (obviously) being the largest.

Type: Standard/Unique
Size: 3
Strength: 80
Attacks: 0-4 DoS (maul, 2d6 damage)
5+ DoS (bite, 10d6 damage)
Defense: G - 8/R - 8
Speed: fast (Lv. 4)
Perception: medium (Lv.3)
Virus: 1
Sense: V/S/H

Special:
Very Tough - Bears in general shrug off small arms fire, with some bullets unable to even penetrate the skull. They are immune to anything under .45 cal, shotguns and short to medium bludgeoning, piercing and slashing weapons.
Fearsome - Grappling with an Ursus will almost certainly be instant death.and so a character will automatically Panic if they spend more than one round in close range with an ursus.
Attacks - Maul attacks count as Slashing attacks. Bites count as Piercing and Slashing attacks.
Scent - The Ursus can track by scent. When determining the ZE% with the ursus, add 10% per Perception level for 'Scent' instead of the normal +5%.
Large - The Ursus cannot be 'Knocked prone' nor can a 'Coup de grace' be delivered on them.



Titan

A Titan represents the largest and most powerful of the land animals that have been infected with the zombie virus: the hippopotamus, the rhinoceros and the elephant. They all are tough beyond comprehension and are next to impossible to kill. Facing one down is dangerous enough when they are alive. Being unable to resist attacking a living creature in addition to possessing zombie resilience makes them monsters of absolute horror.

E% Modifier
Vision: 15%
Hearing: 15%
Smell: 30 %
= +60%

Type: Standard/Unique
Size: 4
Strength: 100
Attacks: 0-1 DoS (Ram, special)
2-4 DoS (Trample, 2d6 damage)
5+ DoS (Crush, special)
Defense: G - 12/R - 12
Virus: 1
Speed: medium (Lv. 3)
Perception: medium (Lv. 3)
Sense: V/S/H

Special:

Very Tough - These varieties of animal in general shrug off small arms fire with some bullets unable to even penetrate their skin. They are immune to anything under .45 cal, shotguns and short to medium bludgeoning, piercing and slashing weapons.

Fearsome - Grappling with a Titan will almost certainly be instant death and so a character will automatically Panic if they spend more than one round in close range with this beast.

Attacks - Trample attacks count as Bludgeon attacks and double the damage roll if they charged the same turn they attack. Rhinoceros varieties of Titan count trample attacks as both Piercing and Bludgeoning attacks. For hippopotamus Titans, bite attacks count as Piercing and Bludgeoning attacks.

Scent - Titans can track by scent. When determining the ZE% with them, add 10% per Perception level for 'Scent' instead of the normal +5%.

Large - The Titan cannot be 'Knocked prone' nor can a 'Coup de grace' be delivered on them. Defensive weapons have no effect on them when determining the results of grapple checks. If characters are stuck in grapple range with a Titan for more than one turn, then the Titan gets a single Crush attack against one character in melee range after making its regular attacks. Characters positioned behind the Titan cannot be targeted with a crush attack.

Ram - With a broad swipe, the Titan knocks back all characters in grapple and melee range. Characters must pass a Perception check or be Knocked prone and take 1d6 damage that counts as an impact wound. Rhinoceros varieties will instead count a ram as having caused a Flesh wound and will cause 2d6 damage instead of 1d6.

Crush - Whether by a powerful gore by horn or tusk, trampled underfoot, or a bite with mighty jaws, one character is impaled or crushed. Characters targeted by a crush attack must immediately pass a check using their Bite Resist % or be killed immediately. Other characters nearby must make a 'Will - Resist Panic' check at a Difficulty of d6+2 if this happens.

Aquatic - The hippopotamus version of the Titan is able to swim in water and can hide there for prolonged periods of time, especially considering that an infected hippo may not need to breathe anymore. Spotting a hippopotamus Titan while submerged will increase the Difficulty by 4. Hippo varities also do not have a ram attack if submerged.

The Living

What is perhaps more frightening than the prospect of being eaten by zombies is being the victim of a frenzied mob or a sadistic opportunist. As dangerous as the undead are, they are nothing compared to the threat that a human can pose.The Living have Empathy values which means, unlike zombies, they can be reasoned with. Anything that is living can be affected by crowd control and other devices that use pain as a deterrent.

The Living Encounter

Encounters with the Living will allows more options than Zombie Encounters. Upon an E% roll indicating an Encounter with the Living, you may take the same options as you would a Zombie Encounter, in that you can flee or hide. Players should be made aware that it may be more beneficial to explore the other unique options to an Encounter with the Living that fighting or fleeing from them.

Diplomacy (Method)

As touched on earlier in the description of the actions, an 'Emp - Diplomacy' check will allow interaction with the Living, adding the Empathy of the Living to your own to determine the percentage value of the ‘Emp - Diplomacy’ check. Most checks that require an ‘Emp - Diplomacy’ check will have an additional method listed, such as ‘Emp - Diplomacy (Command)’. This means that the particular action calls specifically for an ‘Emp - Diplomacy (Command)’. If no such specification is made, then any kind of diplomatic method can be used.

Also, if several types are listed, that means that any of the options presented as a method of diplomacy will suffice, but their actions should reflect it. Using ‘Emp - Diplomacy (Plea)’ is far different than attempting to use ‘Diplomacy - (Intimidation)’ to get your point across.

How it affects each type of Living is dependant upon what you are encountering. A general description of the Diplomacy actions are as follows:

Ask/Command

This is giving orders or demanding action from another. They are generally only successful when given to those under your care.

Determine Motives

This allows a character to deterime what the motives are of the Living they are encountering. This will allow a character to make other Empathy checks with greater ease. If an 'Emp - Diplomacy (Determine Motives)' check is made, decrease Difficulty of all Empathy checks made to the same target for the remainder of the Encounter.

Coax/Lie
This allows persuasion with the Living. They can attempt this with +10 to Empathy after a successful 'Emp - Determine Motives' against the same target. This is typically non-threatening in nature and may use misdirection.

Plea
A version of 'Ask/Command' that takes a passive role by admitting an inferior position of power. This is purely an attempt to play on the good nature of humanity.

Bribe/Barter
Attempting to barter services or an attempt to pay one's way through a situation. This is similar to Ask/Command only that a reward is offered. The effect that bartering with Value has will be listed in the entries themselves. Generally, the Difficulty is reduced or increased equal to the difference of the Value of items offered, depending upon who the difference favors. If the difference favors the person being requested, the Difficulty is reduced by 1 per Value of the difference. If the difference favors the player character, then the Difficulty is increased by 1 per Value of the difference.

Intimidation
By threat of violence or some other punishment, Intimidation attempts to frighten the opposition into submission. It is exploiting a superior position to get what you want. Occasionally the threat of violence from an outside source can be used to maintain compliance as opposed to being violent yourself. Weaponry often adds bonuses to this kind of diplomacy.

Combat and The Living
The attacker must use the appropriate Attack value in order to determine the percentage chance of a successful atttack against a target. If this check is successful, roll damage. Use this damage value to test against a player's Defense. If this check is successful, the target takes full damage and may have to test for pain. If the check fails, then the target is in Pain, otherwise the opponent absorbs the blow, but still takes damage.

The Living and Health
The Living encountered with an E% will have Health equal to their Strength, should combat with them ever take place.

Number of The Living in an Encounter
The nubmer of The Living in an Encounter will be listed in the entries themselves.

Panicked

A civilian who is driven to a panic is almost more dangerous than a zombie. The irrational thinking resulting from panic, coupled with the intelligence to use dangerous weapons is what makes them especially threatening. Occasionally, these will take the form of looters and frenzied mobs desperately trying to free themselves and/or their loved ones from peril.

Size: 1
Number: 2d6 - OL (minimum of 1)
Attack: special
Strength: 9-45 (4d6 + 5)
Defense: G - 1/R - 1
Speed: fast (Lv. 4)
Perception: high (Lv. 4)
Empathy: +6-36 (6d6)

Special:
Resources - A panicked mob will rapidly choke vital exit and entry points and strip any location of equipment. 'Per - Search' actions or any attempts to flee the encountner in locations where there are paniciked people will require combat with them or a successful 'Emp - Diplomacy' check of some sort.
Panic - A group of panicked will have -5 Empathy per Panicked in the encounter.
Pain - If all the panicked are in 'Pain' then the Encounter can be fled from without taking any 'Per - Navigation' checks.

A/C:	Difficulty +1 per Panicked	Plea	n/a
DM:	n/a	Bribe:	n/a
C/L:	n/a	Int:	Difficulty +1 per Panicked

n/a indicates that the method of diplomacy is not possible.

Shattered

Any person who is so off their rocker that they're more than willing to meet their end in as much blood and mayhem as possible is considered Shattered. Their psyche has taken so much damage that they are unwilling or unable to cooperate and are completely obsessed with their own goals. Most of the time someone becomes Shattered it is because of the magnitude of their personal loss. Be very afraid if that goal is the destruction of everything they see. While they share a lot in common with Vigilantes, they lack the fear that usually intimidates other living. They are nearly impossible to reason with on any level.

Size: 1
Number: 1
Attack: special
Strength: 9-46 (4d6 + 5)
Defense: G - 5/R - 3
Speed: fast (Lv. 4)
Perception: high (Lv. 4)
Empathy: +1-6 (d6)

Special:

With My Own Two Hands - Rarely do the shattered carry firearms. They are next to impossible to reason with, but on the extraordinarily off chance that you can reason with a Shattered, they will become a Survivor.

The End Is Nigh - Any failed 'Emp - Diplomacy (Coax/Lie)' roll will launch the Shattered into a death frenzy, sending him or her either to attack zombies till the Shattered die, or failing that, attack the characters.

Empathy - Typically the Shattered can be some of the more sympathetic Survivors. They will have their Empathy raised from their existing total by 7d6 if they ever become Surviors. They are more likely to see zombies as enemies rather than other living, but lacking zombies they will attack the living.

A/C:	n/a	Plea	no modifier
DM:	no modifier	Bribe:	n/a
C/L:	+2 Difficulty	Int:	n/a

n/a indicates that the method of diplomacy is not possible.





Survivor

This is basically the role that player characters play. Someone who is intent on survival and is looking to survive with as many people as possible. As a result, they are generally receptive, cooperative, and rarely hostile to outsiders unless they pose a threat to their existing leadership, or if they feel that they are being led into a death trap.

Size: 1
Number: d6 - OL (minimum 1)
Attack: special
Strength: 10-35 (5d6 +5)
Defense: G - 3/R - 3
Speed: fast (Lv. 4)
Perception: high (Lv. 4)
Empathy: +7-54 (7d6) +5 per Outbreak Level

Special:

Morale - The promise of safety and a positive spirit will make Survivors more likely to follow. An Empathy bonus of +5 per Stronghold Morale can be granted to persuade Survivors to return with you to your Stronghold.

False Promises - A character can lie and artificially increase their Stronghold's Morale by up to 3 for the sake of claiming the bonus to Empathy that the above 'Morale' rule offers. If this is done, no Morale is gained for bringing Survivors back and any 'Call-to-Arms' missions bonus cannot be claimed either.

Back To Safety - Each Encounter with Survivors will allow the players the option to abort their current mission in order to return to their Stronghold if they can make a successful 'Emp - Diplomacy' check.

Stronghold - A group of Survivors brought back to the Stronghold will increase the Population by 1. Remember that Population is a ratio, so a surviving group encountered in this way will rarely increase Pop by more than 1.

Something Special To Offer - A group of Survivors may have a talented individual in their midst. They will add +1 to either the Stronghold's Science or Culture in addition to the Population increase.

Threatened - A Catastrophe in the 'Emp - Diplomacy' check will make Survivors hostile towards the player characters and will behave as Vigilantes.

Just Passing Through - Survivors may not want to follow you, but may have no hard feelings towards your group. They will be willing to trade or offer information. A character may attempt to barter with such survivors. Items with 'Value' can be exchanged pending a 'Emp - Diplomacy (Bribe/Barter)' check under the normal rules. What a

Survivor has and in what quantity is up to the GM. A GM may want to have such a resource catalog on hand in order to determine what a wandering Survivor group may have available, listing the assigned Value of the items they carry. A GM can also grant bonuses or waive certain prerequisites for Missions that require visiting certain areas or specific events to occur. This represents the benefit of the Survivors' knowledge being passed along to the player characters. This bonus can also be contingent on the Value of any items the player characters happen to gift the Survivors.

Highway Robbery - Players can rob the survivors they encounter of all their belongings. This obviously requires an 'Emp - Diplomacy (Intimidation)' check. Success will reduce all player's Empathy by 1d3 and will grant 1d3 Resource per encountered survivor. Increase Risk by 1 as well, as you will have made enemies.

A/C:	see 'Morale'	Plea	no modifier
DM:	no modifier	Bribe:	normal Bribe/Barter rules
C/L:	see 'False Promises'	Int:	see 'Highway Robbery'

Vigilante

Every Survivor's nightmare: a Vigilante is a selfish opportunist who is usually well armed and is intent on hijacking, kidnapping, robbery, murder, extortion and all things negative about humankind. They typically very well armed, usually much more than you, which is a fact that they are more than willing to exploit.

Size: 1
Number: 2d6 - OL (mimimum 1)
Attack: special
Strength: 9-45 (4d6 +5)
Defense: G - 3/R - 3
Speed: fast (Lv. 4)
Perception: high (Lv. 4)
Empathy: +2-12 (2d6)

Special:

Armed And Dangerous - A vigilante will nearly always be armed with some sort of firearm.

Highway Robbery - A vigilante will respond best to material goods in exchange for safety of the Survivors. The amount needed to even attempt a 'Emp -

Diplomacy (Bribe)' will be items with a combined Value of 1d3 +2 per character in the encounter. The items with the highest Value must be surrendered first, even if greater than the 1d3 +2. To try and negotiate to avoid losing a specific item in favor or another will require a 'Emp - Diplomacy (Plea, Coax) with a Difficulty equal to the Value of the item being withheld from the vigilantes.

Degrees Of Success - A character will need to surrender 1 less Value worth of equipment per degree of success in the 'Emp - Diplomacy (Bribe) check. A headshot will allow a character the option to allow a character to make a Coax/Lie check at +25 Empathy. Succeeding in this will prevent the loss of any equipment. Failing in that check will require that only a single item of the greatest Value be surrendered.

Degrees Of Failure - A character will need to surrender an additional Value worth of equipment per degree of failure in the 'Emp - Diplomacy (Bribe)' check. A catastrophe will require that a character give the vigilante everything they have.

Coax/Lie - A failed 'Emp - Diplomacy (Coax/Lie) will require a character to surrender additional items to the Vigilantes a equal in Value to the degrees of failure of the check.

Picking A Fight - A failed 'Emp - Diplomacy (Intimidate)' check will result in combat with the vigilantes. A successful one will allow you to either rob the vigilantes yourself for 1d6 Resource without restriction to specialization or rarity or to turn them into Survivors.

Risk - Fleeing combat with vigilantes will increase the Risk of the mission by +1d6 as the characters are in danger of leading them back to your Stronghold.

Just Trying to Get By - Encountering vigilantes in Outbreak Level 4 will result in vigilantes that are simply forced into robbery to eat. Food is as valuable a commodity as any item and as a result can be bartered for first before items of higher value without penalty or requiring checks.

On Your Way Now - Vigilantes will leave the encounter after a successful Empathy check by the characters or by paying the items they demand.

A/C:	n/a	Plea	+2 Difficulty
DM:	no modifier	Bribe:	special
C/L:	+1 Difficulty	Int:	+4 Difficulty

n/a indicates that such an method of diplomacy is not possible.

Chapter 6

Combat



Damage and Ranged Combat

Ranged combat is combat done at a safe distance. This is the most preferred kind of combat against zombies because failing in this does not result in immediate grappling. A player can run away afterwards or ready another shot. The percentage chance is based on a character's Ranged Attack and the weapon's hitting power measured by their 'Lethality' which is altered by the distance for reasons of both power and accuracy.

Example: Rick fires 1 shot with a 12 Gauge Shotgun (Lethality 50/20/5) at a zombie at short range which has a 50ZK% chance of bringing a zombie down at that range.

Attack and Defense

The above mentioned example of Rick versus the zombie did not take into account other factors that can alter the chance a shot has of bringing a zombie down. The most common factors are the shooter's 'Ranged Attack' and a target's 'Defense'. The way this works is that the shooter adds their Ranged Attack to the Lethality of the weapon at the appropriate range. Each point of Defense will increase the Difficulty of a ZK% by 1 (5% per point). Using the above example, if Rick has a Ranged Attack of 10, then the chance a zombie will be destroyed from his shooting is boosted from 50% to 60% at close range. The formula to apply is:

Shooter's Ranged Attack + Lethality of Weapon = % chance of zombie kill (ZK%)

Rick fires 1 shot with a 12 Gauge Shotgun (Lethality 50/20/5) at a zombie at short range. The zombie has Defense of 3 because it is a former Riot Policeman and is wearing a helmet and protective gear. If Rick has a Ranged Attack of 10 then that means the chance of destroying this zombie with shooting is not 60% as previously indicated but 45% because the Weapon's Lethality plus Rick's Ranged Attack minus the target's Defense (Weapon Lethality 50 + shooter's Attack 10 - Defense value of 3 (-15%) = 45%).

Multiple Shots and Multiple Targets

It is extremely difficult to destroy a zombie with firearms, especially with small gauge ammunition, and a character will be sorely tempted to fire more than one shot in a round. A player is allowed as many shots as they are allowed by their weapon's 'Fire Control' (FC) value. Firing multiple shots may have a greater chance of bringing down a target by the sheer number of shots fired, but the individual shots are less accurate. Firing rapidly in a short period of time will undoubtedly decrease the chance of the individual shots striking the vital points of a zombie but will allow for more opportunities for it to happen.

Each additional shot fired in a turn increases the Difficiculty of a ZK% by 1 per shot (i.e. two shots equals 2 Difficulty, three shots equals 3 Difficulty, etc.).

Shooting at multiple targets will also decrease the chance of causing a kill. Each target past the first will increase the Difficulty by 1 for each target (i.e. 2 zombies equals +2 Difficulty, 3 zombies equals +3 Difficulty, etc.). When this is

combined with the previous rule of firing multiple shots, the penalties for shooting can stack up rapidly.

Lester fires 4 shots from his 9mm handgun (Lethality 15/10/5 FC: 4) at two zombies at close range with 2 shots each. He has a Ranged Attack of 20. The base chance of success of bringing each zombie down is 35% at close range, but because he's firing multiple shots at two separate targets the Difficulty is increased. Lester's original 35 ZK% has been reduced to a mere 5 ZK% chance of causing a kill per shot fired. Having fired 2 shots at each zombie he does, however make 2 checks per zombie to see if he kills them (2 targets at +2 Difficulty, 4 shots at +4 Difficulty).

This rule will seem harsh because as the shots and targets increase in number (which they inevitably will) the chance of killing an individual zombie decreases dramatically. This illustrates a very important aspect of defense against the undead: accuracy is far more important than rate of fire. When aiming, a single small gauge rifle round is far more likely to cause a kill than riddling a crowd of undead with panicky bullets from a machine gun or assault rifle. If the number of zombies you are trying to shoot at is so great that the penalties are making it impossible to bring any down, it may be a better tactic to run.
This also illustrates another important part of zombie survival: training and preparation are by far the best weapons. A weapon is only as good as the person wielding it. A player character with a high Ranged Attack will make excellent use of a firearm and can easily take a few penalties here and there. It is only when a person is unskilled that they have to rely heavily upon luck, which makes for a poor chance of survival.

Damage and Size

Most characters and zombies have a size of 1. This determines many things, but it also determines how much damage zombies take before they are destroyed. Zombies with a size of 1 will only require a single successful ZK% to destroy. For zombie and zombie subtypes that happen to have a size greater than 1, they be able to take more damage. A zombie with a size greater than 1 will require one successful ZK% per 'Size' before they will be destroyed (so 2 successful ZK% for 'Size: 2', 3 successful ZK% for 'Size: 3' and so on and so forth). The damage does not have to be done in the same turn.

Damage and (Size)

Some types of zombies require more successful ZK% made against them than their physical size may indicate. This means they are simply more resiliant without being larger. Their physical size will still be listed as a number in the Zombie entry, but the actual number of ZK% that need to be made against them will be listed in parenthesis alongside their physical size if such a distincition needs to be made, so the entry would read Size: 1 (3), meaning that it is Size 1 physically (making it average human sized), but for whatever reason requires 3 successful ZK% to be made against the zombie before it is destroyed.

These exceptions are rare, and typically involve zombies of the 'Unique' type instead of those that are considered 'Standard'.



Multiple shots and multiple targets with Flame Weapons and Explosives

Weapons that have the 'Flame Weapons' in their descriptor or have an explosive blast radius are designed to hit multiple targets. As a result they do not suffer from the penalties for multiple shots or multiple targets that regular firearms have. This represents filling an area with flame, or large bursts of fire and shrapnel. This is good to know because, these weapons typically have a low ZK% to begin with, unless the weapon is freakishly potent, such as a rocket launcher or a military grade flamethrower.

Other Factors

Often times, other factors are present that will alter the chance of success of shooting. These include but are not restricted to: Darkness, Smoke, Panic and Open Wounds. In most cases, the Environmental Difficulty modifiers will provide a useful guide to how checks are modified by the environment. If it not indicated by the rules, then the GM will have to alter the chance of success as he or she sees fit.



There was a fire that started downtown. In three days, the whole historic district was ash.

Damage

Damage is determined by rolling a set number of d6 listed in a weapon's or zombie's entry.The amount of d6 rolled is equal to the Damage entry for zombies or weapons, per degree of success that the attacker passes the check by. So if a weapon or zombie does 1d6 damage and achieves 2 degrees of success in their attack, they roll 2d6. If they were to achieve 3 degrees of success, they would roll 3d6.

If the Damage entry for a weapon or zombie is multiple dice, then that means that the weapon or zombie is especially deadly, rolling 2d6 or more per degree of success in the attack.

For the sake of opposed checks (like grappling) the degrees of success are determined by using the opponent's roll as a base for the d% necessary to beat. For example, beating your opponent's roll of 35 by your own roll of 56 will count as 2 degrees of success because 56 is greater than a full 20 higher than 35.

When determining how many damage dice are rolled, if the attacker beats an opponent by less than a degree of success, then they will still roll damage as if they rolled 1 degree of sucess. The damage will be reduced to that of an Impact wound, and in the case of zombies winning attacks in this way, they will be unable to make bite attacks so no BR% roll is necessary.

Damage and The Living

When determining the results of Ranged or Melee Attacks against The Living the 'Lethality' of the weapon doesn't factor in the same way it does with zombie targets. Instead of causing an outright kill, an attacker gets to roll a number of damage dice as indicated in a weapon's entry per degree of success in their attack the same way Zombies get to roll their damage after a successful grapple with a character. Because The Living are much more susceptible to injury, a character landing an attack against The Living will get to add bonus Degrees of Success equal to the 'tens' value of the weapon's Lethality at the appropriate range.

i.e. A firearm with a short range Lethality of 35 will add 3 bonus degrees of success when determining the amount of damage dice allowed to be rolled for making a successful attack with it.

Characters and the Living are allowed to roll what is indicated in the 'Damage' of their weapon for each degree of success in their 'Attack'. Remember, the Lethality of a weapon is not factored into the attack roll itself, but affects the amount of degrees of success a successful attack will have if successful.

If a weapon or tool does not have a 'Damage' entry, then the Damage is 1d6.

Melee Combat and Grappling

In this simulation, there is a difference between melee combat and grappling. The reason for this is that most zombies are incapable of melee combat and it represents a critical difference between the brain of the living and that of the zombie. The brain of a living person is capable of higher functions and is capable of outwitting a zombie. As a result of this, a person can place a well aimed stab or blow to the head that can stop a zombie before it gets too close. Grappling is effectively the only kind of combat a zombie can participate in and represents the grabbing and attempted bite from the zombie to the victim.



Melee Combat

Melee combat is worked out like ranged combat, except the opponent is in close range (1 to 5 feet away).

You add your character's 'Melee Attack' to the weapon's Lethality and increase the Difficulty equal to the target's Defense exactly the same way as ranged combat.

(Melee Attack + Weapon Lethality + Skill and Equipment modifiers) = Melee Attack % (MA%)

Melee Combat and FC

Some melee weapons, such as a bo staff, allow for a few quick strikes before the opponent gets too close. In melee combat, you take the same penalties for making multiple attacks just like ranged combat.

Melee Combat and Multiple Targets

Melee Combat can only be initiated against multiple targets if the weapon's FC is 2 or more. Like ranged combat, you take the same penalties for attacking more than one target as well as making multiple strikes.

Melee combat and Speed

Depending upon the Outbreak scenario, some zombie subtypes are so fast that the window of time in which to make a melee attack is much shorter. Consult the 'Zombies' chapter for details on what effects Speed has on combat.

Melee Combat and the Living

On occasion, a character may be forced to do melee combat with the Living. Unless it is a surprise attack of some kind, always count living opponents as having fast speed and high perception. To see if the melee attack causes a hit both sides roll d100 as if they were attacking a zombie opponent. If both sides are successful with a Melee Attack (or if both sides fail) then neither sides' attack lands, the attacker either missed or the defender blocked. Whoever is not successful will take damage as normal if the opponent is successful with their attack.

Multiple Combatants

Unlike ranged combat, melee combat may benefit from multiple attacks from multiple characters. The reason for this that while it takes a direct hit from bullets to take down a zombie, a collective assault can beat a zombie down and possibly kill it. This is the reason for the Intent phase. If multiple characters wish to attack the same zombie, then they combine their attacks against one zombie by adding their Melee Attacks and weapons' lethalities into a single roll against the zombie.

Alternatively, characters may adopt a strategy based upon what weapons they carry. For instance, a character armed with a baseball bat and a character armed with a machete can attack a single zombie. Due to the special rules of bludgeoning and slashing weapons, in the same turn the character armed with the baseball bat can knock the zombie prone while the other character armed with a machete can deliver a 'coup de grace'. This maximizes the effectiveness of both weapons (but requires a 'Will – Hold' check for the character with the machete as they are waiting until another character has completed their action to perform theirs). If this approach is taken, then all characters involved count as having killed the zombie.



Grappling

If a zombie is not killed after it has been in close range of a character, it will immediately attempt to 'Grapple' with the character. To resist, the player and the zombie make a grapple check. A grapple check is an opposed Strength check. Whoever has the highest result passes the check. If the zombie passes the check then the character will take damage equal to the amount of d6 indicated in the zombie's entry per degree of success minus the Defense of the character. The character will add the zombie's Virus damage to the character's Viral total as well. If the GM is using the alternative Viral method, then the losing character will count as having contracted the zombie virus at this time unless the 'Bite Resistance' of their protective gear prevents it. 'Bite Resistance' will be explained in the armor and protective gear section.

(Damage roll – Character's Defense) = Health Damage taken (minimum 1 damage taken)

Weight of Numbers

One roll is made per side to determine the overall result for opposed Strength checks. If multiple zombies or characters are involved, each side adds their combined Strength to a single roll per side adding their weight of numbers bonus. The weight of numbers bonus is equal to 5 per Size of the participant if there is more than one.

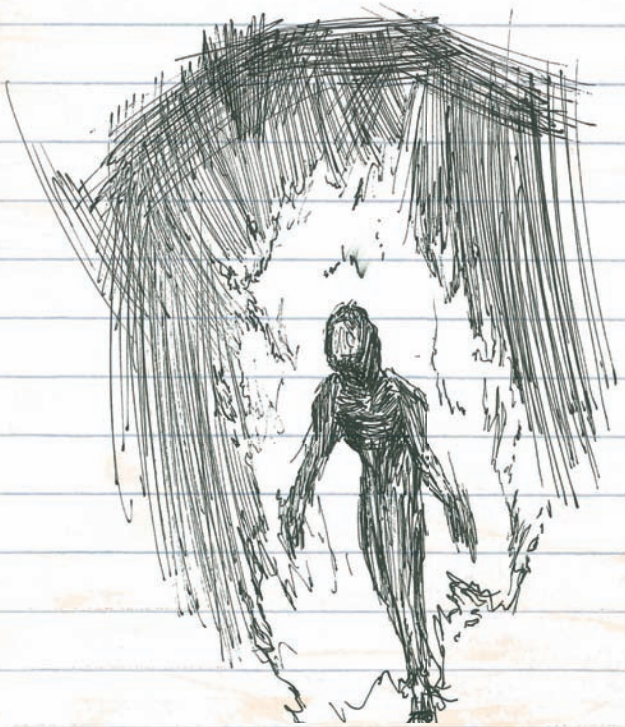
Example: Two childeren, Kevin and Cindy are trying to hold a door closed while three zombies on the other side try to burst in. Kevin has a Strength of 15 and Cindy has a Strength of 10 for a combined total of 25 with the weight of numbers bonus this is increased to 35 (S-Kevin 15 +S-Cindy 10 + Weight of numbers (2 participants) 10 = 35). Zombies have a Strength of 10 each, and since there are 3 of them the combined total is 30 with the weight of numbers bonus this is increased to 45. Each side rolls a d100 and adds their strength totals. Kevin

and Cindy get a 63, adding their combined strength plus weight of numbers bonus (35) the result is 98. The Zombies roll a 72, adding their strength total plus their weight of numbers bonus (45) the result is 117. Since the Zombies beat Kevin and Cindy, they are the ones who pass the Strength check and they shove the door open.

Strength checks and large numbers

When the number of participants gets higher, the d100 roll becomes less significant. If the combined number of participants are greater than 20, then add a d6 to each side per participant in addition to the d100.

Note: if zombies win a grapple check with less than a degree of success, then the zombie does not bite or deal damage. Remember, it's equal to the Damage entry of a zombie 'per degree of success'. If there are no degrees of success then no roll for damage is made. It does 1 point of damage per 'size' of the zombie and



the character and the zombie will have to make another Grapple check next turn instead.

If a character passes the check, then the zombie is shoved off of the character back into close range.

Winning a grapple check with more than 2 degrees of success will shove a zombie off and knock it prone. Winning a grapple check by more than 4 degrees of success will allow the character a free attack with their equipped weapon as well, as if they used a defensive weapon equipped during the grapple.

Bite Location

The result of a failed grapple check often results in a character being bitten, but depending on the kind of protection the character is wearing, a zombie may have bitten a less protected or more protected part. Roll a d10 and consult the below table for locations where a character can be bitten. Some results will result in extra damage or less damage being dealt. It will be up to the GM to determine the extent of the injury.

D10 Result for Bite Location

1. Neck	5-6. Right Hand
2. Shoulder	7-8. Left Arm
3-4. Right Arm	9-10. Left hand

Note: Unless the character who failed the grapple check is somehow 'knocked prone', crawling zombies (called 'Crawlers') instead made attacks against either the ankle (1-7) or leg (8-10).

Surprise Attacks

A surprise attack is by far the most effective kind of attack. The unfortunate thing is that it is effective for zombies too. While zombies lack the element of stealth, occasionally they do get the drop on unsuspecting people. Likewise, a zombie that is unaware of a character's presence will be much easier to dispatch.

Making a Surprise Attack

Any zombie that is not alerted to your presence can be Surprised. A zombie that is attacked while unaware of you will grant you your full attacks at melee range irrespective of the zombie's speed. Also, there is a bonus of +10 to the attacker's Attack for this round. Other than the full attacks change, all other speed rules apply. Usually this applies only to melee attacks, but at the GM's discretion, ranged combat can occasionally be Surprise Attacks, but those sort of attacks are usually covered by skills such as 'Marksman' so the bonus is already factored in.

Being Surprised

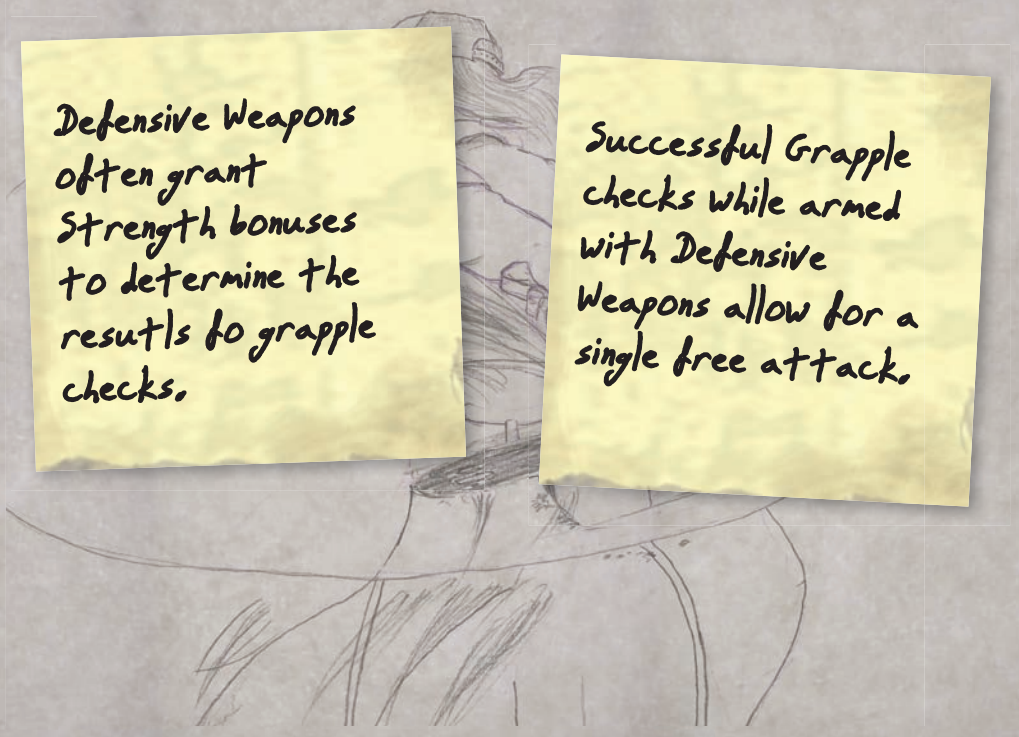
If a character is surprised, not only is a 'Will – Resist Panic' check required to see if a character keeps their nerve, they also forfeit their melee attacks and are immediately forced to grapple. Only defensive weapons that are currently equipped can be used. Zombies do not get any bonus to their attacks for making a Surprise Attack, the fact that they are able to get into grappling range without being noticed or attacked first is bonus enough for something that is as slow and ponderous as they are.

Defensive Weapons

Some weapons can be used 'defensively'. Weapons of this nature are easy to use at close quarters to increase a character's chance of fighting off attackers. If the character has quick access to defensive weapons or has equipped weapons that can be used defensively then a character may add whatever Strength bonus the weapon allows to the Grapple check.

In addition, if a character wins a Grapple check while using a defensive weapon, then instead of merely shoving the attacker back into close range, the player gets a single free melee attack using the defensive weapon. Make a single attack with the weapon that was used Defensively at melee range immediately after determining the results of a grapple check. Many defensive weapons grant a Strength bonus for being used defensively. This is used instead of the weapon's lethality for grapple checks, but the close range lethality is used to determine the result of the free attack.

A character may NOT use a Defensive Weapon if they are Surprised or being attacked from behind.



Defensive Weapons often grant Strength bonuses to determine the results to grapple checks.

Successful Grapple checks while armed with Defensive Weapons allow for a single free attack.

Pistol Weapons as Defensive weapons

Pistol weapons have their own set of rules in regards to being used defensively. Pistol weapons can always be used 'Defensively' by putting the barrel of the gun point-blank to the opponent's head and pulling the trigger. Using a pistol weapon in this way allows you to fire as many shots as the FC of the weapon will allow with a +10 Attack bonus for the almost certain headshot that will result. Always use the short range of the weapon to determine damage. Failing to kill the opponent will count as a loss of a grapple check and the character will take damage as normal.

Using a pistol defensively does NOT utilize opposed Strength rolls in any way. If the character beats the opponent when using a pistol weapon defensively against a zombie, then the zombie is immediately killed BUT the weapon must be able to fire. An unloaded weapon will obviously not be able to be used in this way. Successfuly beating The Living this way will just roll Damage as normal against the opponent.

There are no penalties for firing multiple shots at grappling range, but a character is completely unable to fire at multiple targets unless multiple targets are attempting to grapple with the character in which case, the additional targets can be chosen among those attempting to grapple. If a character fires multiple shots at grappling range, then they lose the +10 Weapons bonus, but they still take no penalties for having fired multiple shots.

Failing While Using Pistols as Defensive Weapons

When a character uses a Pistol weapon defensively and fails their Ranged Attack check, then they will count as having rolled a '0' on their Grapple check when determining the results, which means their base Strength (plus any potential modifiers from skills) may still apply to the result. This means that even a failed point-blank shot may still result in a successful Grapple, even if that is unlikely.

Pistol Weapons and 'Fast' opponents

If pistol weapons are used defensively against opponents that are rated as 'Fast' then the opponent will still get their attack against a character unless characters pass a Perception check with a Difficulty equal to the opponents' level of Speed.

Special Attacks

A character is capable of delivering special attacks that produce effects other than damage. A character can declare in their intent phase that they are making a special attack.

Knock Prone

A character can chose to forego doing lethal damage in order to knock their opponent prone. Because this attack is nonlethal and can be delivered to the legs and center mass, the character will get +10 to their Melee Attack, but a success in the check will only 'knock prone' and not kill.

Coup de Grace

A 'coup de grace' can be delivered to a target that is 'knocked prone' when the character is no more than 5' away. A character gets a +10 bonus to their Attack and can only make a single attack. This bonus can only be used to deliver attacks with lethal intent.

Unarmed Attack

Making an attack unarmed puts characters at a disadvantage, so a melee attack made while unarmed carries a penalty of -10 to Melee Attack. This penalty is ignored if the purpose of the attack is to make an attempt to 'knock prone' in which the attack is resolved normally. This attack must be resolved without the normal +10 bonus for deliberate attempts to 'knock prone'.

Note: Each Tier in a Martial Arts skill will increase unarmed attacks by adding +5 to their 'Melee Attack'. This means at 1st Tier, the penalty is only -5 instead of -10, second tier, there is no penalty, but at higher Tiers there is actually a +5 bonus for 3rd Tier, +10 for 4th Tier, and +15 at 5th Tier.

A 'grapple' is different from a 'melee attack'. An unarmed grapple does not use the rules for an unarmed attack. This is only for unarmed attacks made at melee range, not grapple range.

Grappling and Multiple Characters and Opponents

Weight of numbers rules factor into grapple checks because it is an opposed strength check.

i.e. Grappling with two zombies (10 Strength) will have 30 added to whatever they roll for the Strength check. (combined Strength 20 + weight of numbers bonus of 10 = 30) Grappling with three zombies will have 45 added to whatever they roll for the Strength check (combined Strength 30 + weight of numbers bonus 15 = 45).

If a character is grappling with a zombie and another character or zombie is in close range then other characters or opponents may get involved in the combat. While player characters have the option to help, zombies will always attempt to attack a character who is already involved unless they are already grappling with another character.

Characters involved in grappling may call for help, which may be answered pending a successful Empathy check. In the especially nasty situation in which multiple zombies or characters are involved, all of the Strength values are added together from each side to determine who wins the Grapple Check.

NOTE: Combined opposed Strength checks use the full values instead of half like regular combined checks.

. . . if the Character(s) pass the grapple check

All zombies involved are shoved back and fought off. If defensive weapons are used, only one zombie is counted as taking any damage, not all involved. If multiple characters are involved in fighting off a single zombie and the zombie loses, then the Attack and Strength values of all characters plus the Lethality values of any Defensive weapons used will count towards the chance of the zombie being killed. Note that if multiple characters and multiple opponents are involved, different characters can count as having fought off separate opponents if the characters pass the Grapple Check. If so, then the other character counts as having passed a grapple check against a single zombie and can direct his Attack and defensive weapon's lethality against a separate target from the other characters. Even if this option is chosen, only one roll is ever made to see if a grapple check is successful.

. . . if the zombie(s) pass the grapple check

The characters being attacked (but not any other characters who arrived later to help out) will take damage (roll a number of d6 as indicated in the Damage section per degree of success) as normal from all zombies involved combined minus the character's Defense to a minimum of 1. Note that the character's Viral total goes up only by the highest value of all the zombies, not all the zombies added together.

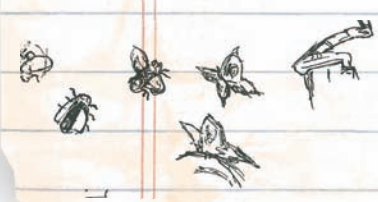
Note that if the zombie wins by less than a degree of success, then the character only takes 1 damage as an impact wound and no BR% is made. The character is essentially wrestling with the zombie still, but manages to minimize the damage.

Grappling with the Living

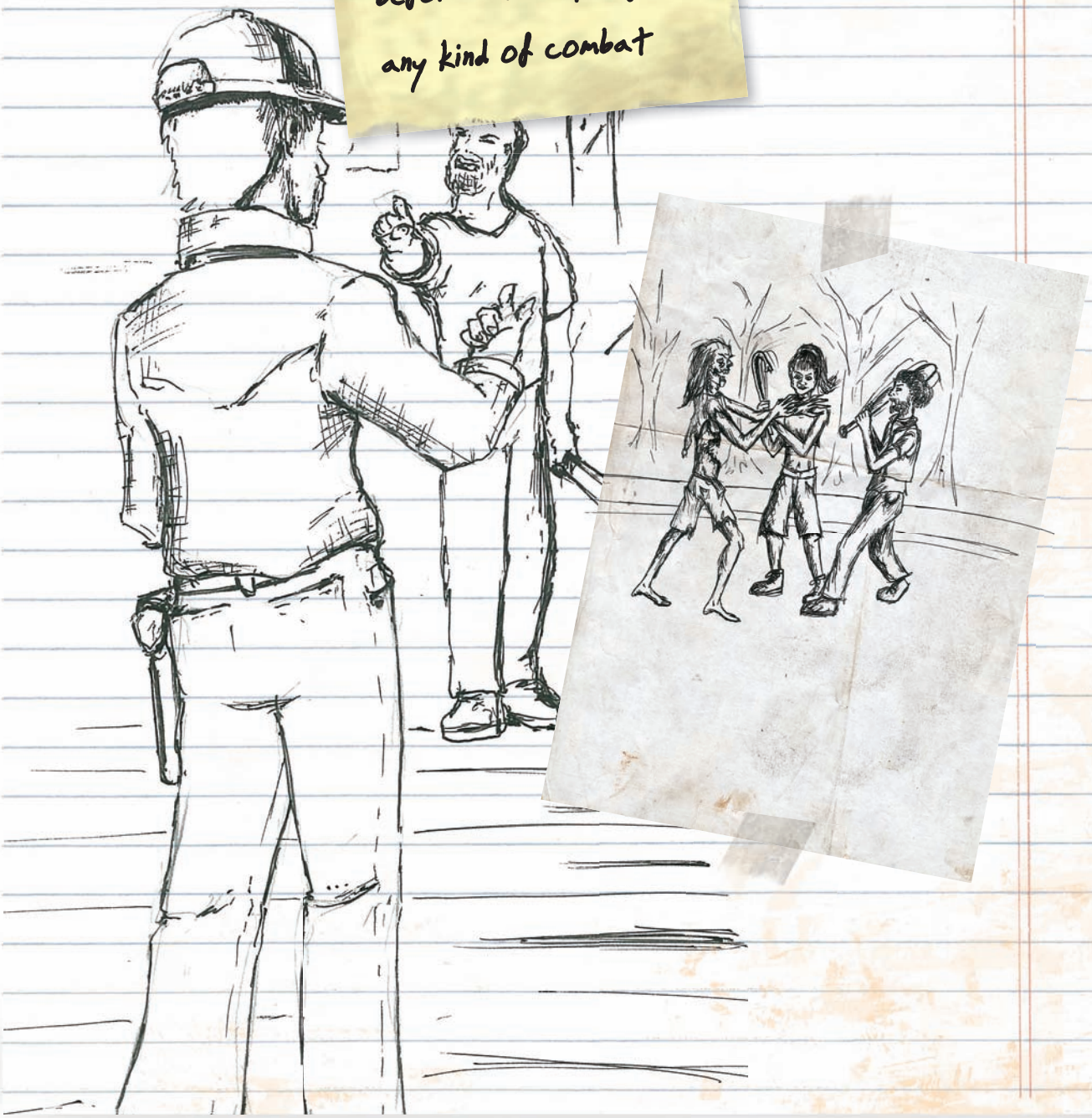
Zombies are not the only opponents a character can face in a grappling situation. When the living grapples with the living they are trying to accomplish one of 3 goals: disable, disarm, or damage. Before grappling, both sides declare what they are trying to do. Note that a player that uses a defensive weapon has no choice but to choose 'Damage' as a grapple action unless the weapon is non-lethal in nature.

- Disable: The aggressor attempts to pin an opponent. This check is made by making a Strength check against the opponent. If the aggressor wins, then the opponent pins the defender against the ground, wall or suitably hard surface. If the defender wins then he or she breaks free. If the defender wins by more than 3 degrees of success then the defender can choose to pin their attacker instead. This kind of grappling rarely causes damage.
- Disarm: The aggressor attempts to free a weapon from an attacker. If the aggressor wins, then the weapon is knocked away or wrenched from the grasp of target. To do this, an aggressor

You think that zombies are bad... try the living



Look before you leap: analyze your opponent's weaknesses before attempting any kind of combat



must win a grapple check with 3 or more degrees of success. Winning the grapple check by less than 3 degrees of success will only prevent damage from the target. If the defender wins, then they hold on to their weapon. Opponents in this case will do half the damage as normal if they were attempting a 'disarm,' and if they are trying to damage they will do full damage.

- Damage: Grappling is initiated with lethal intent or an opponent is defending with lethal intent. The winner of the grapple check will do normal melee damage to the opponent rolling the amount in the 'Damage' entry for each degree of success in the attack. Using defensive weapons that give Strength bonuses will add to the damage equal to +1 for every +10 Str bonus the Defensive weapon provides. The type of injury inflicted is dependent upon the defensive weapon used. If there are no defensive weapons used then the wounds count as Impact Wounds. Bludgeoning weapons only do half of their damage in Health, but any injuries use the full damage to see what kind of additional effects are dealt to the victim. This means that unarmed strikes will only do half damage as well.

Damage Types

The kinds of damage a player can be subjected to is somewhat varied and some are far more dangerous than others. Some can cause deep bleeding gashes while others can cause broken bones and internal bleeding. The two main kinds of damage are 'Flesh wounds' and 'Impact wounds'. The reason for this division is that different types of wounds produce different effects on the body, and some wounds are more serious than others. To see what wounds result from taking damage, consult the table below. An (X) indicates that it is almost impossible to cause this kind of wound or injury with that particular kind of attack. The number indicates the minimum amount of damage or the 'Damage Threshhold' that must be dealt with that kind of attack for that kind of wound to apply. In the case of 'Pain', the number is the minimum amount of damage that will require a check to resist 'Pain'.

Damage Type Table

	Flesh wound	Impact wound	Pain	Open wound	Internal injury	Bone injury
Bites	Yes	Sometimes	11	16	25*	10**
Bullets	Yes	Yes	1	16	16	25
Falling	No	Yes	11	X	25	16
Slashing	Yes	No	6	10	X	X
Bludgeoning	No	Yes	6	X	16	20
Piercing	Yes	Yes	1	16	16	X

* This only applies if a player passes a Bite Resist check.

** This only applies to bites to the digits. Otherwise, this counts as an (X).

Knowing what kinds of wound result from taking damage, you can better assess what kind of rules to apply for treatment and any lasting effects that the injury might have.

These damage thresholds are guidelines as to when a character takes additional injury from an attack

Some equipment and skills may alter the damage threshold for certain kinds of injury

Flesh Wounds

These types of wounds only affect soft tissues (generally the dermis and muscle tissues), and depending on the severity of the injury, can cause severe blood loss or nerve damage. This could be the result of stabbing, slashing or biting (but biting has its own set of rules). These kinds of wounds are subject to rules for 'Open wounds' as normal. These will represent the most common injuries you'll encounter, but thankfully they are the most treatable in the field. Burns are also considered Flesh wounds.

- Flesh wounds not serious enough to cause 'Open Wounds' can be treated in the field with a 'Per - First Aid' check.
- A successful 'Per - First Aid' check restores 1 Health pont per degree of success.
- The 'Per - First Aid' checks to restore Health will be increased in Difficulty by 1 per 'Open Wound' a character has.

Bite Wounds

Wounds caused from the bites of zombies are the most common way to be exposed to the virus. 'Bite wounds' have all the same rules as 'Flesh wounds', including susceptibility to 'Open wounds'. The only difference is that wounds from bites can be resisted with proper protection and characters taking damage from zombies may not contract the virus. If the player's armor, natural agility or combination of the two allows the player to pass a 'Bite resist' check then the damage will instead count as an 'Impact wound'. This is why a bite wound has "sometimes" listed in the Damage Type Table on pg. 219.

- Bite wounds are Flesh wounds.
- Bite Wounds will be commuted to Impact wounds if a character passes a bite resist (BR%) check.
- Undefended Bite wounds will result in the character getting +1 Viral at 10% per point of damage inflicted with the bite.

Impact Wounds

An Impact wound is a kind of wound that rarely breaks the skin, but can cause several internal injuries that make them very difficult to treat. The severity of the wound is dependent upon how much damage a character takes from a single impact hit: Serious bruising (1-15 Health damage), internal bleeding (11-19 Health damage) and bone injury (20+ Health damage). In the most severe cases, Impact wounds are extraordinarily difficult to treat as most of the damage is hidden from sight.

- Impact wounds not serious enough to cause 'Bone Inury' or 'Open Wounds' can be treated in the field with a 'Per - First Aid' check.
- A successful 'Per - First Aid' check restores 1 Health per degree of success.
- The 'Per - First Aid' checks to restore Health will be increased in Difficulty by 1 per 'Open Wound' a character has.

Open Wounds

Some attacks are so grievous that they leave wounds open and bleeding. These are called 'Open Wounds'. An Open Wound causes a character to bleed out, losing 1 Health Point per 'Open Wound' per turn they are active (performing actions) and/or running until they are treated with a successful 'Per - First Aid' check. Successfully passing the check will 'Staunch' the wound and prevent this loss of Health.

- Damage from bleeding out cannot be healed by 'Per - First Aid'.
- A character taking no actions and moving at crawling speed or who are assisted by being carried will only lose 1d3 Health points per Time.
- A character can have multiple Open wounds.
- A successful 'Per - First Aid' check only staunches a single Open Wound.
- Staunched Open wounds will stop health from being lost continuously, but they will not be able to be healed by first aid. It can only be done during natural healing.
- Each unstaunched Open Wound will cause 1d6 damage during natural healing. Rolling a 6 on this roll will mean the wound is 'infected'.



Infection

Infection will occur when a character's immune system is weak, when they have Open wounds or if they are in unsanitary conditions for prolonged periods of time.This represents non-zombie virus infections that a character can get.

- Infected wounds increase the treatment Difficulty by 1d6 for 'Per- First Aid' and the chance of success for Advanced Medicine unless strong antiseptics or antibiotics are used.
- If the infected wound is not treated, then the infection will spread and will begin to damage a character during Natural healing. They deal damage 1d6 per infected wound and per point of Viral a character has. So an Infected Open wound causes 2d6 damage during Natural healing.

Internal Injury

Internal injuries cannot be treated in the field without the proper tools and training. Damage of this nature does not allow for quick, natural recovery such as blood clotting. These injuries require a physician of some sort to aid the body in recovery. Not all injuries are this severe, but they can be misleadingly dangerous.

- Add d3 to the Difficulty of any checks made to treat this kind of injury.
- This requires an 'Advanced Medicine' mission success to treat effectively.

Bone Injury

Bone injury specifically results from Impact wounds. These injuries are crippling until treated and even then can cause permanent damage. Treatment of this kind of wound is almost exclusively taken in the hands of professionals if no lasting damage is to take place. This injury describes compound fractures. Complex fractures are when the bone will actually pierce the skin which will result in Open wounds as well as grievous bone injury.

- These injuries require an 'Advanced Medicine' mission to fix.
- First Aid can only minimize symptoms and restore health if the injury does damage but the bone injury itself will not be healed without the passage of time and proper treatment.
- The affected area on the body with the 'Bone injury' cannot be used.

Burns

Damage from flame, fire and heat are all considered Flesh Wounds. Heat can be easily inhaled, causing significant damage even internally. If in an environment where heat, smoke, and fire are a danger, and the character takes damage, multiply the damage by two and consult the General Wound Table under Impact wounds to see if internal injury applies. Multiplying the damage by two is only to consult the table. Characters still only take the original amount of damage and the damage is still a Flesh wound.

Now that we are able to separate the types of damage, we can see what constitutes severe damage from these wounds. Based on how much Health damage was

inflicted from a single source, consult the table below. Additional rules may apply if the amount of damage is severe enough. You will need both the Damage Type Table and the General Wound table to determine the results of damage a character receives. The General Wound Table also serves the purpose of covering non-combat related injuries such as falls, sprains, hits from cars or any other sort of injuries that can occur that were not covered specifically.

General Wound Table

	Minor (1-10)	Medium (11-15)	Severe (16-30)	Crippling (31+)
Flesh Wounds	V *	P, V *	P, OW, V *	Death
Impact Wounds	P** P,	II, P	P, II, BI,	P, II, BI, OW***

(P) - Pain, (OW) - Open Wounds, (II) - Internal Injury, (BI) - Bone Injury

* The Virus is only contracted in these cases if they are from a Bite wound inflicted by a zombie and only if that's how it's contracted in this outbreak Scenario.

** Pain caused by a wound like this lasts only for the duration of the Encounter.

*** Open Wounds as a result of Impact wounds result in internal bleeding which cannot be stopped by topical remedies such as gauze or cotton pads.

NOTE: The Damage Table listed above is consulted AFTER reducing damage due to a player's Defense.

Multiple Inuries From a Single Wound

Those injuries that count as both Flesh and Impact wounds will have all results apply. Note that some damage in excess of 31 from a single hit will often cause death, even if the character has more health remaining after taking the 31+ damage. This represents the severing of an artery or a suitably grievous wound that goes beyond Open Wounds.

If the kind of armor a character wears has protection against Flesh wounds and Impact wounds and the character suffers damage from a source that causes both, then subtract Health equal to the higher of the two. When determining the extent of the injury, use the value that applies to the kind of wound and not just the highest. Example 3 below explains how this works.

Examples of how to use these two tables are on the following pages.

Example 1

Andrew is bitten by a zombie (Bite wound) on his arm and takes 16 damage after subtracting his Defense (Severe Damage). Normally, this means that he has to take a check for Pain and Open Wounds. His protection and his natural agility give him an ability to take a 'Bite Resist' check at 25%. He rolls a 15 on the check and passes. This converts the Bite wound (that has all the rules of a Flesh wound) into an Impact wound. This means that he avoids the chance of having Open Wounds and will not contract the zombie virus. Because he took 16 damage from a Bite wound (converted to an Impact wound) and after consulting the Damage Type Table, we see that it is not enough for Andrew to have suffered Internal or Bone injuries either. He lucked out this time... however he still has to take the check to resist Pain.

Example 2

Mike takes a bullet wound from panicked friendly fire. The bullet does 20 damage (Severe Damage). Bullet wounds count as both Flesh wounds and Impact wounds. This means that after consulting the table that the bullet injury forces the player to take a Pain check. In addition, they are subject to Open wounds and Internal Injuries, but Mike has not suffered enough damage to have suffered Bone Injuries even though it is normally a severe impact injury according to the General Wound Table. The Damage Type Table for bullet wounds indicates that, in fact, it does not cause Bone injury.

Example 3

The same situation from example 2, but Mike is wearing a bullet-proof vest which provides him with protection. This particular vest combined with his existing Defense provides 9 Defense against Flesh wounds and 15 Defense against Impact wounds. The bullet counts as both a Flesh wound and an Impact wound. The 20

damage is reduced to 11 damage as a Flesh Wound (Medium Damage) and 5 damage (Minor Damage) as an Impact Wound. Mike takes the greater of the two damages (in this case, 11) and subtracts it from his Health, but because of the vest, only 5 damage was done by an Impact Wound, which means that Mike avoids the chance of internal injury from Impact Wounds even though he took 11 damage. He only needs to make a Pain check.

Example 4

Lisa is stabbed with a screwdriver (Piercing) by a crazed member of a frantic mob causing 17 damage after subtracting Defense (Severe Damage). According to the Damage Type Table, a piercing weapon counts as causing both Flesh and Impact Wounds. The same table indicates that these injuries do not cause Bone Injury. So even though the Wound Table indicated that she takes Bone Injury, the fact that it was a piercing weapon that caused the injury indicates that she does not. She has suffered enough damage to have both Open Wounds and Internal Injuries.



This place was no longer safe. They followed us back after we went to the well.

Damage and Poison

Some animals attack with potent toxins or a player can ingest a toxic substance. Either way, a 'Poisoned' character will lose 1 Health point per turn unless they pass a Strength check at a Difficulty of 3 (or higher, depending on the strength of the poison). This lasts until the poison is neutralized.

Falling

Falling from too high can seriously injure or even kill a character. The danger of falls is compounded by the presence of zombies. Even a slight sprain of an ankle can mean the difference between life and death. A character takes 1d6 damage for every 10 feet they fall. If they fall more than 30 feet then this is increased to 2d6 for every 10 feet they fall. If they fall more than 60 feet then they will take 3d6 damage for every 10 feet they fall.

There is a significant chance of crippling injury in addition to the regular damage from falling. The chance of 'Bone injuries' is equal to 2% per point of damage sustained by the fall, ignoring the normal table for determining the result from such injuries. This represents the significant chance of a sprain or broken leg or ankle from a fall. If no damage is sustained then it is assumed that the character lands on their feet properly.

- **0-5 Stun** - A character may may only move at Normal speed for 1 Time.
- **6-10 Minor sprain** - A character is not able to run at full speed for 1d6 Time. A character can still run if they pass a 'Will - Resist Pain' check but run the risk of further aggravating the injury by rolling a catastrophe.
- **11-15 Sprain** - A character must treat their ankles or knees with sports bandage or the injury will be aggravated to a Serious Sprain in the course of a few hours. Walking at normal speed will not aggravate the injury.
- **16-20 Serious Sprain** - A character is unable to run until healed.
- **21-25 Broken leg/foot** - A character is unable to run and requires the aid of crutches or a wheelchair to move. This requires a successful Advanced Medicine mission to set the bone to allow for healing.
- **26-30 Compound fracture** - A compound fracture is highly serious; multiple breaks of the bones are present with some bone fragments breaking the skin from within. They count as having internal 'Open Wounds' until treated. This is extremely difficult to treat without proper medical training and is excruciatingly painful. Doubtlessly, a character will make quite a commotion and will likely attract attention to themselves. The damage requires a scuccessful Advanced Medicine mission to even start the healing process.
- **31+ Permanent damage** - This fall is so serious that it does permanent damage, either by damaging the nerves or shattering the bones beyond hope of repair. The character with this extensive an injury would only be able to walk again or even have use of the injured limb, after multiple delicate surgeries and months, if not years, of physical therapy. This type of injury requires a successful Advanced Medicine mission to even have a chance at treatment. Should a character survive but is for whatever reason unable to recover from the injury, then they can retire, adding +1 to a Stronghold's Population and adding any relevant bonuses their Type or skills allow to any missions that would benefit from the character's help.

Pain

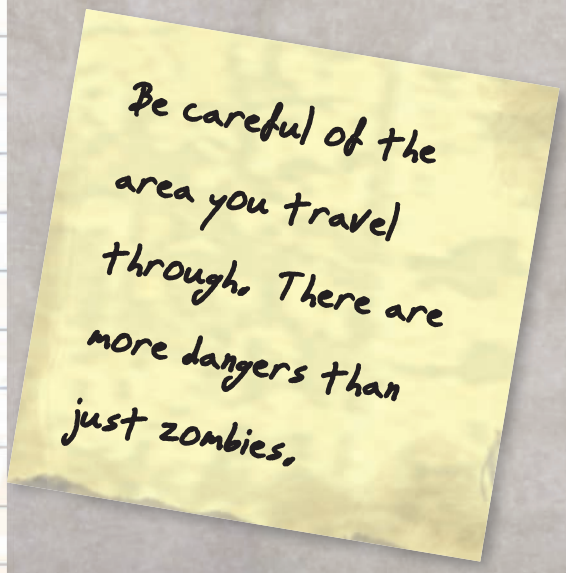
A character is required to take a check for 'Pain' if they take over 20% of their existing Health in damage in a single turn, or if required from the amount of damage they suffer due to the type of wound inflicted on them. The GM may deem it necessary to utilize a 'Will - Resist Pain' check for pain at other times.

Characters that are in 'Pain' are less able to move freely and have impaired motor function. For every check they make, they must roll a 'Mishap Die' which is an additional d10 in addition to the percentage dice they roll. The result is added to the check in such a way as to make it less likely to be successful (i.e. for checks, add to the roll, for opposed checks, subtract the roll). In general, the Mishap die will add an additional 'ones' die to a check, decreasing the chance of a check succeeding.

Characters in Pain and who are also Panicked still only roll a single Mishap die, but they add it to the 'tens' die instead of the 'ones' die.

Resist Pain

A character is allowed to make a single 'Will - Resist Pain' check to prevent them from going into 'Pain'. If they are successful, then the character still takes Health damage, but ignore the pain by pure adrenaline.



Blacking Out

If a character in Pain is at less than 10% Health, they will have to make a 'Will - Resist Pain' check every time they perform anything but 'move' actions. If they fail this check, then the character passes out from the pain and must be resuscitated. A character can be knocked unconscious by a solid attack to the head that is successful by more than 1 degrees of success per 10 remaining Health. This must be an ‘Impact Wound’ and it is factored in before Health is deducted from the attack, not after. A character can resist with a ‘Str - Endurance’ check.

Pain and Burns

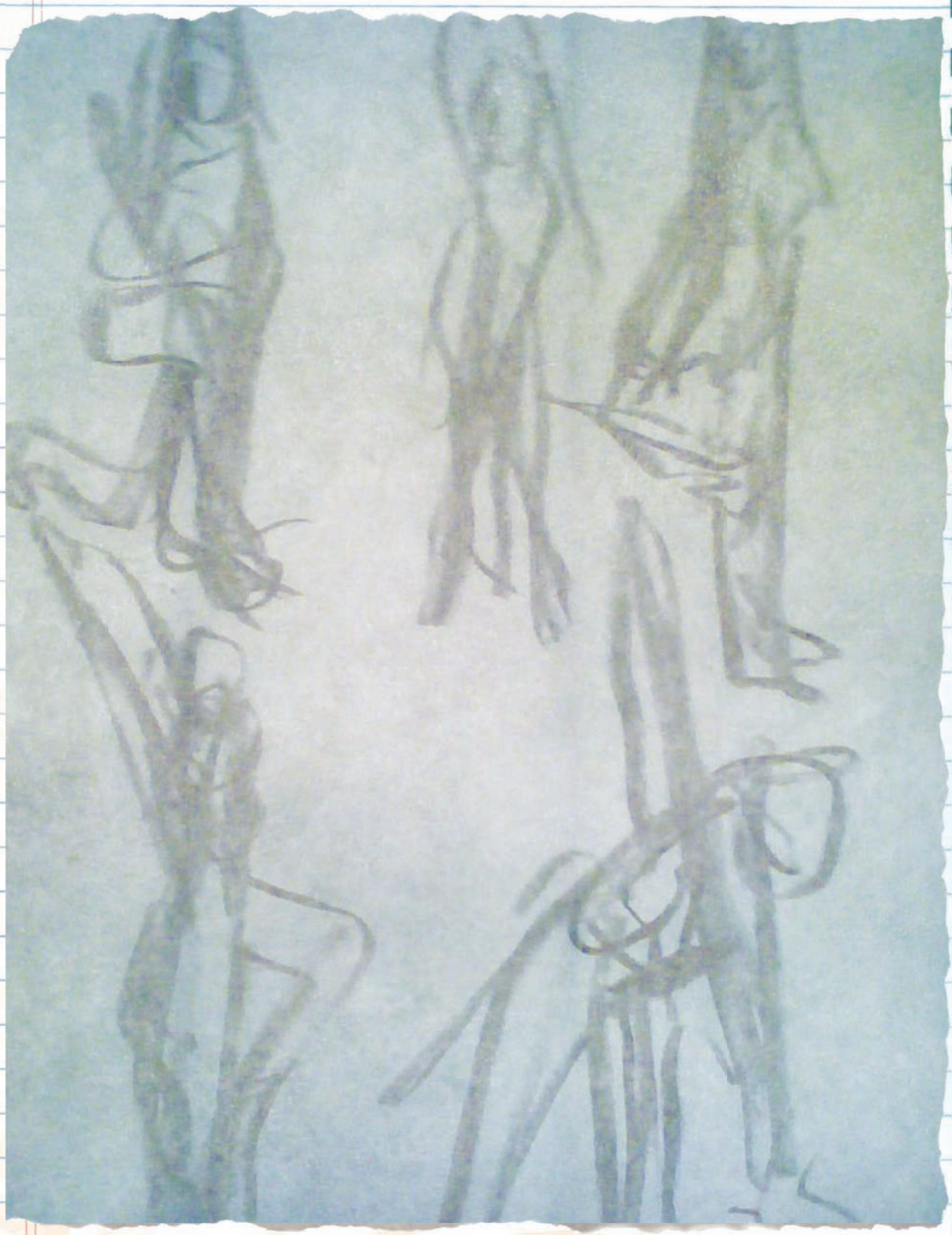
Some of the most serious injuries can be burns. Burns can leave large areas of exposed tissue vulnerable to infection. They can also cause serious nerve damage if the burn is deep enough. Deeper and more serious burns are difficult to treat. Use the entry for 'Flesh wounds' to determine the extent of damage from fire and burns.

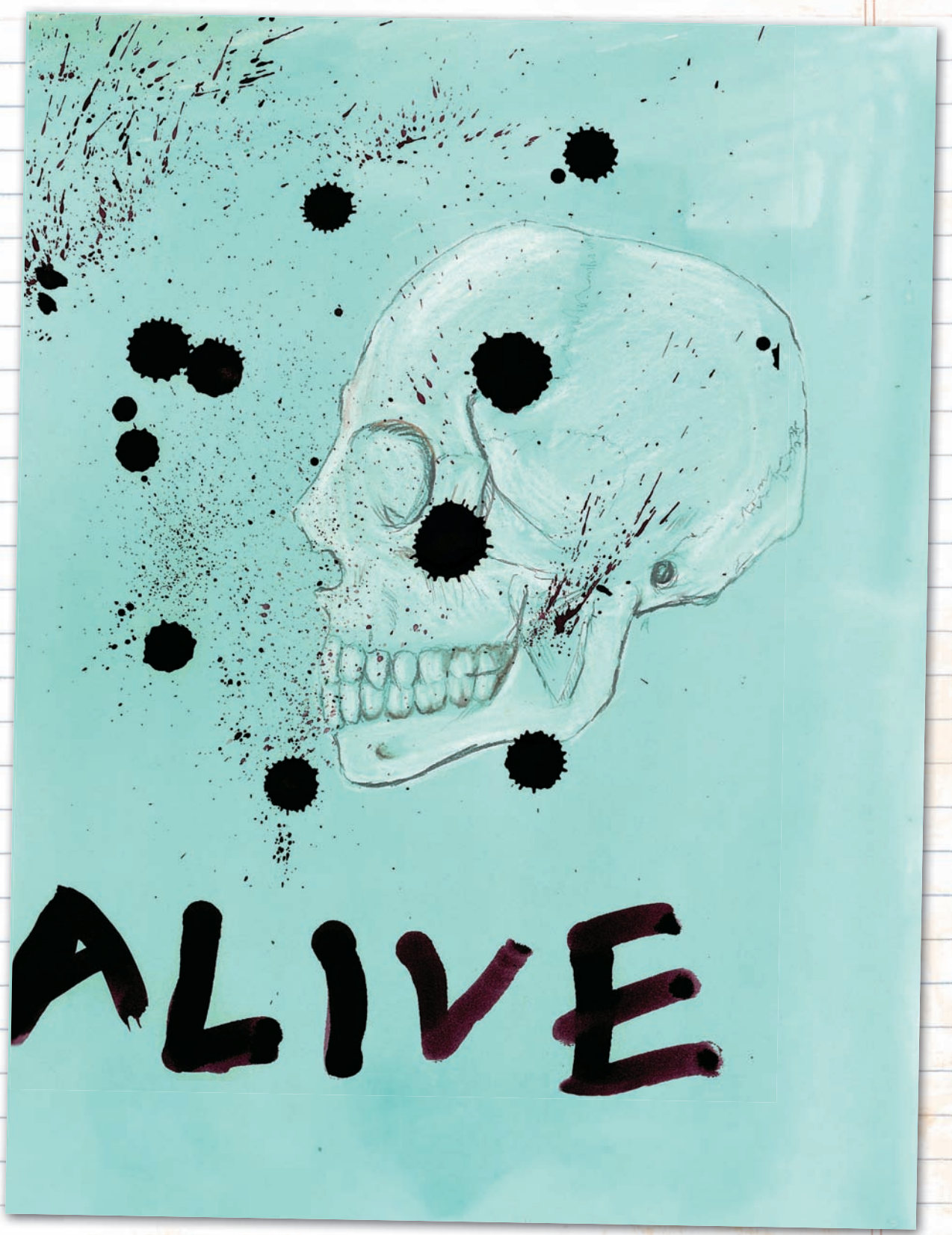
Minor Wounds - First degree burns. These wounds will cause 'Pain' normally, but if the check is failed then the pain lasts until it is treated with burn ointment.

Medium Wounds - Second degree burns. These wounds are extremely painful and cannot (and should not) be treated with burn ointment. Wounds of this kind will automatically cause Pain. No checks are permitted to resist this. In addition, the exposed burn will be mildly prone to infection (+10% chance).

Severe Wounds - Third degree burns. Serious burns of this kind require medical attention. These are actually less painful than Second and First degree burns because these burns are actually deep enough to burn the nerves away. The neural damage will never fully heal. The chance of infection is extremely high (+50% chance). This immediately causes 'Pain' that will persist until the character is fully healed naturally. No checks are permitted to resist this. Seeing injuries of this magnitude will also cause an automatic 'Panic' until the wounds are treated. The reason being is that there exists remarkably few passive ways to get a 3rd degree burn, considering that a 2nd degree burn can be a serious sunburn.

Severe damage prevents a person from performing even the most basic of tasks easily.




ALIVE

Healing

A character must be careful when attempting to survive. Health damage recovers slowly and can only be restored through natural healing or by 'Per - First Aid' checks for very minor injuries. This can be hastened with proper medical care, but it is ultimately up to the body to restore itself.

A character can attempt to heal under two circumstances:

- When a character who is injured has a successful 'Per - First Aid' check targeting them (some restrictions apply to this sort of healing; refer to earlier in the chapter when the different types of damage are discussed).
- When enough Time has passed for natural healing to occur (20 Time, generally).

Healing With First Aid

A character is almost certain to sustain injuries in the field. While they are not capable of fully healing in this time, they can prevent further damage and can treat it in such a way to make the injury less serious. For this reason, certain kinds of wounds can be healed in the field, while others cannot.

- Flesh wounds and Impact Wounds not serious enough to cause 'Open Wounds' or 'Bone Injury' can be treated in the field with a 'Per - First Aid' check.
- A successful 'Per - First Aid' check restores 1 Health pont per degree of success.
- The 'Per - First Aid' checks to restore Health will be increased in Difficulty by 1 per unstaunched 'Open Wound' a character has.
- Health lost from bleeding out from Open Wounds can only be restored by natural healing.

Natural Healing

If enough Time is spent inactive (generally 20 Time, roughly a day), a character has the opportunity to restore lost Health points. The amount is dependent upon the character's amount of activity and the conditions where the recovery is being made. Also, a character's exposure to the zombie virus will slowly kill the character and can undermine the efforts of even the most dogged attempts to restore health. Infected wounds and a character's Viral total also alters a character's ability to heal. Natural healing is the only way health loss due to bleeding out from 'Open Wounds' and severe injury can occur.

Activity

High activity (21+ actions) - No natural healing can be made.
Moderate activity (6-20 actions) - 1/10 Strength + 1/10 Will = Health restored
Low activity (1-5 actions) - 1/5 Strength + 1/10 Will = Health restored
Rest (0 actions) - 1/2 Strength + 1/5 Will = Health restored
Sleep (coma, induced or otherwise) - 1/2 Strength + 1/2 Will = Health restored

Healing Open Wounds and Bone Injury

Serious injuries can only be healed with time and proper care. The length of time and amount of activity possible during the healing of such injuries will be detailed in the 'Advanced Medicine' entry of the missions section on pg. 405.

Conditions where Natural Healing Occurs

Highly unsanitary. -1d6 Health restored
Unsanitary. -1d3 Health restored
Clean. No modifier
Sanitary. +1d3 Health restored
Very Sanitary. +1d6 Health restored

It is extremely rare that a character will have access to a sanitary, let alone a very sanitary location.

Most places are unsanitary, with highly unsanitary places being locations with deliberate concentrations of refuse or waste

Virus/Degenerative Damage

When enough Time passes to allow natural healing to occur, a character loses 1d6 health per point of Viral they have. On any roll of a 6, the infection spreads and increases Viral by 1 for each 6 rolled. This means that characters with multiple points in Viral can potentially have their Viral total increased by more than 1 during the course of natural healing.

Some nonliving targets use this mechanic as well, for them it is called 'Degenerative Damage'. Each point of damage on something that goes into Degenerative damage will roll 1d6 per point of damage previously taken. On the roll of any 6, the damage goes up by 1. Multiple 6's rolled will increase the points of damage by the number of 6's rolled. This represents a small fault rapidly multiplying into a larger problem that will ultimately render the object inoperable or unfit for continued use somehow.



NOTE: Depending on the incubation time as determined by your Outbreak scenario, the virus may cause damage more frequently during natural healing. This is especially true for scenario that features a rapid incubation time. GM's can consult the table on pg. 352 to see how Viral can be used.

NOTE: The conditions a character spends their time in can outweigh the efforts to heal naturally and cause damage where natural healing would normally occur. For instance, a character who decides to rest in a highly unsanitary environment will lose 1d6 Health instead of healing naturally. This applies even if a character is not attempting to restore Health points or is already at full Health. If the character is not that injured, then resting in unsanitary conditions will not harm the character if they pass a Strength check.



Chapter 7

Vehicles





The use of a vehicle is always a tactical decision. They attract a lot more attention than a group of survivors on foot, but the benefits of using vehicles are still many. Covering great distances and having the advantage of speed are frequently worth the additional attention.

Vehicles are subject to the following rules if the name of the rule appears in their entry:

Vehcile Universal Special Rules

Aquatic/Amphibious - This kind of vehicle is either totally restricted to water or in rare examples, certain amphibious vehicles can drive on land as well.

Electric/Hybrid - Decrease the Vee of a vehicle by half when determining Fuel Consumption.

Overload (X) - Some vehicles are designed to carry lots of cargo and heavy loads. The number in the (X) position is the multiplier for the amount of Cargo capacity a vehicle can carry before any noticible loss in performance.

Pedal - Each 'Time' a pedal powered vehicle is used, a 'Str - Endurance' check must be made. For its rate of acceleration a character can count the vehicle as having 'Vee' equal to the Difficulty of the 'Str - Endurance' or 'Per - Drive (bicycle)' check. Each 'Vee' will increase the Difficulty by a cumulative 1 (1 Vee = Difficulty 1, 2 Vee = Difficulty 2, 3 Vee = Difficulty 4, etc). Pedal powered vehicles are exempt from 'Fuel Consumption' rules.

Flight - Vehicles capable of flight will be able to avoid all E% results while in the air against non-flying opponents and can travel several times faster than on land, varying wildly depending on the type of vehicle. They require specialized places to take off and land (excepting helicopters) and flying one untrained is impossible. Those attempting will have the Difficulty increased by 2 per Size of the vehicle and will treat any failed 'Per - Drive (flight capable vehicle)' as a 'Catastrophe'.

Fuel Consumption - A Vehicle will consume 1 CU of Fuel per Time equal to the vehicle's 'Vee' + 'Structure' - 'Size' rounding down unless stated otherwise. If this number is less than 1, then count it as 1.

Size
An object's 'Size' is how massive it is. It encompasses both weight and volume. Most of the time, a player will not need to consider Size unless interacting with something significantly larger or smaller than it, or when determining how difficult it is to navigate terrain. All things with a 'Size' are subject to the limitations of their physical dimensions, regardless of how well they can

navigate certain terrain.

A 'Size' profile is restricted to those objects that are too large to have simple CU values, or the objects themselves would not be appropriately described as being cargo. An object with CU is always an inanimate object, but living objects and especially large inanimate objects all use 'Size' to describe them.

Size and Restriction

0 - Small animals (ranging from birds to toy/medium breeds of dog), and children. They count as having a size 1 for the purposes of transport. No restriction to what is considered navigable terrain.

1 - Adult sized humans, zombies, and animals (ranging from small hunting cats like a bobcat to large breeds of dog). No restriction to what is considered navigable terrain.

2 - Large animals (horses, smaller bears, hunting cats), motorbikes. Only extreme conditions are considered unnavigable.

3 - Huge land animals (bears, moose), Sedans, Light Trucks. Restricted to specific habitat or roads of any kind (rough roads still navigable, but difficult). Minor difficulty with rocky or off-road terrain.

4 - Heavy Trucks, All-Terrain vehicles, small boats. Restricted to specific habitats for animals or roads of any kind for vehicles.

5 - Enormous vehicles (busses, large boats semi-trailer trucks). Restricted to roads or special rails or for animals, very specific habitats.

6+ - Giant vehicles (trains, cargo ships), Giant animals (whales). Absolutely restricted to rails, roads or very specific habitats.

Some things will not add their 'Size' to the difficulty of travelling through certain terrain features or situations; such differences will be noted in the profile.

Some things will count as having a larger or smaller size for the purposes of size restrictions, having evolved or been constructed for a very specific purpose.

Some vehicles will be able to navigate more or less treacherous terrain than their size indicates. Such differences will be listed in the vehicle's 'Special' section.

Vehicle Profile

Class: This is the class of vehicle. It denotes which 'Per - Drive (class)' abilities will allow driving characters to use for making checks. They are divided into the following classes: Bikes, Sedan, Light Truck, Heavy Truck, Bus, Semi-Trailer, and Riding Animal.

Size: Determines maneuverability and contributes to a vehicle's ability to resist damage. This number is added to the difficulty to checks to maneuver and flee, but subtracted from the difficulty to see if a vehicle is damaged by an impact.

Fuel: The vehicle's fuel capacity. 1CU = 1 Fuel under most circumstances.

Transport: How many characters can be transported in a vehicle. Each passenger adds their own 'Size' to see how much transport they take up.

Cargo: How many CU of cargo a vehicle can carry. Any cargo with a (#) alongside it indicates the largest size of any single item it can carry. Each unused Transport option increases Cargo by 2.

Vee: The number of cylinders in the engine of a vehicle will alter its acceleration as well as how much fuel it uses. They are always in multiples of 2 with the exception of V5, of which there are a couple examples. Vehicles can ignore the Environmental Modifiers for terrain and weather (to an extent) by a number equal to the Vee, but only to a minimum of the vehicle's Size. It is also the level of 'Speed' a vehicle can travel before one Time is increased while driving it. This distance a vehicle can travel is greatly increased on open roads.

Structure: For immobile or slow vehicles, Structure is used the same way buildings use them, with zombies attempting breach checks. For mobile vehicles, it is used to determine how well they can withstand damage from impacts.

Special: Any additional rules a vehicle may have.

Making Checks With Vehicles

All actions involving vehicles are covered by the driver's 'Per - Drive (class)' check. Multiple vehicles can be encompassed by the same class. The Difficulty of this check will be determined by the situation the character is in and what kind of maneuver they are trying to accomplish.

Driving

Simply driving a vehicle does not require a check unless the conditions are particularly hazardous or if the speeds are excessive.Difficulty is only modified by the desired speed, road conditions and environmental

A character can only declare moving speeds greater than their current speed by 15 MPH per Vee in a single turn.

modifiers. The base Difficulty is 0. Characters can declare their desired speed at any time.

Speed to Difficulty:
Difficulty is +1 for the 'Per - Drive (class)' check for every 10MPH over 25 MPH.

Driving and Zombie Encounters
Driving increases the chance of zombie encounters, but the E% is determined differently than characters on foot. Increase the E% by 10% per Vee of the vehicle (only 5% if the vehicle is hybrid), and +1% per MPH travelling. If an encounter is rolled, a 'Per - Drive (class)' check can be made to flee it.

E% Formula when Driving Vehicles:
10% per Vee
+ 1% per MPH travelling
= E% when driving

Fleeing
A character is allowed to flee from zombie encounters when driving vehicles as if they were on foot. Reference pg. 243 to see how this is accomplished.

Collision - Zombies
Colliding with zombies (intentionally or not) will have a ZK% of +10% per Size and +5% per Structure of the vehicle and +1% per MPH travelled. Some skills add to this as well. This will require that a check be made for vehicle damage with +1 modifier per Size of any objects struck. This modifier also extends to checks made that require zombies to be hit in order to successfully flee a zombie encounter.

Collision - The Living
To hit the living, use the same chance to hit as impacting with zombies, only the vehicle's size is not factored into it. If the vehicle hits the living, they take 1d6 damage per size of the vehicle and add the MPH the vehicle was travelling at the time of the impact. This still requires a check for vehicle damage.

Collision - Solid objects (mobile)
Roll vehicle damage. Add the struck object's Size or Structure (whichever is lower) to the Difficulty of the 'Per - Drive (class)' check.

Collision - Solid objects (immobile)
Roll vehicle damage. Add the struck object's Structure to the Difficulty of 'Per - Drive (class)' check.

Damage to Vehicles

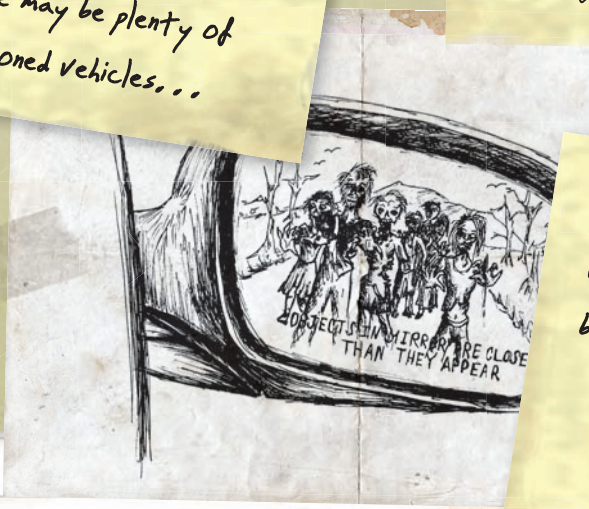
Make a 'Per - Drive (class)' check for vehicle damage. Environmental modifiers are always factored in, as are road conditions, as well as modifiers from striking specific objects if the rules specify. If that 'Per - Drive (class)' check is failed, then roll damage against the vehicle. To do this, roll a d6 adding the Difficulty of the failed check (including any modifiers) and the 'Size' or Structure of the object struck (as described above). This total is the vehcile damage. If the damage is greater than the vehicle's combined Structure and Size then the vehicle is stalled, immobilized or has minor damage done to it. It must be restarted and nearby zombies can attempt a Breach.

Driving Damaged Vehicles

A vehicle that is damaged can still run, albeit not as well. Add 1 to the Difficulty of every subsequent 'Per - Drive (class)' check each time a vehicle takes damage to a vehicle damage roll. These penalties remain until repairs are made.

Finding a new vehicle may be a better option than repairing one. Depending on the outbreak scenario, there may be plenty of abandoned vehicles...

The speeds mentioned here is not exactly the speed that needs to be travelled, but it represents any advanced manuvering that a character would have to make as if they were travelling at such a speed.



...Just make sure the vehicle is truly abandoned before taking it.

Wrecked or Crashed Vehicles

If the damage is equal to or greater than twice the combined total of a vehicle's Size and Structure then the vehicle is irrevocably destroyed by the impact. A vehicle that is damaged can still run, albeit not as well. Add 1 to the difficulty of every subsequent 'Per - Drive (class)' check each time a vehicle takes damage to a vehicle damage roll. These penalties remain until repairs are made. If the number of penalties ever exceed the number of Vees on a vehicle, then it will go into Degenerative Damage and will slowly become inoperable. Consult the Viral/Degenerative Damage rules (pg. 235, 352) so see how long a vehicle has before it slows to a halt. If the number of penalties ever exceeds the vehicle's Structure, then the vehicle is wrecked, but the passengers are uninjured.

Passenger Damage During Collision

All passengers take 1 Health damage per MPH the vehicle was travelling at the time of the crash. If seatbelts, airbags or other devices are employed, then the damage is reduced by half for each safety implement deployed at the time of the impact. Characters can subtract defense from the amount of damage taken. This is done after reducing damage due to safety implements. Damage taken in this way counts as an impact wound, however, a very serious crash can cause flesh wounds. For this reason, 'Catastrophe' rolls when making Vehicle Damage check will cause both flesh and impact wounds.

Fleeing Encounters with Vehicles

To flee an encounter in a vehicle, a 'Per - Drive (class)' check needs to be made. A driving character must declare the speed they wish to travel to attempt an escape. The required MPH a vehicle needs to be at to outrun their opponents is 1d10 MPH per Sense level + Strength. This is the minimum speed required to drive to escape. If the declared speed is lower than the minimum speed to escape, then zombies can attempt a breach on the vehicle. In this case, the attempt to flee fails, even if the 'Per - Drive (class)' check is successful.

If the 'Per -Drive (class)' check is successful, but the speed is not high enough to outrun the opponents, then only half of the opponents make a breach check against a vehicle. If the driver fails the check and does not drive fast enough, it's presumed that the vehicle stalled or was crashed and thus all opponents in the encounter may make

The MPH needed to travel to outrun Zombies is equal to the following:

1d10 per zombie Sense level + zombie Strength = MPH needed to travel to outrun zombies

Note that all Breach checks are combined Strength checks that the zombies make together. They do not each make individual checks.

a breach check if within movement range to do so.

Zombies specifically will be alerted to vehicles because of the amount of noise they make, but zombies will not always be in the way of the escape route. A successful ZE% will mean that the zombies not only detect the vehicle, but also will be in the path of escape somehow. The number of zombies that need to be run over in order to secure an escape will be equal to half of the number of zombies rolled for the Zombie Encounter. The roll made to flee the encounter is modified in Difficulty by the number of zombies required to hit (see 'Collision - Zombies').

Note that a zombie needs only to be hit and the vehicle remain intact in order to successfully escape (which is represented by the adding of the collective size of the zombies to be avoided to the Difficulty of the check). It is not necessary that every zombie that is hit be killed with a successful ZK%. That is just icing on the cake if they happen to be destroyed in the process of your escape.

Ranged Combat and Moving Vehicles

Vehicles can be fired from with ranged weapons, but hitting targets while moving is difficult, especially at the speeds some vehicles are capable of reaching. Ranged defense is always used when shooting at targets from a moving vehicle. Reduce the ZK% of the attack equal to the MPH travelled as well.

This can potentially reduce the number of zombies that need to be run over during the course of fleeing a zombie encounter. All zombies destroyed with ranged combat from a moving vehicle reduce the number needed to be run over equal to the destroyed zombie's 'Size,' (which is typically 1 per zombie, but some zombie subtypes are larger).

It's recommended that checks to determine the results of ranged combat be resolved first for this reason.

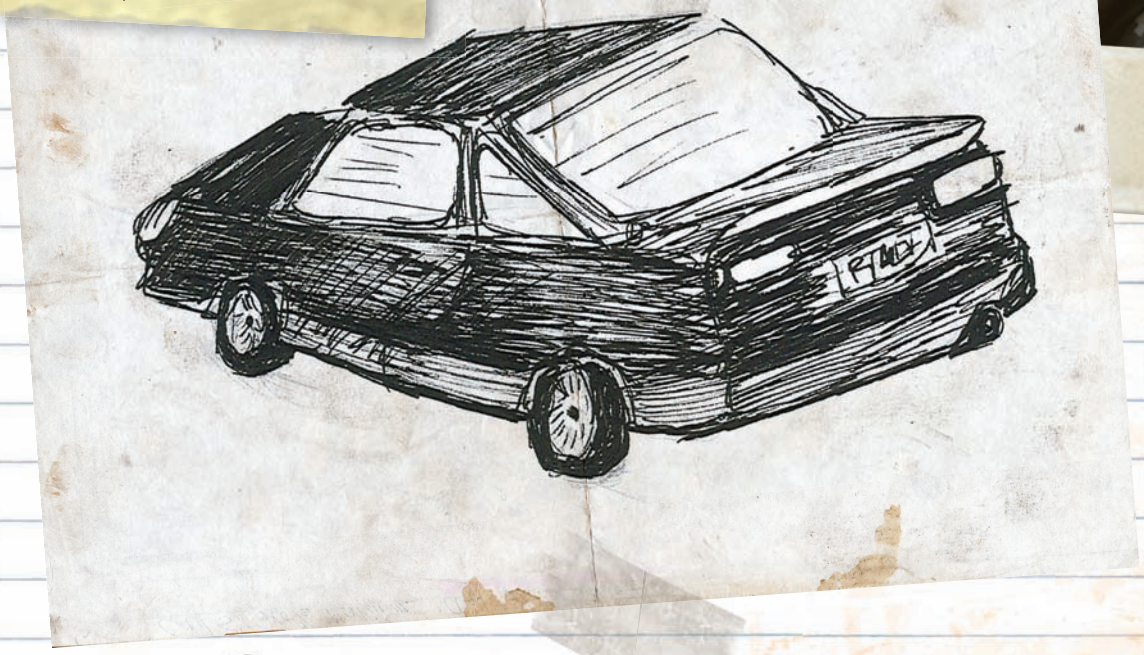
Melee Combat and Moving Vehicles

Drive-by attacks can be made with melee weapons from moving vehicles. Only a single attack per target can be made, even if the weapon's FC is higher. Add the MPH travelled to the ZK% for melee attacks made from moving vehicles. A 'Strength' check must be made after an attack is delivered with a weapon from a moving vehicle. If this check is failed, the character is disarmed. Different weapon

Since damage penalties add to Difficulty of all subsequent 'Per – Drive (class)' checks, they add to subsequent vehicle damage rolls as well as the Difficulty.

Unconventional vehicles such as tanks, helicopters, jets, and large boats or planes will not be covered in this book as they are typically unavailable for most people to use.

However, players can adapt existing rules to fit this game for such vehicles by changing an existing vehicle's structure or size as well as alter fuel consumption.



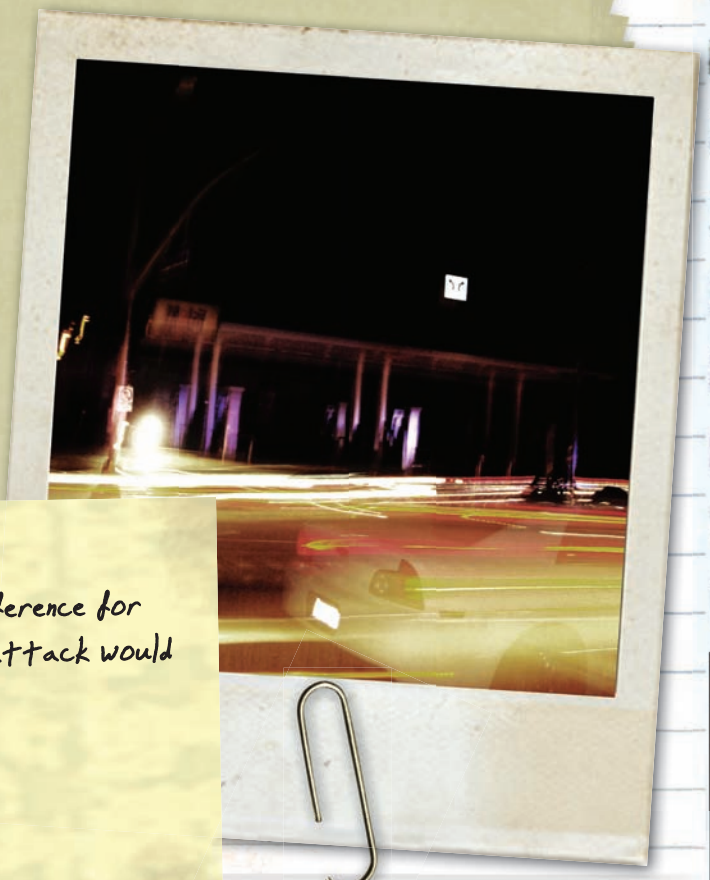
types have different rules when used from a moving vehicle.

- Bludgeon: Add MPH to ZK% and damage. This cannot be combined with the weapon's ability to grant bonuses to 'Knock prone'. Difficulty of the Strength check to hold onto the weapon after using in this way is 1 per 15 MPH travelling. Short bludgeons have their bonuses reduced by half when using from a moving vehicle.
- Slashing: Add MPH to ZK% and half of MPH to damage. Difficulty to hold onto after using in this way is 1 per 15 MPH travelled. Short slashing weapons grant no bonuses to attack.
- Piercing: Add twice the MPH to ZK% and Damage. Can only be used to hit one target per turn. The Difficulty of the Strength check to hold onto after using is 1 per 5 MPH travelled. Short piercing weapons cannot be used at all in this way.

Note that seatbelts cannot be worn and airbags are only partially effective to those making melee attacks from moving vehicles. If a vehicle is crashed in the turn where a character has made a melee attack, discount up to two safety implements that a character would normally be allowed when determining damage.

A 'Catastrophe' in the attack roll will cause a character to take damage equal to half of the MPH travelled. This counts as an impact wound. They will automatically drop whatever weapon they were attacking with.

Characters that are passengers (or talented/daring/foolish drivers) on Bike classed vehicles can substitute drive-by melee attack rolls for impacts with their vehicle when fleeing a zombie encounter. If a 'Catastrophe' is rolled in the 'Per - Drive (Bike)' check then impact is made with the vehicle as normal.



When considering making melee attacks from moving vehicles, remember the laws of physics. It could save you some broken bones.

A frame of reference for this sort of attack would be 'jousting'.



Common Vehicles

Bicycle
Class: Bicycle
Size: 2 Structure: 0
Fuel: Special Vee: Special
Transport: 0 Cargo: 2
Special:
Cruise - If a character uses a bicycle at normal speed, they may make a 'Per - Drive (bicycle) check. If successful, then a character may move a distance as if they had moved 'doubletime' without requiring a 'Str - Endurance' check. If a E% is successful after this bonus movement, then the attackers get a surprise round.
Pedal - A bicycle is pedal powered and follows the rules as stated in the 'Vehicle Universal Special Rules' section.
BMX - Mountainbike models do not have the 'Cruise' ability, but they instead count their bike as having Size 1 for navigating difficult terrrain and they have a Structure of 1.

Motorcycle
Class: Motorbike
Size: 2 Structure: 1
Fuel: 4 Vee: 4
Transport: 2 Cargo: 1
Special:
Loud - A motorcycle generates 1 Sustained Noise a turn when active.
Risk - Due to the noise generated by these vehicles, Motorcycles will add +1 Risk per Time used more than usual for its use during a mission.
Intimidation - Any 'Emp - Diplomacy (Intimidation) checks are decreased in Difficulty by 1 when riding a motorcycle.
Acceleration - A character riding a motorcycle may attempt to accelerate faster than their normal Vee profile would allow. Add a cumulative +2 to the Difficulty of the 'Per - Drive (Motorbike) check per Vee they wish to accelerate to beyond the original 4 for the check.

Compact Car
Class: Sedan
Size: 3 Structure: 2
Fuel: 6 Vee: 4/6/8
Transport: 4 Cargo: 10 (Max 3CU for any single item)
Special:
Off-Road - Sedans will count as having a Size of 5 when determing Difficulty for 'Per -Drive (Sedan)' checks offroad.

SUV/Small Truck
Class: Light Truck
Size: 3 Structure: 3
Fuel: 6 Vee: 6
Transport: 6 Cargo: 10 (Max 5 CU for any single item)
Special:
Overload (2x)

Pickup Truck
Class: Heavy Truck
Size: 4 Structure: 4
Fuel: 6 Vee: 6/8
Transport: 4 Cargo: 15 (Max 7 CU for any single item)
Special:
Overload (3x)
Tow - A heavy truck can tow another vehicle or trailer Size 3 or less.
Offroad - A heavy truck can reduce the Difficulty of a 'Per - Drive (heavy truck) by 1 for poor road condtions or going offroad.

Bus
Class: Bus
Size: 5 Structure: 4
Fuel: 6 Vee: 8
Transport: 20 Cargo: 8

Special:
Acceleration - Busses accelerate as if they had 2 Vee.

Vehicle Turn Summary

- Players delcare their speed, which determines how far they travel. Going fast enough may require a check to be made.

  Speed to Difficulty: Difficulty is +1 for the 'Per - Drive (class)' check for every 10MPH over 25 MPH.

  Failing this check will sometimes result in a 'collision' (see pg. 241)

- GM makes E% checks each Time active (driving)

  E% Formula when Driving Vehicles: (10% per Vee + 1% per MPH travelling) = E% when driving.

- If E% fails, then nothing is encountered as per normal E% rules.

- If E% is successful, then the characters are thrust into an Encounter with whatever is determined based on the Outbreak Level as per normal Encoutner rules. Encounters in vehicles follow all the same rules regarding Encounter Length, Time, Noise, etc with the exception of the following:

  Fleeing Encounters in Vehicles

  - Driving character declares speed and makes a 'Per - Drive (class)' check. This speed must at least be partially consistent with the speed they were travelling when the E% was made. Accelerating much faster or being forced to slow down from the original speed by too much will alter the Difficulty of the 'Per - Drive' check. The sticky note on pg. 241 can prove useful to see how a rapid change in speed can alter the required d% roll.
  - GM rolls 1d10 per Sense level + Strength of opponents. This is the minimum speed in MPH required to drive to escape.
    - If Player passes the check and goes fast enough, the Encounter is fled from.
    - If the declared speed is lower than the GM's roll, the opponents can attempt a breach on the vehicle. In this case, the attempt to flee fails, even if the 'Per - Drive (class)' check is successful.
    - If the 'Per -Drive (class)' check is successful, but the speed is not high enough to outrun the opponents, then only half of the opponents can make a breach check against a vehicle.
    - If the driver fails the check and does not drive fast enough, it's presumed that the vehicle stalled or was crashed and thus all opponents in the encounter may make a breach check if within movement range to do so.
  - For Zombie Encounters, resolve collision with half the zombies in the ZE to see if

vehicle remains intact during the driver's effort to flee (see pg. 241).
- Make 'Per - Navigation' checks as normal to see if the escape turned the character around any. The Difficulty is modified 'Size' of the Vehicle.

- At the end of the period of Time, deduct the Fuel as indicated on pg. 238.

- If damaged enough, roll for Degenerative Damage to see if the Vehicle remains functional.



Chapter 8

Equipment





Equipment

Characters will make use of various items in the course of survival. The cardinal rule of combating any kind of zombie is to never let yourself become overconfident by equipment. All equipment, weapons or otherwise are only tools for survival and must be viewed as such. They can take many forms but are broken down into a basic profile.

Name - The name of the equipment

Lethality - Applies to weapons and tools that can be used as weapons. These are what you add to a player's Attack value - (Melee or Ranged) at close/medium/long range during combat to determine the ZK% of the attack.

CU - Cargo Units. This is how much space the equipment normally takes up. It also determines the item's purchase price in Resource if no 'Value' is associated with the item for purposes of trade or bartering.

Value - This is the value of the equipment for the purpose of trade or bribery. This can also be set at 0, which indicates that it cannot be bartered with, even by using its CU in place of a Value. Such items are considered so common that they are worthless.

FC - Fire Control. This is how many times the equipment can be used in a turn to make attacks. This also applies to tools that can be used as weapons.

Noise - This is how many points the equipment raises Risk when it is used. This number is reduced by noise equal to ambient noise when applicable. If there is no entry for Noise for a piece of equipment, then its use does not cause enough noise to attract attention.

Special - This is a listing for rules that apply to this piece of equipment.

Equipment Categories

For the ease of reference, Equipment is broken down into categories. Each will be detailed in its own section throughout this chapter.

- Weapons -

Items used only for combat. They are broken into melee and ranged weapons.

- Tools -

Items that make checks easier and can be used as weapons in a pinch, they add 'Tool Bonuses' to checks.

- Healing Items/Drugs -

Items used to aid in healing or to produce effects within the body.

- Clothing/Protective Gear -

Items worn on the body that provide protection from the elements and can protect against injury as well.

Encumbrance

A character can be over-burdened by their equipment. If the character carries more items than their Cargo as determined by a character's Strength, then they become encumbered. If encumbered, all Strength and Perception checks will have +1 Difficulty per CU over their maximum allowed Cargo that they are carrying.

In addition, each Cargo Unit (CU) means that one hand must be dedicated to holding the indicated item in order for it to be used properly. So an item with 1 CU can be used with one hand without any problems. Each CU beyond their ability to hold the item will increase the Difficulty of a check made with the item by 1.

For example, an item like a hammer will only require a single hand to use (Hammer - 1 CU) however an item as large as an axe (2 CU) requires 2 hands to use without penalty. If for any reason the character tries to swing a clumsy axe one-handed (using a 2 CU item with one hand) they will incur penalties. If a 3 CU item is wielded with both hands, it means that it is still clumsy even when used 2 handed. This means that special harnesses or straps must be used to prevent penalties when using this item, or the character is unable to move or use this item in the same turn without penalty (whichever the case, it will be detailed in the equipment's entry).

Carrying Capacity or Cargo Capacity

A character's actual carrying capacity is typically far beyond what they are able to hold in their hands, as it is based on the character's leg and shoulder strength as well as their endurance. Without backpacks or some similar equipment, a character is only allowed to carry what they can in their hands and in their pockets. Some clothing can also increase Cargo Capacity. Any allowance for cargo will be indicated in the entry.

For example, a character can have a natural Cargo Capacity of 6, but until they get equipment to carry items like a backpack, they are only allowed to carry 2 CU worth of items without penalty.

A character can have on their person 1 CU worth of items per 'Cargo' (CU) without penalty with the proper equipment. Characters can have equipment that increase their Cargo Capacity beyond what their base Cargo Capacity allows, but they will be encumbered if the equipment they actually carry is greater than their natural Cargo capacity.

Items that are by themselves 4 CU or greater often become the focus of the entire mission, because these items would have to be extremely valuable for such a risky undertaking of hauling them back to a safe location. These would require 2 dedicated people (2 people = 4 hands = 4 CU carrying capacity) to carry without penalty.

Resource and Cargo

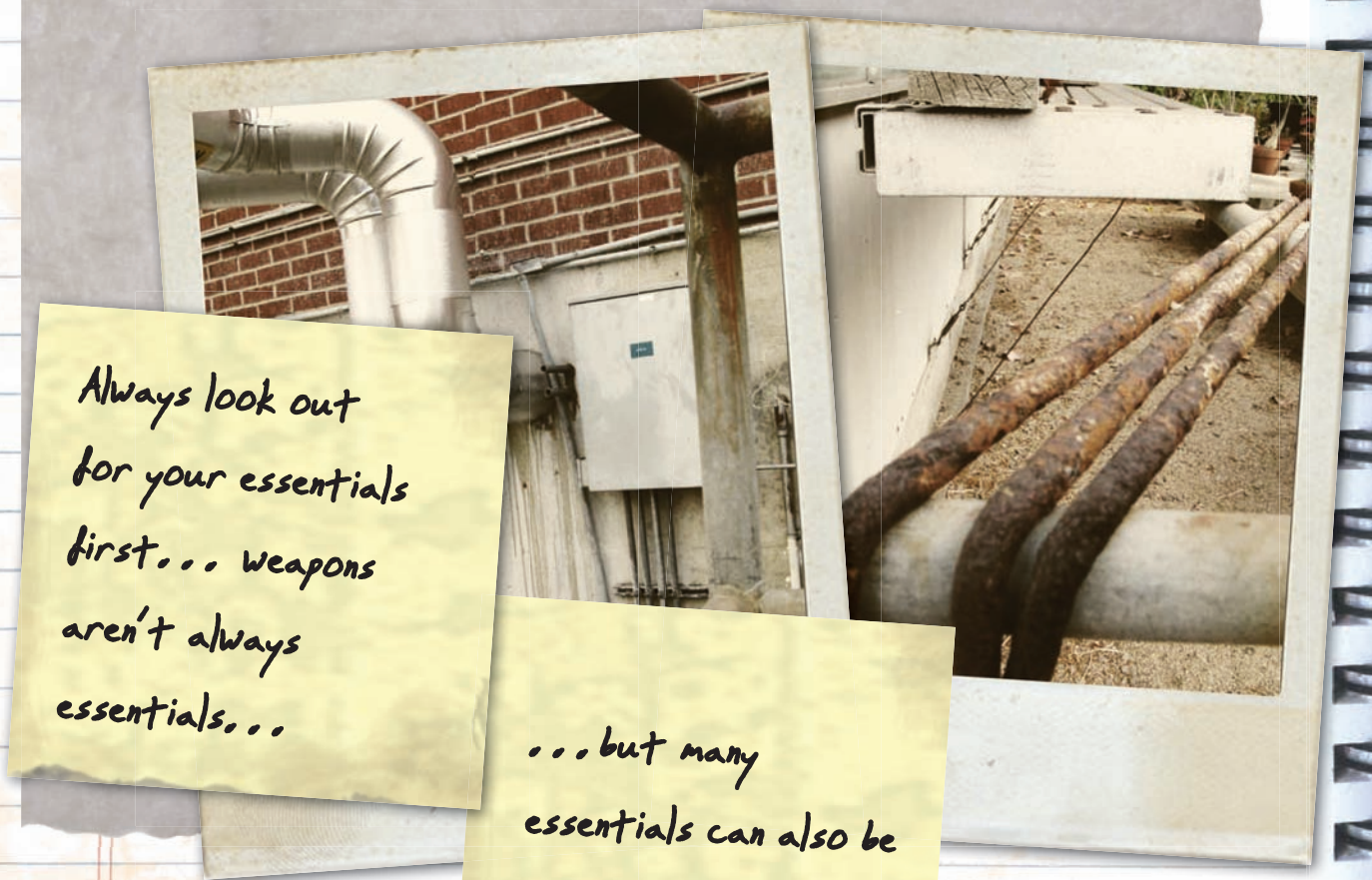
A character can carry up to 1 Resource per Cargo Capacity or up to 3 Food per Cargo Capacity. If a character carries a mix of the two, then 1 or 2 Food counts as 1 full Cargo Unit, so it is best to optimize by carrying multiples of 3 if possible. This represents the variable weight and size of canned goods as well as their nutritional value.

Purchasing new equipment

In a post-apocalypse world, the regular value of currency is thrown out the window, and the only two factors to consider are "how useful is it?" and "can I carry it?" For this reason, 'purchasing' equipment is not done with currency, but rather with Resource.

When characters return to a Stronghold or decide to rest, a character can determine what it is that they scavenged for throughout the mission by 'purchasing' the equipment with the Resource they've gathered thus far. 1 Resource can purchase 1 CU worth of equipment.

Some items are 'specialist' items that require that a specific location be raided or searched if that particular item is to be available for purchase at the end of the mission. One example of this is 'Specialist: Firearms'. If a piece of equipment has that as a descriptor, then that means that the item is only available for purchase after the players raid a location that has firearms, such as a sporting goods store or a gun store. Similarly, an item with 'Specialist: tools' means that a hardware store, or a residential garage, or similar location must be searched for the item to be purchased with Resource.



Uncommon and Rare Items

Items that are uncommon or rare will be restricted by availability and cannot always be purchased, even if the proper locations are looted during the course of a mission. Uncommon items will be available normally or with a % chance, but only d3 examples of it are available for purchase, if available. Rare will always include a % chance that will indicate its availability and even then, there will only be a single item of that kind available for purchase.

Bartering, Bribery, and Persuasion

Items can be exchanged by comparing their Values. A character bartering with something or a combination of things that are less valuable than what they are asking for will require an 'Empathy - Diplomacy (Barter)' check at an increased Difficulty of 1 per point of Value of discrepancy in favor of the person requesting. Each point of Value in favor of the person who is requesting will reduce the check's Difficulty by 1.

The method of bartering between player characters and Survivors is detailed in 'The Living' section of the Zombies chapter.

****An Important Note Regarding Value, Uncommon and Rare Descriptors****

In regards to equipment's Value, and Uncommon and Rare descriptors: these are values and descriptors that can vary completely from outbreak scenario to outbreak scenario. Even within the same outbreak scenario, two geographic regions can place greater value on certain items based on their availablity and need. It is impossible to cover every possible scenario with a blanket Value or assume that an item will always be common, uncommon or rare for this reason. Because of this, it is part of outbreak scenario construction to determine what, if anything, is consdiered 'uncommon' or 'rare' as well as giving such items a 'Value' that reflects an object's worth in the scenario a GM constructs.

i.e. An outbreak scenario that takes place at an arctic research facililty may give heavy down jackets and snowshoes a high 'Value' due to their usefulness (and in some case, due to their absolute necessity), but an outbreak scenario that takes place in a desert will treat the same objects as having virtually no 'Value' because there is no need for them.

To continue with this example, the need for such gear will often determine availabilty, which means that the snow gear mentioned may be common or 'Uncommon' if searching for it in the arctic outbreak scenario, whereas the same gear in the desert would probably be considered 'Rare'.

Value 0

It is possible to give some objects and equipment a Value of 0. This gives it virtually no worth when attempting to barter with it or trade with it. This represents items that are useless or are so common that they are almost everywhere. Since the item will still have CU, they must still be purchased with Resource, as the item will still have mass and volume, and hence still take up space even if the Value is 0. This is necessary because the entire economy of scavenging is based on how heavy something is and how much volume it takes up.

A GM can allow for Value 0 items to be searched for with bonuses or without requiring an entire period of 'Time' like normal searches. For instance, looking for a change of clothes will often

be an easy task, so a GM can waive the normal 1 Time requirement in order to obtain such equipment or can grant significant Perception bonuses to for the Search check.

Most simple bludgeoning, piercing and slashing weapons can be considered Value 0 for the purposes of searching in this way.

Purchasing Equipment that is 4 CU or Greater

An individual item that is 4 CU in size is virtually impossible to carry by oneself under optimal circumstances. Characters with high Strength are able to carry far more than 4 CU worth of equipment, but that only means that they can handle the weight of several items combined. Also, items this large have a strong chance that the 'Rare' descriptor goes along with it.

Unspent Resource

Resource that is not used to purchase equipment counts as being odd raw materials scavenged for whatever long term purpose the players had in mind. Lengths of pipe, coils of wire, electrical tape, motor oil, boxes of nails, fuel, lumber, fertilizer, etc. These unspent resources are used for upgrades on the Stronghold or to manufacture equipment with special missions.

The players' quandary is then this: how much do they spend on equipment for their own use by hauling back specific gear as opposed to leaving it as generic raw material for use of the Stronghold? Unspent resource that is at the disposal of the entire Stronghold cannot later be used to 'purchase' equipment as described earlier. It can only be used as mission prerequisties for 'manufacture' and ‘stronghold upgrade’ missions.

If a purchase is made before a character returns to a Stronghold, then the character cannot purchase additional equipment. No matter when a purchase is made, all remaining resource is considered 'unspent' for that character, meaning that characters get only one chance to make a purchase with Resource they just searched for. They do not get another option to purchase once they've returned to a Stronghold. If more Resource is gathered before returning to a Stronghold after a character made a purchase in the field, then they can purchase additonal equipment with Resource as normal.

Alternative Purchase Option: The Resorce Catalog

A GM, if they desire, can construct a ‘Resource Catalog’ as a method to track what the survivors have gathered with their searches. A Resource Catalog is a list of what a character is able to purchase with their available Resource. The benefit to using this is that there is no such thing as ‘Unspent Resource’, as everything that could potentially be available for purchase with Resource has been made known. Instead of finding the items individually, the characters search not only to gather Resource, but to expand the Resource Catalog of what is available for purchase. The individual items themselves are subject to ‘Degredation’ on the chart before the supply of a certain item is exhausted.

What is on this list is based on the locations that the characters loot during missions or what kind of location they are in when the game starts. For most scenarios, the items are automatically added to the catalog once the location is successfully searched. The master list that can be purchased from when characters are in their Stronghold is the ‘Strongohld Resource Catalog’. Otherwise, purchases can only be made in the location they are found in.

A GM places items in the master Resource Catalog available to the characters by the degrees

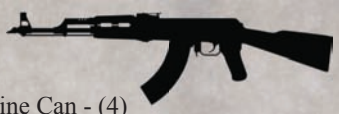
of success of the 'Per - Search' check made at that location. The drawback to using Resource Catalogs is that each location a player searches may require its own available items for their resource catalog.

Here is a sample Resource Catalog for a Crazy Robert's Hunting Supply:

CRAZY
ROBERT'S
HUNTING SUPPLY

Resource Catalog (Crazy Robert's Hunting Supply)

Degrees of Success for 'Per - Search' - Name of item that can be purchased - (Degradation)



0 - Gun Cleaning Kit- (1)
1 - Intermediate Pistol Cartridges (4)
2 - Stun Gun - (1), First Aid Kit - (2), 9mm Handgun - (3)
3 - Intermediate Pistol Cartridges (0.5), Empty Magazine (2), Gasoline Can - (4)
4 - Shotgun - (3), Intermediate Rifle Cartridges (2), Shotgun Shells - (2)
5 - Intermediate Rifle - (4), SMG (intermediate cartridges) - (5)

The players in the above example looting the gun store, get significant degrees of success with their 'Per - Search' check, for instance, achieving 4 degrees of success, indicates that looting the store yields not only 4 additional Resource as per normal Search rules, but the 4 degrees of success indicates that the players uncovered all but the most hidden items on the list and would be allowed to add the items to their own catalog as indicated on the store's catalog from 1-4 degrees of success. The items on the list that indicate that they require 5 degrees of success to purchase still remain unavailable to the characters. So in this case, all but the Intermediate Rifle and SMG can be purchased with the Resource gathered during this mission. The rest of the items that have been found can be added to the 'Stronghold Resource Catalog' and remain there, or the item can be purchased immediately.

Whether or not a GM reveals that there are items yet to be found at a location is entirely up to the GM.

Note: The same item may appear multiple times on the same Resource Catalog. This is done to represent caches of the same weapon hidden in different quantities, thus giving them differing Degradation values.

Resource Catalogs and Degradation

Each time an item is purchased from a Resource Catalog, roll Degradation as per the rules on pg. 302. If the roll indicates that the item is degraded, then it may no longer be purchased from the Resource Catalog. It must be searched for again at a different location (or the same location at a different degree of success requirement) in order to restore its availability for purchase.



When is the purchase made?

Technically, the characters decided what Resource is spent the moment they've found it. The spent resource doesn't magically become equipment when characters return to the Stronghold, so the actual moment of 'purchase' was when the character took the item from the location. That means that if the mission requires a return trip, the Resource gathered can immediately be attributed to item purchases before the return trip in addition to just waiting before a return to the Stronghold.

Likewise, a GM can allow characters to immediately purchase equipment with Resource instead of having to wait till they make it back to the Stronghold. Sometimes this is a matter of necessity as in the case of replenishing ammunition or acquiring first aid supplies. This uses the rules for 'Per - Search' checks found in the Gamemaster's Section to determine if such items can be found as they usually carry with it penalties for doing so or other additional rules.

Currency and Exchange

Even during the course of an Outbreak, there is a chance that devalued as it is, pre-Outbreak currency may hold some worth. If you want to use currency in your Outbreak scenario, then you can use this formula to translate into the 'Value' of money.

Purchases are easier to make at a Stronghold or before a return trip as they don't carry as many restrictions for rarity.

(currency exchange rate for 1 oz of gold) x (Outbreak Level) = 1 Value

• WEAPONS •

A myriad of weapons are available to protect characters. Unfortunately they are also capable of harming the players in the hands of the living. For this reason, a special 'Damage' section is included in these kinds of weapons to show how much Health damage the items do to the living (in the form of d6 rolls).



Firearms

Firearms come in many shapes and calibers. Solid slug weapons typically do the most damage if the shooter is a good enough marksman. For the untrained, it is probably best to steer clear of these kinds of weapons as they are more dangerous to the user and to their companions when in untrained hands.

Remember that successful attacks against The Living will increase the degrees of success of the attack for purposes of determing how many damage dice are rolled.

CRAZY
ROBERT'S
HUNTING SUPPLY

UNDERSTANDING YOUR FIREARM

Universal Firearm Rules

These rules apply to all firearms in one way or another. Any variation on these rules will be in the entry of the firearm itself.

Jam

All but the most sturdy of firearms are capable of jamming. Unless a 'catastrophe' in the ranged attack would better indicate something else (i.e. friendly fire) then it will count as a jam. Jammed firearms cannot be used again until the jam is cleared. A round must be dedicated to clearing a jam in order to clear it. If the firearm was firing multiple shots in the same round, then the firearm stops firing shots once jammed.

Note that many more rugged varieties of firearm, namely bolt action rifles, can have jams cleared in a matter of a few seconds with minimal training. For this reason, such firearms are not subject to this rule. Also, those highly trained in the use of firearms can also clear less durable firearms quickly as well.

Noise

A firearm, like items or tools, has a 'Noise' value which can add to Risk during a zombie encounter. All firearms cause 'instantaneous noise'. A firearm will have Noise: 1 unless indicated otherwise.

Reloading

A character forced to reload is able to load d6 rounds of ammunition a turn. If the character is not in any immediate danger, this is increased to d6+6 rounds a turn. Having magazines and loaders can increase reload speed significantly by being able to reload to the weapon's full capacity in a single turn, provided the magazine itself was loaded beforehand.

Specialist: Firearm

Firearms require that a location with 'Specialist: Firearm' be raided in order to make it available for purchase, otherwise, all Firearms are considered Rare.

Shock and Awe

A firearm is capable of delivering a psychological assault as well as a physical one. Shots from a firearm, or even just displaying one may bring an otherwise hostile person to compliance. When The Living or characters encounter a person armed with a firearm of any kind they will be required to take a 'Will - Resist Panic' check with an increased Difficulty of +d3 if it is used to intimidate, or if any character or The Living are under attack from someone armed with a firearm. Survivors may claim a +15 bonus to Empathy for 'Emp - Diplomacy (Intimidate)' checks.

Special Firearm Rules

The following rules will apply to firearms if the name of the rule appears in their listing. In the case of the 'firing modes,' a character has the option of using any firing mode they choose should multiple options be made available.

Armor Penetration (#)

These firearms are extremely effective at penetrating defenses. It will decrease Defense equal to the value indicated where the (#) is after Armor Penetration at close range, 1 less than the value at medium range, and 2 less than the value at long range.

Bolt Action

A bolt action rifle will have a lower rate of fire but benefits from increased reliability and accuracy. The bolt action rifle will only have a FC of 1 but can have a FC of 2 if firing 2 shots at the same target and the character is 'Deployed'. Also, using a firearm with 'bolt action' in the listing will be able to re-roll the 'ones' die when making attack rolls in ranged combat if deployed. Being remarkably sturdy and safe (as firearms go), a character with this weapon can discount up to 2 degrees of failure when determining the results of a failed check when using a bolt action firearm.

Carbine

A carbine refers to any form of rifle that has a barrel length (note, not overall length) of 18 inches or less. For example, the German Gewehr 98k (or Karabiner 98) is not a carbine, despite being called one, because its barrel length is 24 inches, not 18, whereas an M1 Carbine, which has a barrel length of 18 inches, is. Subtract 5 from the lethality of cartridges fired from carbines. Carbines also use pistol range increments.This sort of rifle can also be used 'defensively'.

Deployment

Larger firearms benefit from the user being firmly Deployed with the firearm properly held or supported. For this reason, they have two range increments the first is 'Undeployed' which means that the character has either moved or does not have the firearm properly supported (i.e. a 3CU firearm being used with 2 hands). The second range is 'Deployed', meaning that the firearm is properly supported and the character has not moved. Use the range increment that applies to characters with firearms either being deployed or undeployed.

Firing Mode: 3-Shot Burst

If the weapon has a '3-Shot Burst' firing mode, then the character can give their weapon the following properties:

- FC: 3 or 6. A player cannot fire anything but 3 or 6 shots in a turn.
- If firing 'undeployed', discount d3 shots fired to a minimum of 1 per intended target. These shots automatically miss. Pistol weapons with this setting do not discount shots in this way if they're firing at close or medium range. They do not count towards the number of shots fired. This just uses up more ammunition than the user intended.
- Can only direct fire towards one target if firing 3 shots, 2 if firing 6 shots (3 per target).
- The penalties for firing multiple shots do not apply.

Firing Mode: Fully Automatic

If the weapon has a 'Fully Automatic' firing mode, then the character can give their weapon the following properties:

- FC: 1d6+2 or FC: 2d6+3
- If undeployed, discount d3 shots for firing 1d6+2 or discount d6 shots for firing 2d6+3 shots. These shots automatically miss. They do not count towards the number of shots fired. This just uses up more ammunition than the user intended.
- If firing at a single target, the penalties for firing multiple shots do not apply.
- Generates +1 Noise more than normal, but it counts as 'sustained noise'.

Recoil

All firearms produce some recoil, some much more than others. Some produce so much that it takes quite a bit of Strength in order to keep a firearm steady. A firearm with this in their entry will be a weapon that has such tremendous recoil that a character needs at least 5 Strength for every full 10 of Lethality the firearm has at its closest range. If someone of lesser Strength attempts to use the weapon, then it will increase the Difficulty of its use by 1 or more. Note that there are very few firearms that would produce this much recoil, as many models now incorporate mechanisms that suppress recoil tremendously. It's only those models that lack such measures that would have this additional rule.

Specialist: Military/Police

This firearm is typically restricted to Military or Police use and is illegal or extremely difficult to find outside a police station or military instillation; and even then there is no guarantee that they will be there if the proper place is raided. Count as 'Rare' and the Value is not 1 per CU, it is 1d6 per CU. This also means that template characters that are of a military/police/correctional officer type can purchase these items without these restrictions of specilzation or rarity during the character's creation.

Pistol Weapon

This weapon is usable with only one hand and is small enough to be aimed and fired quickly. This is not the safest nor is it the recommended way of using such a firearm, but it does have the ability to be used in this way. See pg. 212 for full combat rules to use Pistols as 'defensive weapons'.

Revolver

A revolving chamber means a lower ammo capacity (represented in the firearm's profile) but it benefits from increased reliability. Using a firearm with 'revolver' in the listing will be able to re-roll the 'ones' die when making attack rolls in ranged combat and do not count pistol whipping during grapple to be any kind of misuse. They can also discount up to 1 degree of failure when determining the results of a failed check using a revolver.

As long as you can maintain accuracy, greater distance is always better.

Rifle Weapon

This firearm is made for long distance firing. A character who has a rifle weapon can take shots at zombies before they get into a zombie encounter. If a zombie encounter is rolled in open ground, and before the zombies are deployed a character may take 1 free shot per FC of the weapon at the zombies using the long range of the rifle. This still uses up ammo and the characters still count as having used a firearm in the encounter even if all the zombies are killed before the encounter takes place.

A character can also take advantage of this rule if they are inside and are taking either 'point', 'middle guard' or 'rear' positions.

Very Rare

Examples of this kind of firearm are typically illegal and are extremely difficult to come across and are rarely left behind. In addition to counting as 'Rare' its value is increased by 5 or more.





Flame Weapons and Fire

Flame weapons are typically destructive, and they can be dangerous to the user. If a target is hit with a flame weapon and it does not die that turn, then it counts as being 'engulfed'. Targets that are 'engulfed' will increase the chance of a ZK% by +10% so long as it is engulfed in flame. That means that if no one else shoots at the target, or attacks it in any way, then it will have a base 10% chance of being killed. If a character grapples with a target that is 'engulfed' then the character takes a +2 Difficulty penalty to the check. A target (character or otherwise) will have a natural 10% chance each turn to have the fires on them extinguished which is increased by 10% per person helping them. Typically only sentient creatures will attempt to extinguish themselves or others. Zombies will make no effort to extinguish themselves and will walk around ablaze until they die or the fires die out unaided. If a character is 'engulfed' then they must make a 'Will - Resist Panic' check with a difficulty of 3 to see if they can do anything else other than attempt to extinguish themselves. Characters that are 'engulfed' will take 1d6 damage for every full 10 points in the flame weapon's Lethality each turn.

Flame Weapons and Grappling

If a character is equipped with a Flame Weapon while they are forced to make a grapple check, then the character may not use defensive weapons. If the character does not pass the grapple check then they have a 30% chance of catching themselves on fire with their own weapon, causing them to become engulfed. If this happens, the opponent is also engulfed.

Flame Weapons and Multiple Shots/Multiple Targets

Flame weapons do not take penalties for firing multiple shots or firing at multiple targets. Flame weapons are advantageous in tight areas because they can potentially hit several targets. All flame weapons can affect a radius of 10ft per 'shot' used. This represents either a single fiery burst or coating an area with flame. The exception to this is something that produces a small amout of flame such as a spray can rigged with a lighter. This can only ever catch a single target on fire at a time.

Noise

Flame weapons do not generate 'Noise' unless it is an explosive, in which case it will generate 1 Noise per 10 Lethality of the weapon.

Flame Weapons and Catastrophes

Flame weapons are highly erratic and are far more likely to cause problems should they be used improperly. For this reason, 4 degrees of failure is considered a 'catastrophe' instead of the normal 5 or more. Other weapons can be equally erratic and dangerous to the user. Those that are will have whatever addtional rules that apply to the increased danger of their use in the entries for the equipment.

Pistols, Machine Pistols and Submachine Guns

Pistol Range: 3'-15'/16'-45'/46'+

Pistols and submachine guns suffer from many drawbacks compared to other ranged weapons. They are unwieldy, inaccurate, underpowered, and can be dangerous if handed to an untrained individual.

A pistol is defined as a weapon designed to be held in one hand, firing a small cartridge. Because of the bewildering array of pistols in existence, it is necessary to describe their differences based on the cartridge fired, instead of the the model used.

The main difference between a pistol and a submachine gun is that a submachine gun has a much higher rate of fire. What differentiates pistols and submachine guns from rifle weapons is that pistols and SMG's use pistol cartridges as ammunition, which is why submachine guns or (SMG's) share this section with pistols.

Depending on the model, a SMG will use Intermediate Pistol Cartridges. A submachine gun will almost never have Heavy Pistol Cartridges and will never have Massive Pistol Cartridges as ammunition. They will also use Rifle Range incriments instead of the pistol one provided above.

Small Pistol Cartridges

Designed for target shooting or killing small rodents, these rounds are pitifully small, and most won't kill a living human unless they are hit directly in a vital organ. These weapons are nearly useless against zombies. However, there is a small chance that such a round could penetrate the skull at ridiculously short range. They have the small benefit of having the highest rate of fire of any handgun, due to their complete lack of recoil. There is an additional benefit of being able to carry lots of ammunition of this kind. For zombies, this kind of ammunition is best avoided entirely in favor of larger calibers.

Small Pistol Cartridges
Lethality: 10/5/2
CU: (500 rounds = 1 CU)
FC: 6
Capacity: 10 round magazine
Value: 1
2.7mm Kolibri- .221 Remington Fireball (includes .22 Long and all variations)
Damage: 1d3

Intermediate Pistol Cartridges

The smallest grade of military pistol cartridges; these rounds are reliable, cheap, and have low recoil. While not as powerful as the larger handguns, nor as accurate as a rifle, they are by far the most ubiquitous pistol cartridge to be found around the world. They rarely jam; however, they are not exceedingly powerful, so it is best not to rely on these when in a tight spot.

Intermediate Pistol Cartridges
Lethality: 20/15/10
CU: (50 rounds = 1 CU)
FC: 4
Capacity: 15 round magazine
Value: 1 per Outbreak Level (1xOL)
5.45x18mm-9mm Steyr (includes 9mm Parabellum, 8mm Mauser. 40 S&W, .57x28mm) Note that .38 Special will occasionally fall under this category depending on the firearm using it. Also, certain types of ammunition similar to the 9mm will have the stopping power of a cartridge of much higher callibers, such as in hollowpoints, dum-dum and tungsten rounds. Most police officers carry such ammunition standard. Such exceptions may use the Lethality and Damage entry of a Heavy Pistol Cartridge.
Damage: 2d6

Heavy Pistol Cartridges

These are the heavy hitters of pistol weapons. They are fully capable of taking out a target at close range due to their lethal impact hits and penetrating power. These rounds have heavy recoil, so it is very difficult to maintain a rapid-firing position with such a weapon. Their ammunition is not extremely sparse, and such cartridges are still in very common use throughout both military/police units, and civilian self-defense.

Heavy Pistol Cartridges
Lethality: 35/30/20
CU: (50 rounds = 1 CU)
FC: 2
Capacity: 7 round magazine
Value: 2 per Outbreak Level (2xOL)
.38-.45 ACP (includes .357 Magnum, and all .45 variants, 10mm Auto and .38 special, depending on the model of firearm)
Damage: 2d6+3

Special:
The penetrating power of these rounds decreases the defense of the target by 2 at close range and 1 at medium range.

The 'Capacity' entry is an average that is typical of the ammunition type.

...if you possess a firearm or know of a firearm that has a different 'capacity' then it supercedes the entry in these listings

Massive Pistol Cartridges

These weapons are the most powerful amongst handguns. Designed to take out heavy game such as black bears and deer, these rounds are almost exclusively reserved for revolvers and are the biggest "bangs" available you will get with a pistol round. Unfortunately, there is a reason that such handguns are not in widespread use. The recoil of these weapons is simply incredible, making accurate fire nearly impossible for anyone but a trained shooter. While the ammunition for these weapons is more difficult to find than the other pistols, it is not by any means rare. This caliber of round will not be found outside of a dedicated gun/hunting shop.

Massive Pistol Cartridges
Lethality: 45/35/10
CU: (50 rounds = 1 CU)
FC: 1
Capacity: 6 (revolver only)
Value: 3 per Outbreak Level (3xOL)
.44 Magnum-.55 Boxer (includes .500 Magnum)
Damage: 3d6

Special:
Armor Penetration 3

Choice of firearm is important. Consider ammunition availablity versus lethality.

Handguns

.357 Magnum Revolver
CU: 1
Value: 12
Special:
Pistol weapon, Revolver. Uses Heavy Pistol Cartridges.

.357 Magnum Handgun
CU: 1
Value: 12
Special:
Pistol weapon. Uses Heavy Pistol Cartridges.

.357 Magnum Snub Nose Handgun
CU: 1
Value: 10
Special:
Recoil, Pistol weapon. Uses Heavy Pistol Cartridges.

.38cal Handgun
CU: 1
Value: 10
Special: Pistol weapon. Uses Heavy Pistol Cartridges.

.45cal Handgun
CU: 1
Value: 15
Special:
Pistol weapon. Uses Massive Pistol Cartridges. Rare.

9mm Handgun
CU: 1
Value: 8
Special:
Pistol weapon. Uses Intermediate Pistol Cartridges. Some variants of ammunition have the Lethality of Heavy Pistol cartridges. Many Police firearms fall under this category.

Submachine Gun
CU: 2
Value: 18
Special:
Depending on the model, a SMG uses pistol cartridges (typically Intermediate). Pistol Weapon, 3-Round Burst, Fully Automatic. Rare. Uses Rifle range incriments.



Rifles and Carbines

Range (undeployed): 6'-30'/ 31'-90'/91'+
Range (deployed): 12'-60'/61-180'/181'+

Rifles are the standard weapons given to any military or paramilitary unit. Designed for multipurpose use and reliability, these weapons are accurate, sturdy and deadly. Their only drawback is their lack of concealment, but that is rarely an issue when dealing with zombies. As with pistols, rifles come in a variety of calibers and lengths.

Some rifle weapons use smaller cartridges of ammunition, namely the .22 caliber rounds and the like. These weapons use pistol ammunition, but use the short/medium/long distances that are attributed to rifle weapons; this is due to the vastly increased accuracy of rifle weapons when compared to handguns. It doesn't increase the penetrating power of the cartridge it fires.

Note that many SMG and pistol carbines use the same range incriments as Rifles do.

Small Rifle Cartridges
Lethality: 25/20/10
CU: (50 rounds = 1 CU)
FC: 4
Capacity: 10 round magazine
Value: 1
Damage: 1d6+3

Any rifle/carbine that takes small to intermediate pistol rounds are usually civilian weapons designed to take out small game or to act as home defense. They are rarely used in a military fashion, due to being underpowered, but are still effective at short ranges.

Intermediate Rifle Cartridges
Lethality: 30/25/20
CU: (20 rounds = 1 CU)
FC: 3
Capacity: 30 round magazine
Value: 1 per Outbreak level (1xOL)
Damage: 2d6
5.45x59 Soviet-7.62 Soviet (includes 5.56 NATO), .30-06

The most common round in modern militaries, the intermediate cartridge is designed for accuracy, trajectory, and rate of fire. While not as powerful as the rounds used in WWII, these weapons can be used against multiple targets quickly. They are simple and strong. Such rounds are surprisingly easy to find, and nearly any gun shop will have several cases of surplus military ammunition lying around.

Heavy Rifle Cartridges
Lethality: 40/40/35
CU: (20 rounds = 1CU)
FC: 3
Capacity: 10 round magazine
Value: 4 per Outbreak level (4xOL)
Damage: 2d6+3
Historical: 6.5 Arisaka-.30-40 Krag, 8mm Mauser,
Modern: 7mm 300 WSM

These rounds are the most accurate and most lethal available to the average person. Designed to kill a grown man at half a mile away, these are true weapons of war and arguably the best ranged weapon available. They are consistently accurate, and against a normal person, one hit generally means one kill. These rounds are the choice pick for hunters and snipers alike and as such are fairly simple to find.

Against a zombie, even a torso shot could be enough to destroy the spinal cord, a kill is much more likely with this than nearly all handgun and shotgun rounds.

Massive Rifle Cartridges
Lethality: 35/45/40
CU: 10 rounds = 1CU
FC: 1
Capacity: 5 round magazine
Value: 6 per Outbreak Level (6xOL)
Damage: 3d6
.50 BMG, 308 Lapua Magnum or Equivalent

The heaviest infantry rifles ever produced fall into this category. Firing rounds banned by the Geneva Convention to be targeted at humans, they have been designated as "anti-materiel" weapons. These rifles have been designed to puncture through APCs. Unfortunately, their massive size and tremendous recoil retard their effectiveness at short ranges, though they are still dangerous.

Depending upon the model of firearm using a massive cartridge, a character that fires this kind of cartridge as ammunition must have a Strength of 40 or higher if standing while firing, or 35 or higher when the rifle is deployed. Failing to meet the Strength requirement will increase the Difficulty of the weapon's use by 1 per shot fired in addition to any other penalties for firing multiple shots.

Also, some models of firearm can absorb a tremendous amount of recoil or have different configurations, such as a 'Bull Pup' design which can alter recoil, range, maneuverabilty and user fatigue. These differences in model can greatly alter Fire Control as well as offset recoil for better accuracy. What is presented here is a very generic guideline based on cartridge size.



Semi Automatic Rifle
CU: 3
FC: depends on model and ammunition. Also uses firing modes.
Capacity: depends upon the ammunition
Special: Rifle Weapon, May have Firing Mode: 3-Round Burst, Specialist: Firearm. Can use any caliber cartridge, but they cannot be interchanged once the caliber has been determined.

Bolt Action Rifle
CU: 3
FC: depends on model and ammunition. Also uses firing modes.
Capacity: depends on the ammunition
Special: Rifle Weapon, Bolt-Action, Specialist: Firearm. Can use caliber cartridge, but they cannot be interchanged once the caliber has been determined.

Machine Guns

Range: Machine guns use the range of Rifles.

These weapons were, ironically, not originally designed as killing weapons but as suppression fire weapons. While capable of inflicting massive amounts of casualties against a closely-packed enemy, they are better suited for keeping their heads down. Against zombies, these benefits do not truly apply, but the machine gun is still a useful weapon to have. In general, accuracy is better than rate of fire when dealing with zombies.

Light Machine Gun
Lethality: 30/25/20
CU: 2
FC: Firing Mode: Fully Automatic
Capacity: 100 round magazine
Value: 10 per Outbreak Level (10xOL)
Damage: 2d6
M249 SAW, Soviet RPK
Special: Firing Mode: Fully Automatic. Rare.

Medium Machine Gun
Lethality: 35/30/25
CU: 3
FC: Firing Mode: Fully Automatic
Capacity: 100 round magazine
Value: 12 per Outbreak Level (12xOL)
Damage: 2d6
MG-42, M60
Special: Firing Mode: Fully Automatic. Rare.

Heavy Machine Gun
Lethality: 40/35/30
CU: 3
FC: Firing Mode: Fully Automatic
Capacity: 100 round magazine
Value: 15 per Outbreak Level (15xOL)
Damage: 3d6
Browning M2, certain GPMGs (general purpose machine guns)
Special: Firing Mode: Fully Automatic.
Same as Light Machine Gun, but must be deployed to fire. Rare.

Shotguns

Range: 1'-25'/26'-45'/46'+

The shotgun and its many variants are distinct in that they are designed to fire not single solid rounds, but shot. They spray an area with shot pellets that are usually used to shoot small or fast moving targets. Typically, a zombie is neither of these things. Against a zombie, the shotgun has a limited effectiveness at longer ranges, but at close range it could provide the required punch to knock down or kill zombies. The shotgun can also fire single solid rounds called slugs. Of all the benefits that the shotgun has, there are significant drawbacks. A shotgun does not have the option of being silenced nor does it benefit tremendously from scopes. Using the shotgun properly means getting uncomfortably close. This is not a problem normally, so long as the supply of shotgun shells holds out.

The delivery of the large number of projectiles simultaneously makes the shotgun the most effective short range weapon commonly used and twice as great as an assault rifle for accuracy. The small size of the shot pellets used mean that those hits will have drastically reduced effectiveness against the undead.

Shotguns and Reloading

The shells of a shotgun take more time to load than other rounds due to their size. A character can only load d3+1 shells per turn when in duress (panicked, or within close range of zombies). In safety, this number is increased to d3+4.

Shotguns and Noise

A shotgun is generally much louder than other firearms and cannot be silenced. Because of this, the range for zombies to hear a shotgun shell going off is increased. Count zombies as having 1 sense level higher for 'Hearing' than normal when characters use shotgun weapons, and generate 1 additional Noise when firing.

Shock and Awe

A shotgun is even more effective a tool of intimidation than other firearms. Characters, when encountering a person armed with a shotgun of any kind will be required to take a 'Will - Resist Panic' check with an increased Difficulty of +d6 instead of the normal +d3 if it is used to intimidate, or if any character or The Living are under attack with someone armed with a shotgun. Characters also claim a +30 bonus to 'Emp - Diplomacy (Intimidate)' instead of the normal +15 allowed by firearms.

Shotgun Shells

Shotgun Shells, 7 1/2 Birdshot
Lethality: 40/25/5
CU: 15 shells = 1CU
FC: 2
Capacity: 5 round magazine
Value: 6 per Outbreak Level (6xOL)
Damage: 1d6

Shotgun Shells, 00 Buckshot
Lethality: 60/25/10
CU: 15 shells = 1CU
FC: 2
Capacity: 5 round magazine
Value: 6 per Outbreak Level (6xOL)
Damage: 1d6

Slugs/Specialty Rounds

The unique construction and make of the shotgun allows for unparalleled customizability with ammunition types. While most of these serve to make the round less lethal, it serves to make the shotgun quite versatile.

Hunting, Non-Lethal, and Military Shells

These specialized rounds are usually rare. The reason being is that their use is either restricted or not widely distributed. Some of these shells are included strictly for the sake of completeness (or admittedly, novelty).

Bolo rounds contain 2 round balls or discs connected with wire. This immediately knocks the target prone and they must spend an extra turn getting up. Use the percentage chance for both zombies and the living to see if the bolo shell binds the target. This is woefully inaccurate, however and increases the Difficulty of all shots fired by 3.

Buck and Ball rounds contain a half sized slug with buckshot piled on top of it. This increases Lethality by +10/+15/+10 to indicate it's effectiveness at medium range, where most shotgun shells begin to drastically lose effectiveness.

Brenneke and Foster 1 oz slugs are rifled for increased accuracy. The hollowed rear further improves accuracy by placing more mass in the front of the projectile, making it a more stable projectile. Both slugs feature fins, which increase stability in flight. This sort of round has the same Lethality at medium range as they do at short range. They also have the same Lethality at all ranges, but their long range tops out at approximately 450 feet. Among special shotgun shells, these are among the most widely available.

Armor Penetrating or Steel slugs benefit from increased penetrating power, so as a result, at short and medium range, their Lethality is increased by 10 and get +1d6 damage. They also have Armor Penetration: 4.

Fleschette rounds contain aerodynamic darts, typically from 8 to 20 in number. The flechettes provide greatly extended range due to their aerodynamic shape, and improved penetration of light armor. Performance is poor due to the very light weight of the flechettes, and their use was

quickly dropped from the military due to its ineffectiveness at penetrating defense. In addition, the use of such rounds was banned by the Geneva Convention, which makes this round exceptionally rare. It's just as well, these rounds are not particularly useful. Against the Living, they have an increased Lethality of 5 at all ranges.

Tungsten shells have incredible penetrating power. They add +15 to all Lethalities and have Armor Penetration 4.

Grenade rounds use exploding projectiles to increase long range lethality. These are currently experimental (and thus nearly impossible to obtain), but grenade rounds, which comes in both armor penetrating and fragmentary forms, is under consideration by military forces. It is unlikely that you will ever come across these shells. They are included here for the sake of completeness. Grenade rounds get +10 Lethality at short range and have the same Lethalty at medium and long range as they do at short range and get +1d6 to their Damage

Non-lethal rounds

Bean Bags/Rubber Slugs/Rubber Buckshot fire a loose, dense, or bouncy substance. The 'punch' effect of the bag is useful for knocking down targets and are used by police to subdue violent suspects. The bean bag round is by far the most common non-lethal round used. Due to the large surface area of these rounds, they lose velocity rapidly, and must be used at fairly short ranges to be effective. Use at extremely short ranges, under 10 feet (3 m) can result in broken bones or other serious or lethal injury. These rounds can only make a zombie Knocked Prone at close range. To a zombie, it is useless at medium and long ranges. The Living will have to make a 'Str - Resist Pain' check or be Knocked Prone. If they fail the 'Str - Resist Pain' check by more than 3 degrees of failure then the character will also be in Pain, but the pain will fade after the Encounter.

Gas shells spray a cone of gas for several meters. These are primarily used by riot police. They normally contain pepper gas or tear gas. Other variations launch a gas grenade-like projectile. These are literally useless against the undead. Against the living, the targets will immediately be thrown into a state of Pain. If the target has a gas mask or some similar protection, then the round has no effect.

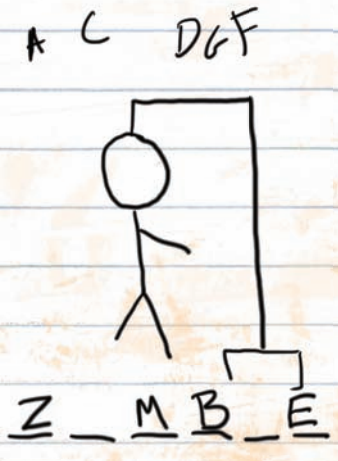
Disintegrator or Breaching shells are designed to blow out deadbolts, door locks and door hinges without risking the lives of those beyond the door. These rounds are packed with a mixture of dense metal powder (often lead) and wax, which can destroy a lock then immediately disperse. They are used by SWAT teams to quickly force entry into a locked room. Using a disintegrator shell will reduce the Difficulty of 'Per - Search' checks by 1, and generates 1 Risk. This is still lethal at close range, despite it being in the non-lethal category.

Bird bombs/Screechers/Flares are low-powered rounds that fire a flare, firecraker or noisemaker that is fused to explode a short time after firing. They are designed to scare animals, such as birds that congregate on airport runways, garbage dumps and ground recievers for delicate radio instrumentation.

This has no effect on the undead or the living. It serves as a signal flare and will unfortunately alert zombies to your presence far more than most other type of cartridges or shells. This can count as a one use only 'noisemaker' or a 'signal flare' or both. To summarize:

- Bird Bomb - Noise
- Screecher - Noise
- Flare - Noise, Light

Blank shells contain only a small amount of powder and no actual load. When fired, the blanks provide the sound and flash of a real load, but with no projectile. These may be used for simulation of gunfire, scaring wildlife, or as power for a launching device. This can only be used to intimidate the living or draw attention.



Shotgun, Break (double barrel)
Lethality: As shells used
CU: 2
Capacity: 2 shells
Value: 8xOL
FC: 2

Shotgun, Riot
Lethality: As shells used
CU: 2
Capacity: 8 shells
Value: 10xOL
FC: 2

Shotgun, Pump Action
Lethality: As shells used
CU: 2
Capacity: 6 shells
Value: 10xOL
FC: 2
Special: Zombies struck by this weapon at long range will not be killed normally even if the Ranged Attack check is successful. They will instead be 'knocked prone'.

Shotgun, Assault
Lethality: As shells used
CU: 2
Capacity:10 shells
Value: 12xOL
FC: 3
Special: Specialist: Military/ Police. Zombies struck by this weapon at long range will not be killed normally even if the Ranged Attack check is successful. They will instead be 'knocked prone'. In addition, an Assault Shotgun has a pistol grip which allows it to be used defensively. Rare.

Shotgun, Sawed-Off
Lethality: As shells used but modify Lethalities as such: +10/-5/-
CU: 1
Capacity: 6 shells
Value: 10xOL
FC: 2
Special: Very Rare. Defensive, Zombies struck with this weapon at medium range will not be killed normally even if the Ranged Attack is successful. The zombie will instead be 'knocked prone'. Riot and Assault Shotguns cannot be sawed off.

Bow
Lethality: 10/5/5
CU: 2
Capacity: 25 arrows
Value: 2xOL
FC: 1

Compound Bow
Lethality: 30/20/10
CU: 2
Capacity: 25
Value: 5xOL
FC: 1
Special: The ZK% cannot normally exceed 50%. The only thing that can push the total beyond 50 is the use of Broadhead Arrows. Uncommon.

Crossbow
Lethality: 15/15/10
CU: 3
Capacity: 1 bolt
Value: 5xOL
FC: 1
Special: Cannot move and be reloaded in the same turn.

Throwing Knife
Lethality: 5/3/-
CU: 1
FC: 1
Special: Uncommon. Can be used 'Defensively' for +5 to Strength if equipped. ZK% cannot exceed 15%.

If you know the 'pull' of your bow, then add +1 to the ZK% per 5lb. of pull on the bow.

Bows and Crossbows

The ability to move silently and escape detection is by far the best tactic for survival. No weapon facilitates this better than bows and crossbows. They are bulky and require large stores for arrows and bolts, not to mention plenty of practice, but properly used they are better than firearms in almost every way.

They produce no noise and have reusable ammunition which puts them at a considerable advantage over other weapons. Though, firearms have much better effectiveness against long range targets, zombie survival dictates that a target at long range (where rifles are best) should simply be avoided. While bows and crossbows have exceptional use in trained hands, a firearm is loud, but is far easier to use and require far less training than bows and crossbows.

Bows and Crossbows use pistol range incriments.



Miscellaneous Ranged Weapons

Flame Thrower
Lethality: 65/45/-
CU: 2
Capacity: 10
Value: 15
FC: 2
Special: Uses Pistol ranges. Flame weapon. Specialist: Military. Uses special flamethrower fuel. If the Flame Thrower has a backpack fuel tank, then increase the capacity to 25 and increase the CU to 4.

Grenade
Lethality: special
CU: 1
Capacity: 3
Value: 10xOL
FC: 1
Damage: 5d6 - 1d6 for every 10' from the central target
Special: Specialist: Military. All targets within 10' of the original target are hit with ZK25%; all within 10' of the original target are hit with ZK10%. This is designed to injure, not kill, making them extremely poor against zombies. Regardless, all targets within 30' are 'knocked prone', Targets up to 50' must make a 'Per - Balance' check in order to resist being 'knocked prone'.

Grenade Launcher
Lethality: special
CU: 1
Capacity: 6
Value: 25xOL
FC: 1
Many variants of such weapons exist, some can be attached to service rifles. They all fire 40mm projectiles.
Special: Uses Pistol ranges. Specialist: Military/Police. Only one kind of grenade round can be loaded into the launcher at a time. Police precincts have grenade launchers to launch tear gas and other riot control devices. They will not be found with explosive rounds.

Molotov Cocktail

Lethality: special

CU: 1

FC: 1

Damage: 3d6 - 1d6 for every 10' from the central target

Special: requires lighter. Flame weapon. All targets within 10 feet of the original target must make a 'Per - Balance' check or be 'knocked prone'. All targets within 15' are hit with ZK15%.

Connor Daigneault (order #4070166)

Melee Weapons

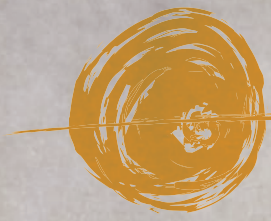
Bludgeons

Bludgeoning Weapon (short)
blackjack, wrench, lead pipe, claw hammer
Lethality: 5/-/-
CU: 1
FC: 2
Special: Consult the table on pg. 297 to determine this weapon's true properties depending upon the material it is made of. This has no effect on zombies if the weapon is strictly subdual in nature.

Bludgeoning Weapon (med.)
baseball bat, 2x4, rebar
Lethality: 15/-/-
CU: 1
FC: 2
Special: Consult the table on pg. 297 to determine this weapon's true properties depending upon the material it is made of. Requires Strength of 25 to use if the particular type of bludgeon is Medium or High durability. Using this weapon to knock a zombie prone grants a bonus of +15 to Attack instead of +10. Generally, this weapon is subject to 'Breaking'. When it breaks, it breaks into a usable Bludgeoning Weapon (short). Depending on the material, this may not be subject to breaking at all, but typically have a higher minimum Strength requirement.

Bludgeon Weapon (long) hockey stick, shovel, golf club, long metal pole, etc
Lethality: 20/-/-
CU: 2
FC: 1
Special: Consult the table on pg. 297 to determine this weapon's true properties depending upon the material it is made of. Requires Strength of 30 to use if the particular type of bludgeon is of Medium or High durability. Using this weapon to knock a zombie prone grants a bonus of +20 to Weapons instead of +10. Generally, this weapon is subject to 'Breaking' When it breaks, it breaks into a usable Bludgeoning Weapon (med.). Depending on the material, this may not be subject to breaking at all, but typically have a higher minimum Strength requirement.





AKIRA'S SCHOOL OF MARTIAL ARTS

Dagger
Lethality: -/-/-
CU: 0.5
Special: Can only be used 'defensively' for a +15 Strength bonus for a Grapple Check. Using a dagger defensively will consume the dagger as their blades are not that sturdy. These blades are steak knives, letter openers or any number of kitchen knives that are only sturdy enough for one good use. They allow a free attack as normal at the base Melee Attack of the character if they win the Grapple check.

Halberd
Lethality: 5/25/-
CU: 2
FC: 2
Special: Very Rare. Counts as a Long Bludgeoning Weapon. If only one attack is made at medium range then the lethality increases to 35.

Katana
Lethality: 35/-/-
CU: 1
FC: 2
Special: Rare. Counts as a 'Slashing Weapon, Long'. An ornamental katana will have Medium durability as opposed to High due to the frailty of their construction.
Martial Arts (3rd Tier) - Using a Katana as a piercing weapon and failing to cause a kill will not force the player to make a Strength check to free the weapon.

Knife
Lethality: 5/-/-
CU: 1
FC: 2
Special: the ZK% with the Knife cannot exceed 15% in melee combat. Can be used 'Defensively' for +10 Strength.

Knife, Combat
Lethality: 10/-/-
CU: 1
FC: 2
Special: the ZK% of killing a target with the Combat Knife cannot exceed 30% in melee combat. Can be used Defensively for +15 Strength.

Nunchakku
Lethality: 10/-/-
CU: 1
FC: 3
Special:
Martial Arts (3rd Tier) - The user of this weapon can either take no penalties for making multiple attacks or take no penalties for attacking multiple targets in melee range.

Tantō
Lethality: 10/-/-
CU: 1
FC: 2
Special: Rare. follows the rules for a 'Slashing Weapon, Short'.

Wakizashi
Lethality: 25/-/-
CU: 1
FC: 2
Special: Rare. Follows the rules for a 'Slashing Weapon, Medium'.
Martial Arts (2nd Tier) - When using the Wakizashi as a piercing weapon and failing to cause a kill will not force a player to make a Strength check to free the weapon.

Piercing Weapons

Piercing Weapon (short) awl, stake, ice pick, railroad spike
Lethality: 10/-/-
CU: 1
FC: 1
Special: Consult the table on pg. 297 to determine this weapon's true properties depending upon the material it is made of. Can be used 'Defensively' for +15 Strength. If used Defensively, weapons of this kind can bypass the close range defense by up to 1.

Piercing Weapon (medium) rebar, pipe
Lethality: 15/-/-
CU: 1
FC: 1
Special: Consult the table on pg. 297 to determine this weapon's true properties depending upon the material it is made of. Can be used Defensively for +15 Strength. Can bypass the close range defense by up to 1.

Piercing Weapon (long) pitchfork, spear
Lethality: 20/-/-
CU: 1
FC: 1
Special: Consult the table on pg. 297 to determine this weapon's true properties depending upon the material it is made of. Can discount the close range Defense by up to 2.

Slashing Weapons

Slashing Weapon (short) butcher knife, skinning knife, etc.
Lethality: 7/-/-
CU: 1
FC: 2
Special: Consult the table on pg. 297 to determine this weapon's true properties depending upon the material it is made of. ZK% at close range cannot exceed 20%. Can be used Defensively and grants a bonus of +10 to Strength when grappling. Can be used on prone zombies and grants a bonus of +15 to Attack when delivering a 'coup de grace'. If used 'defensively' then the short slashing weapon can ignore 1 Defense of the target. A 'Slashing Weapon, Short' can have the properties of a 'Short Piercing Weapon' if only one attack is made. Slashing weapons are subject to 'Dulling'.

Slashing Weapon (med.) machete, short sword
Lethality: 20/-/-
CU: 1
FC: 2
Special: Consult the table on pg. 297 to determine this weapon's true properties depending upon the material it is made of. Slashing weapons are exceptionally good at causing crippling or fatal wounds, so successful attacks will count as having one more degree of success. Can be used on prone zombies and grants a bonus of +20 to Attack when delivering a 'coup de grace'. A 'Medium Slashing Weapon' can have the properties of a 'Medium Piercing Weapon' if only one attack is made. If attacking in this way fails to make a kill then a Strength check must be passed to free the weapon from the body of the target. Failing to do this will prevent the weapon's use next turn. Slashing weapons are subject to 'Dulling'.

Slashing Weapon (long) swords, etc
Lethality: 25/-/-
CU: 2
FC: 1
Special: Consult the table on pg. 297 to determine this weapon's true properties depending upon the material it is made of. Longer slashing weapons are even better than their shorter counterparts at causing crippling or fatal wounds, so successful attacks count as having scored two more degrees of success. Can be used on prone zombies and grants a bonus of +25 to Attack when delivering a 'coup de grace'. Requires minimum of 30 Strength to use these special bonuses. The 'Long Slashing Weapon' can have the properties of a 'Long Piercing Weapon' with a jabbing attack. If this attack fails to make a kill then a Strength check at Difficuty 1 must be passed to free the weapon from the body of the target. Failing to do this will prevent the weapon's use next turn. Slashing weapons are subject to 'Dulling'.

Seax
Lethality: 20/-/-
CU: 1
FC: 2
Special: Rare. The ZK% with a Seax (long, single edged knife) cannot exceed 65%. Can be used 'Defensively' for +15 Strength. This also has the properties of a 'Medium Slashing Weapon' but still counts as a knife. There is no limit to damage or ZK% when delivering a 'coup de grace' attack.

Advanced Weapon Rules

Complex Weapons

Most weapons will not be simply bludgeoning, piercing, or slashing weapons. Depending on how they are used, they can be multiple kinds of weapons. A European longsword, for instance, has a long slashing edge and a sharp pointed tip. For this reason, the weapon counts as either, but depending on how the weapon is used it may have additional rules attached. A sword used as a piercing weapon cannot deliver a 'coupe de grace', but if the slashing edge is used then it can. Then again, going against a tougher opponent with high defense a character can use a piercing weapon's ability to lower defense. For this reason, a character armed with a complex weapon will need to declare how they intend to use the weapon in their intent phase. Unless stated otherwise, the Lethality remains unchanged.

This section is useful for determining the effectiveness of weapons of opportunity.

Material

The material a melee weapon is made out of will drastically alter its effectiveness as well as the ease of a weapon's fabrication or modification. Consult the chart at the end of this chapter when using a generalized Bludgeoning, Piercing or Slashing weapon to see its true effectiveness.

The 'Lethality Modifier' is what you would apply to the Lethality of Short, Medium and Long versions of weapons made of this material (S/M/L).

The 'Durability' of an item is how much punishment the item can deal or take before it breaks or is otherwise rendered useless.

The 'Difficulty to Manufacture' is the modifier added to the Difficulty of

any equipment manufacture missions in order to manufacture weapons of the specific material in the listing.

A material can only be fashioned or take the shape of certain types of weapons. A material's Type determines what kind of weapon can be made of this material and likewise what kind of weapons can be fashioned by the material: Bl = Bludgeoning, P = Piercing, Sl = Slashing.

'Rarity' is how frequently the material is available in a raw form that can be fashioned into weapons. It is also a gauge of how frequently a functional weapon can be found made of the listed material.

As mentioned earlier, the 'Difficulty to Manufacture' is a measure of how difficult the material is to fashion or modify into a usable weapon. Note that fashioning bludgeoning weapons of any kind is remarkably easy, no matter the material. If a material can be fashioned into a bludgeoning weapon of any kind then the Difficulty to craft is Ø. Piercing weapons and Slashing weapons are the ones that require more time and skill to fashion.

Always consider the weight of your equipment compared to its usefulness.

otherwise, the modifier is used to alter the Difficulty of any equipment manufacture missions that involve making weapons primarily out of the material listed in the opposite page.

Durability

Breaking

A weapon, or any object, can only take so much punishment before it breaks. When you're using a melee weapon to make any number of attacks, rolling degrees of failure can damage the weapon. Depending on how durable the weapon is, it can withstand a certain amount of punishment before it's dulled or broken. If a weapon is subject to 'Breaking', each degree of failure in an attack will reduce its Lethality by 1 at all ranges. Enough degrees of failure in a single attack can cause immediate breaking. To determine how much punishment an object can take, consult the following list:

Very Low Durability: 1 degree of failure breaks weapon immediately.
Low Durability: 2 degrees of failure breaks weapon immediately.
Medium Durability: 3 degrees of failure breaks weapon immediately.
High Durability: 4 degrees of failure breaks weapon immediately.
Very High Durability: cannot be broken by human force.

Dulling

A weapon that is subject to 'Dulling' will reduce a weapon's Lethality rapdily with misuse, but is unlikely to completely break. Lost Lethality can sometimes be restored by repairs or sharpening, but not always. Slashing weapons will always be subject to 'Dulling'. Some weapons are subject to 'Dulling' even though they have no

(S/M/L)

Name of material	Lethality modifier	Durability	Type	Rarity	Difficulty to manufacture
Wood, soft (i.e. pine)	-5/-10/-25	Low	Bl/P	Common	0
Wood, hard (i.e. oak)	+5/+5/+5	Medium	Bl/P	Common	+2
Plastic	+5/-5/-10	Low	P/Sl	Common	0
Iron	+5/+5/0	High	Any	Uncommon	+5
Steel	+10/+5/0	Very High	Any	Uncommon	+5
Copper	+5/+5/0	Medium	Any	Common	+3
Aluminum	+5/+10/0	Medium	Bl/P*	Common	+2
Lead	+10/0/0	High	Bl	Common	+1
Glass	-10/-/-	Very Low	Any**	Common	+2
Plexiglass	-10/-15/-25	High	Any	Uncommon	+2
Ceramic (clay)	0/0/0	Very Low	Bl	Common	0
Ceramic: (silicates, i.e. bricks)	+5/0/0	Medium	Bl	Common	0
Ceramic (zirconia)	+10/0/0	Medium	P/Sl***	Rare	+3

*The close range modifier for an aluminum bludgeon is 0, not +5.
**If used as a piercing weapon, then the modifier is 0/-/-
***if used as a piercing weapon, the durability is Low.

edge to dull. This represents other ways that a weapon can degrade with repeated use. For instance, a gun that is modified to fire ammunition that it was not meant to may give it more firepower to start with, but it will eventually wear down the delicate trigger mechanisms and will eventually make the gun useless.

A weapon that is subject to 'Dulling' will not be broken if the degrees of failure indicate that the weapon would break. Instead, add the 'tens' die roll of the failed d% to the amount of Lethality the item is reduced by.

Tools and durability

Misuse of tools as weapons can be detrimental to their ability to function to their true purpose. Instead of subtracting Lethality from tools used as weapons, instead, subtract from whatever 'Tool bonuses' they grant until the tool no longer grants a bonus. Once this happens, the tool is broken, damaged, and useless. Tools that function as weapons lose both from their bonus and their Lethality, but only become useless if the Tool bonus is reduced to Ø.

Misuse and Gross Misuse

Misuse and Gross Misuse describe when objects are used inappropriately as weapons. Almost every weapon of opportunity falls under this category as do several tools. A misuse is a minor misuse of the object, such as using a baseball bat to hit a zombie. A baseball bat is designed to hit baseballs and is capable of hitting a zombie, but this is still considered misuse.

Gross Misuse is when an object is so badly misused by using it as a weapon that it is likely that the object will be broken.

Misuse: +1 degree of failure for each failed attack
Gross Misuse: +2 degrees of failure for each failed attack.

Component Durability and Battle Readiness

A good way to determine durability is to look at an item's components. The most simple of weapons, the bludgeon, needs only weight and force to inflict damage. A bludgeon has only one component. As a result, its durability is directly related to the one material it's made of. For instance, a lead pipe is nearly indestructible as a bludgeon, as the material the pipe is made of is able to withstand the force that a human can exert on it when using it without compromising its usability as a weapon. A wooden bat, when serving the same function, lacks the durability of metal, so the wooden bat is prone to breaking while the lead pipe is not. This gets into the subject of battle-readiness.



What defines battle readiness is an object's ability to be used as a weapon effectively. An example of this is a modern day sword. Turning on a shopping network late enough, you will see a fantastic array of swords for sale for a decent price; however, almost none of these weapons are battle ready, especially the longer bladed weapons. This is because, like the example of the bludgeons above, it is subject to component durability. The construction of a battle ready sword requires that the blade have a tang length (the tang being the part of the blade that extends into the handle) that is almost the length of the handle itself, if it is does not make up the handle entirely. If the



Kits are occasionally replenishable or totally reusable, which makes them worthwhile items.

length of the tang is the length of the handle then the handle and the blade are one part, which means that, similar to the bludgeon example earlier, the weapon's durability is determined by the strength of the one component (which in this case is metal).

Of course, the blade will need to be kept sharp in order to be effective as a slashing weapon, but the weapon is far less likely to break. Now, if the tang of the blade does NOT extend down the length of the handle (as most ornamental swords are), then the weapon's durability is determined by not one, but two components: the blade and the handle. The weapon will cease to be effective when one of the two components breaks and the weaker of the two materials will always break first. In the case of the modern sword, that component will almost always be the handle which may be as flimsy as hard plastic. Essentially, the "sword" may be no more effective than a piece of plastic save for the first couple strikes before the handle gives way. Ironically, old swords kept as family heirlooms or museum pieces are more reliable weapons than modern copies.

This is the general principle of component durability. A weapon's durability will always be judged by its weakest component. This does not always apply to weapons, and the components may be more than the pieces that make the object up. A good example of this is the automobile. The automobile is basically a thousand parts assembled that require that each other part works in order to serve its purpose. In this way, a "component" can be a relationship of one part to another and can be made useless, even if the structural integrity of the individual parts is maintained.

Tools and Items

Kits

A collection of items used in conjunction for a specific pre-determined purpose is a 'kit' and they can take many forms. A kit will allow additional benefits using them when making checks.

Degradation

Kits, like many items, will degrade in usefulness with increased use. If a kit in the Tools and Items section has a 'degradation' value, then it requires that a character roll a d6 each time it is used. Each time a kit or item is used, add the accumulated amount indicated by the 'Degradation' value (rounding down) to the roll. If the total is a 6 or greater, the kit is depleted and no longer provides any additional bonuses.

i.e. a First Aid kit with a Degradation: 1 will add 1 for each time it has been used to the d6 roll to see if it is exhausted after using it this round. So a kit used twice will add +2 and so on.

NOTE: Many kits have fractions as degradation values. This means that the necessary components are extremely durable or last for several uses before there is even a risk of the kit being exhausted. For instance, a kit with a 'Degradation: 1/5' will need to be used 5 times before it increases the Degradation roll by 1, 10 times to increase it by 2, and so on.

Some items have Degradation: 6, this means that the item can only be used once before it is rendered useless or requires that the item be repelenished by removing Degradation points somehow.

There are also ways to remove Degradation points from a kit. The way to do so will be indicated in the item's listing. If no such criteria is mentioned, then Degradation points remain until the item is exhausted.

Some skills or situations will

If an item doesn't have a 'Value' entry then it's value is equal to it's CU.

reduce or increase the amount of Degradation points added for an items use. Such exceptions will be listed in either the item's entry or the skill listing.

Not all items have entries for Degradation, Noise, or Durability.

Degradation, Noise, and Durability only apply to items that can generate lots of noise, break, dull, or degrade with use.



Example entry for equipment

Name: The name of the item.
Description of item.
CU: The amount of Cargo Units an item is.
FC: The number of times this can be used to attack in a turn.
Value: The relative worth of an item sometimes based on Outbreak Level (OL).
Degradation: the rate that an item's usefulness degrades.
Noise: How much 'Noise' an item makes in its use.
Durabilty: The durability of an item.
Effect and description of item.

Ammo Belt/Tool Belt
This belt is capable of holding items and making them accessible without interfering with movement.
Up to 3 CU worth of items can be carried on the belt and and can provide quick enough access to them so that they can be used 'Defensively' without being equipped. No single item can be greater than 1 CU in size.

Arrows, Target
These are standard arrows used in target shooting. They are typically made with wooden shafts with light metal tips.
CU: 25 = 1 CU
The chance of retrieving spent target arrows at the end of an encounter are 50% per arrow.

Arrows, Broadhead
Serious large game bow hunters utilize broadhead arrows. They have aluminum or carbon shafts that make them durable and with their large, steel arrowheads they are exceptionally lethal.
CU: 10 = 1 CU
This adds +25 to all lethalities for a compound bow. It only adds +10 if it used in a normal bow. The chance of retrieving broadhead arrows is 75%. This is reduced to 25% if the arrow hits a solid surface. The arrow will most likely be destroyed on impact if it does not hit a soft target.

Axe
Most outdoorsmen will tell you that an axe is the most useful tool you can possess. It is a large chopping blade either on a wooden handle or fused to a metal one, which is a remarkably sturdy tool.
Lethality: 30/-/-
CU: 2
FC: 1
Value: 5
Noise: 1
Durability: high
- Add +30 to Strength when breaking through walls and doors. Requires minimum Strength of 20 to use.
- If the character using this weapon has less than 25 Strength then the Axe counts as a 'Bludgeon, Long' or a 'Slashing, Medium' but is unable to do piercing attacks.
- This grants a bonus of +25 to a player's Attack when delivering a 'coup de grace'.
- Only generates Noise when used as a tool, not a weapon.
- Subject to 'Dulling'.
- As a complex weapon, an axe counts as both a bludgeoning and slashing weapon.

"Bait"
Once it has been discovered that zombies can be lured, bait can be used to protect the survivors from unwanted encounters.
CU: 1
Degradation: 6
- Increase the ZE% by 5 for every CU of bait survivors carry.
- Once the bait is used, reduce the Difficulty of any 'Per - Hide, Sneak' checks to avoid a 'Zombie Encounter' by 1d3. If this reduces the Difficulty to 0, then the characters are automatically successful.

Batteries
Providing energy for portable electronics, these items are invaluable for short and long term survival. The one drawback to batteries is the staggering variety and sizes that they come in.
CU: 1
Value: 1xOL
Degradation: Special
Allows electronic devices to work. Each 10 Time when the batteries are used to power a device for the duration of a mission, it will add Degradation points to the batteries equal to the number indicated on the device they're being used to power.

Some items degrade Batteries at a faster or slower rate. Such changes will be indicated in the item's entry.

Backpack
An item that is worn on the back that can carry several small items within.
CU: 1
Up to 4 CU of small items can be carried in the backpack. Items in backpack take a turn to pull out and use. Items with a CU of 2 or more cannot fit in a backpack.

Backpack, Hiking
This is designed to carry several items and incorporates several straps that allow for larger items to be carried along with it.
CU: 1
Up to 6 CU of items can be carried in this backpack. Up to

two of the items may be of 2 or more CU.

Bayonet
A short blade that can be affixed to the end of a rifle weapon, used traditionally by the armed forces to turn a rifle with a finite amount of ammunition into a short spear.
CU: special
Unequipped it has a CU of 1. The bayonet can be attached to the front of a rifle weapon. It counts as carrying a knife in addition to carrying a rifle and it allows the character to do one of two things: use the rifle 'defensively' using its close range damage (as one would use a pistol defensively) or count as having used a Combat Knife during grappling. Players must declare which one they are using before the grapple is resolved.

Bolt Cutters
A must have for survival, many stores of valuable items are kept behind simple padlocks, likewise many places are secured with only chain link fencing or chains. All of these impediments can be easily removed with a heavy pair of bolt cutters. Some barricades are next to impossible to cross without such a tool, such as razor wire.
CU: 1
Noise: 1
Can cut through padlocks and chain.
It decreases the Difficulty of 'Per - Navigation' checks by 1 in Urban environments and decreases the Difficulty of 'Per - Search' checks by 1.

Binoculars
A simple pair of binoculars can enable someone to scout ahead for danger or alternate routes from a safe distance.
CU: 1
- Add +25 to Perception when making 'Perception - Spot' checks and 'Perception - Navigation' checks if the conditions are clear enough. Fog or smoke or darkness will make binoculars useless.

Bringing this and using it during a mission that took place primarily in daylight hours reduces Risk by d3 before Trailing Zombies rolls are made.

Brass Knuckles
Worn about the knuckles, these lend more strength to a person's punch and keeps the fingers free so that they can keep other things in their hand at the same time.
Lethality: -/-/-
CU: 1
Can be used 'Defensively'. Add 10 to Strength for Grapple checks. A character does not count as being unarmed for unarmed melee attacks.

Briefcase
An item that can carry several smaller items within itself. Unfortunately, items stored in the briefcase are difficult to get out in a hurry.
CU: 1
Up to 2 CU of items can be carried in a briefcase. Some briefcases are locked with either a key or combination lock. If one has the key or combination then it takes 1 turn to open the briefcase.

Canteen
Essential for long term treks, a canteen can safely store liquid for a long period of time.
CU: 1
Degradation: Special
Can hold water, which can last for a day or longer if rationed properly.
- Reduces difficulty of 'Per - Survival' checks by 1. Degradation 2.
- Reduces difficulty of 'Per - Survival' checks by 2. Degradation 4
- All Degradation points can be removed if a source of fresh water is found.

Cellular Phone
A staple of modern technology, this small and portable phone allows for a convenient communication means for many people. Many have other functions that can be useful. However, they are prone to service outages during large scale emergencies.
CU: 0.5
Can be used to call, text message or send picture messages to other people with cellular phones.
In a widespread emergency situation, the volume of calls will often cause the network to crash or go down. It's assumed that after Outbreak Level 2 that a cell phone will be by and large useless.

Chains
A simple chain can be used to secure barricades and can hold chain link fence gates closed. The main drawback to carrying a length of chain is the amount of sound the clanking links make.

CU: 1 per 4 feet
Can be used to secure barricades and chain link fence that are impossible to break through without destroying the barricade or secured object itself. Carrying chain will generate 1 Noise if moving at running speed or greater.

Chainsaw
One of the deadliest weapons, both to zombies and the wielder, a chainsaw is capable of sawing wood and tearing through zombies. Despite its awesome rending power, it suffers from three tremendous setbacks: its danger to the user, its reliance upon a large amount of fuel, and the noise it generates which can potentially attract more trouble than characters are prepared to handle.
Lethality: 90/-/-
CU: 3
Noise: d3+1 sustained
FC: special
Special: The following rules apply to all gas powered toothed-chain tools:

- If not started, the chainsaw will require that a character remain stationary and make a 'Strength – Lift/Pull' check at a difficulty of 1d6 to start it.
- Can make one melee attack against all targets in a single forward or sideways arc without reduction in Lethality when attacking multiple targets.
- Requires gasoline to use. Each CU of gasoline allows the chainsaw to be used for 1d3 Time.
- If a character is grappling while equipped with a Chainsaw, there is a chance that they will injure themselves with it. If the character loses the grapple check with 3 or more degrees of failure while equipped with a Chainsaw then they take additional damage equal to 4d6.
- Attempting to start a chainsaw will potentially alert zombies.
- If carrying the chainsaw around already started then the chance of a zombie encounter is increased by 10% and it generates 1 Sustained Noise.
- It is impossible to pass a 'Perception - Hide' check with a started chainsaw.

Chainsaw, Light
A smaller version of a chainsaw used for tasks that need the ability to control the chainsaw one handed if need be. This makes it no less dangerous and noisy, but it makes it considerably lighter and more nimble, making it more practical to carry around.
Lethality: 70/-/-
CU: 2
FC: special
Special:
Chainsaws, Light have the same rules as Chainsaws with the following exceptions:

- If a character is grappling while equipped with a Light Chainsaw, there is a chance that they will injure themselves with it. If the character loses the grapple check with 3 or more degrees of failure then they take additional damage equal to 3d6.
- This can be used one handed, but it cannot be used to attack multiple targets unless the character makes a Strength check.

Chainsaw, Pole
A rare version of the chainsaw tool family, it has an extremely light chainsaw blade attached to a long pole that is used to cut the limbs off a tree while keeping your feet on the ground. This is exceptionally useful when used against zombies as it puts distance between the user and the zombie. In addition, it is far safer to use than any other chainsaw weapon. It is, however, limited in availability and almost completely useless in close quarters and confined spaces.
Lethality: 0/55/-
CU: 4
FC: special
Special:
Chainsaws, Pole have the same rules of Chainsaws with the following exceptions:

- The chainsaw blade can only be used at a range of 5-12 feet, closer than that, the short (melee) range of 10 must be used and counts as a 'Bludgeon weapon - medium'. Can only perform jabbing attacks against a single target at this range.

Compass
A small handheld device that can read magnetic north. Unfortunately, the compass requires skill and practice to use accurately.
CU: 1

- Add +5 to Perception for 'Per - Navigation' checks. Add +10 to Perception when used in conjunction with a topographical map. Cannot be used untrained. This knowledge is standard for some professions.
- Reduce Risk by 1 when navigating wilderness terrain where players do not have the benefit for using street signs. Players do not get this bonus if they abort the mission.

Crowbar
An extraordinarily useful tool, a crowbar is both light and nearly indestructible. This makes it an ideal tool and an effective weapon. Due to the unique design, it can be used with tremendous leverage to tear away boards or lift manholes.
Lethality: 20/-/-
CU: 1
FC: 2
Value: 1xOL
Add +25 to Strength when used to pry away boards or used as a lever to lift heavy objects. If this weapon is used on a single target in a turn, then the Lethality is increased from 20 to 30. Can be used 'defensively' as a medium Piercing weapon.
If the crowbar is large enough to require the use of 2 hands then the FC is reduced to 1, the Strength bonus increases to +35, it cannot be used defensively, and the Lethality is 45.

Cyanoacrylate
A technical term for super glue, this material can be used to close wounds in addition to making quick temporary repairs to equipment.
CU: 1
Degradation: 2
This can be used to temporary seal open wounds to prevent further blood loss. If the character performs any actions other than moving then the wound has a 50% chance of being re-opened. This can be used to make minor repairs to equipment as well.

Dried Rations
Any kind of dried goods or energy bar in easily accessible packaging with a decent shelf life would fit in this category. Such things include beef jerkey, trail mix and protein bars.
CU: 1
Value: 1xOL
Degradation: 6
This food will not easily spoil and will be sufficient nutrition for a 10 Time period. Dried rations spoil quickly if exposed to moisture or if carried in climates that have high humidity. Otherwise they can last for years at a time. One character has the difficulty of a 'Perception - Survival' check reduced by 2 as finding food is not as high a priority if this is consumed.

Dried Rations, High Caloric
MRE's and the like have dense nutritional value and high caloric content. The meal needs to have over 2000 calories in order to qualify for this.
CU: 1
Value: 3xOL
Degradation: 6
This has the daily value of calories required of the human body and then some. It is essentially a single meal that has all the nutritional requirements of one day. One character has the difficulty of a 'Perception - Survival' check reduced by 5 as finding food is not a priority if this is consumed.

Duct Tape
One of the handiest tools you can have, entire books have been dedicated to finding uses for this hardy, durable tape.
CU: 1
Value: 1xOL
Degradation: special
We are confident that a player can find many uses for duct tape, but here are a few:
- Reduce the Difficulty of all repairs and craft rolls using the tape by 1d3, but it decreases durability of the repaired or crafted item by 1 level unless it is used to repair clothes or craft armor that is classed 'clothing', in which case the durability is unaffected. Degradation 1.
- It can turn most improvised weapons into actual weapons with generous applications of duct tape. Degradation 2.
- Apply to improvised weapons. Using it as a weapon no longer counts as misuse or gross misuse. Items must have at least medium starting durability to take advantage of this. Degradation 2.
- Used to leave trails or mark spots adding +10 bonus to

Perception for navigation checks and reducing Risk by 1. Degradation 1.
- Increase the durability of an item by 1 level to a maximum of 2 above its starting level. Degradation 2.
- Use for 1 Resource when crafting items or making stronghold upgrades. Degradation 4.

Duffel Bag
A handheld and heavy duty bag that is capable of carrying several items, even large ones securely. It can be slung over the shoulder if equipped with a harness or a strap.
CU: 1
- May carry up to 6 CU of items. Individual items placed within a duffel bag cannot exceed 3 CU in size.
- If not equipped with a strap, it must be carried in one hand. The duffel bag is clumsy and if held in any way while trying to perform any action then the action has an increased Difficulty of 2. If the bag is dropped and the character is stationary then they take no penalties (i.e. throwing the duffel bag up on a ledge before climbing onto it as opposed to climbing while carrying the bag).
- Items in the duffel bag are not available for immediate use and an action must be spent retrieving its contents.

Dynamite
A stick of dynamite is a powerful explosive. They can be used as grenades to light and throw, but like grenades, they are surprisingly poor at killing zombies. The true usefulness of dynamite is its ability to demolish walls and clear obstacles. Carefully placed dynamite can seal a passageway, remove debris, or several sticks can be used to demolish buildings.
Lethality: special
CU: 1
- All targets in 10 feet are hit with a 15ZK%. Any zombies at the center of the blast or are within 5 feet of the center are struck with a 25%.
- A successful Perception check and the proper amount of dynamite can be used to demolish solid structures and create debris out of once standing buildings. A single stick can destroy (or create) a barricade or can collapse an entrance.
- Being 'engulfed' while carrying dynamite will cause it to detonate with a cumulative 20% chance per turn while 'engulfed', detonation will result in taking 10d6 damage per stick of dynamite carried.
- Dynamite can be rigged with a detonator if a character has the appropriate tools and knowledge and will count as 1 'Munitions' for the purposes of mission prerequisites.

Earplugs
A must have for long term survival, when worn in the ears characters can block out unwanted sound which is helpful when trying to rest in a noisy area.
CU: 1/4
When worn, decrease Perception by 20 to a minimum of 5. When resting, characters count as having slept 1 additional Time if characters are able to fall asleep at all.

Emergency Roadside Kit
Stored in the back of most off-road vehicles, the Emergency Roadside Kit contains several useful tools in one handy place.
CU: 2
Value: 3
Degradation: 1
Contains a flashlight, multi purpose knife tool (counts as a pocketknife), three road flares, several reflectors, a siphon, an expandable 3 gallon container, 2 bungee cords, jumper cables and a ratchet set.
- Has all the rules of a 'Survival Kit' so long as a character is using an automobile.

Energy Bar
This common item is capable of giving much needed energy for prolonged physical activity. Due to the density of nutrition in theses bars, they also can provide a source of food in a pinch.
CU: 1
Value: 1xOL
When consumed with water, characters will be add +10 for 'Str - Endurance' checks for the next 3 Time. It can also substitute meals. If no water is consumed while eating an energy bar, then it can only substitute meals. It will not give the bonus to 'Str - Endurance' checks.

Field Manual
This reliable field guide provides information for everything from knot tying to first aid. It is an indispensable book that has inside it information that every person should know about the wilderness and basic survival.

Fire Extinguisher (small)

A fire extinguisher of any size is a valuable tool for putting out small blazes. The more useful application of a fire extinguisher is its use against fires that are chemical based, which are difficult to extinguish with water by coating areas with fire retardant foam. These small objects are usually kept in places where small grease or chemical fires can erupt out of control, like in a lab or in kitchens.
CU: 1
Degradation: 3
This can be used to coat about 10 square feet with foam that can extinguish fires. This can be used up to three times to put out targets that are 'engulfed'.

Fire Extinguisher

Most fire extinguishers found behind glass in hallways of buildings are of this size. Their main advantage remains being their ability to extinguish grease and chemical fires.
CU: 3
Degradation: 1
This can be used to coat 90-100 square feet with fire retardant foam. This can also be used up to ten times to put out targets that are 'engulfed'.

Outside of the military, no other books are as comprehensive or as readily available as this manual. A good example are those handbooks used by the Boy Scouts of America for decades or the survival handbooks distributed by the military or search and rescue.
CU: 1
Can be consulted to decrease the Difficulty of 'Per - Survival' checks by 2.

Firecrackers
Used for celebrations, a bunch of fireworks can be helpful for survival as it is possible to distract zombies with them, as well as being used as lower grade signal flares.
CU: 1
Can provide distraction as zombies will be unable to hear people over the firecrackers popping. They can be used in one of the following ways:

- Firecrackers that launch into the air can be used as signals. Count as 'signal flares' but can be obscured by smoke and fog.
- Can reduce Risk by 1.
- Can be used to produce 1 Sustained Noise.

There is a 40% chance per turn 'engulfed' that they will go off, doing 1d6 damage to the person carrying them.

Fireman's Axe
This is an axe constructed for the sole purpose of facilitating rescue by breaking down obstacles in a hurry. A fireman's axe is distributed almost exclusively to fire fighters which makes it very difficult for anyone other than a

firefighter to have access to them.
Lethality: 35/-/-
CU: 2
FC: 1
Durability: high
- Add +35 to Strength when breaking through obstacles.
- Requires minimum Strength of 30 to use. If the character using this weapon has less than 25 Strength then the Fireman's Axe counts as a 'Bludgeon, long'.
- This weapon grants the player a +30 bonus to Attack for delivering a Coup de Grace instead of the normal +10.
- As a complex weapon, the can count as a bludgeoning, piercing or slashing weapon.

First Aid Kit
A well stocked kit will be roughly the size of a small tacklebox and be filled with various items that are used for basic first aid: Gauze, painkiller, slings, medicines, styptics, antibacterial agents and antitoxins.
CU: 2
Value: 3xOL
Degradation: 1
The kit is used in conjunction with a 'Per – First Aid' check. Each time the kit is used, it can do one of the following:
- During natural healing, increase the amount of health restored by 1d6.
- Decrease Difficulty of the 'Per - First Aid checks by 1.
- Decrease Difficulty by 2 of the 'Per - First Aid' check if Staunching an Open wound.
- One Resource can be spent to remove d3 points of Degradation from this item.

Flashlight
One of the most valuable tools a person can have, it allows limited visibility in darkness. With some exceptions, a flashlight is completely reliant on battery power, but thankfully the battery life of many flashlights is fairly good.
CU: 1
Degradation: 1/5 per Time used
- Requires 'batteries'.
- The flashlight allows Perception checks for searching or spotting to be made without penalty in darkness.
- Reduce Risk for missions taking place at night by 1d3 to a minimum of 1.

Flashlight, Disaster
Some flashlights feature built in hand crank generators which provide an unlimited source of power.
CU: 1
Degradation: 2 per Time used
Disaster flashlights follow the same rules as regular flashlights with the following exceptions:
- A character can remove points of Degradation by winding the crank, generating 1 Noise per point of Degradation they wish to remove.
- Missions start with this flashlight having 0 Degradation points. It is assumed that characters have enough sense to charge the flashlight before bringing it.

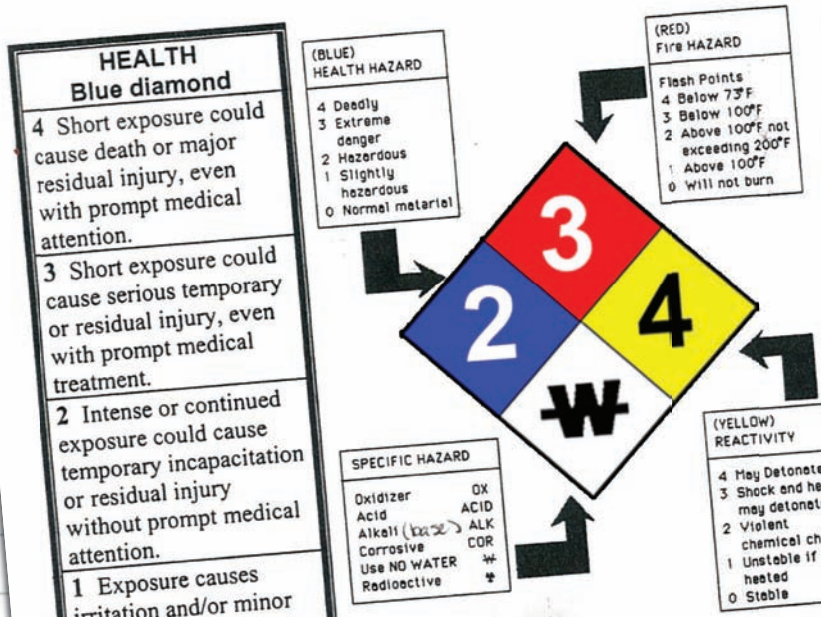
Gasoline Can
This highly volatile liquid can easily burst into flames and is used as fuel for motor vehicles and certain tools.
CU: 2 (size of gallon container)
Can hold up to 2 Resource worth of gasoline. Can be lit and thrown as a large Molotov Cocktail that counts as having used 1 Molotov Cocktail per Ammo still inside the can. Maximum flame radius of 35 feet. A full gallon of gasoline has the potency of 20 sticks of dynamite, so it is highly dangerous to use as a large firebomb. Using it in this way will have a chance of 10% per Resource of fuel in the gasoline can that it will detonate prematurely and will center the blast on the person using it, causing them to instantly become 'engulfed' and take 9d6 damage from the resulting explosion.

Global Positioning System (road)
This device, also known as a GPS, is useful when navigating streets or cities. They are common features within certain vehicles and some are able to be removed and used independently of a vehicle. They can calculate distance and shortest route with a high degree of accuracy. Their primary drawbacks are their limited battery life and their lack of topographical features on their displays. This GPS basically maps roads and little else, which makes their use outside of cities extremely limited.
CU: 1
Degradation: 1 per Time used
- Requires batteries to use.
- Automatically pass 'Per - Navigation' checks when in city limits.

Requires active system of satellites to be used. Depending

Summary Description of the NFPA* 704 Hazard Severity Number Coding

HEALTH Blue diamond
4 Short exposure could cause death or major residual injury, even with prompt medical attention.
3 Short exposure could cause serious temporary or residual injury, even with prompt medical treatment.
2 Intense or continued exposure could cause temporary incapacitation or residual injury without prompt medical attention.
1 Exposure causes irritation and/or minor residual injury without treatment.
0 Not considered a health hazard.



FLAMMABILITY (FIRE) Red diamond
4 Rapid or complete vaporization at 25° C., 1 atm, and burn readily; finely-divided, very flammable solids.
3 Liquids and solids that can be ignited under ambient temperatures.
2 Requires moderate heat before ignition can occur.
1 Requires pre-heating before ignition can occur.
0 Will not burn.

REACTIVITY Yellow diamond
4 Readily capable of detonation or explosive decomposition at 25 degrees C. and 1 atm.
3 Capable of detonation, but requires initiating source, or reacts with water explosively.
2 Normally unstable; may react violently, especially with water, but does not detonate.
1 Normally stable; unstable at high temperature; reacts with water, but not violently.
0 Stable, even in fire; does not react to water.

SPECIFIC HAZARD White diamond
Specific symbols are used to emphasize other important characteristics of the material. NOTE: The only authorized symbols are the W and OX symbols shown above.

*NFPA stands for the National Fire Protection Agency

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Global positioning systems require active satellite networks to be used. During prolonged zombie outbreaks, this network will undoubtedly break down and render GPS useless.

on the Outbreak Level, this system my not be functioning, making this item worthless.

Global Positioning System
(topographical)
This device, also known as a GPS, is extraordinarily useful when navigating. It constantly updates the display, giving your position on the Earth, and can often calculate distances to known destinations. It also gives precise altitude of your current position and surroundings. The main drawback to this device is that it requires battery power to operate.
CU: 1
Degradation: 1 per Time used
- Requires batteries to use.
- Adds +25 to Perception for 'Per - Navigation' checks when navigating any sort of terrain, be it urban or remote.

Grappling Hook
When attached to a rope, this can allow for access to high ledges or other equally inaccessible areas by throwing it up and catching it on something.
CU: 1
Requires rope to use. With a successful ranged attack, a grappling hook is thrown up or across to allow access to that area. Tying rope securely and throwing it accurately requires some skill. The distance this can be used is equal to that of thrown weapons.
- Requires succesful ranged attack to use.
- If this is used successfully then decrease the Difficulty of 'Per - Navigation' checks by 1.

Grenade Rounds
These are large 40mm grenades specially fitted for launching from a grenade launcher. Many kinds of rounds can be fitted in this way.
CU: (5 rounds = 1 CU)
Ammo: 5 max for a single type
- Explosive Lethality: -/70/50
- Flame Lethality: -/65/40 counts as 'Flame Weapon'.
- Tear Gas Lethality: -/80/65 does not work on zombies and zombie subtypes and can only cause 'pain' to the Living with a successful attack.

Gun Cleaning Kit
This vital piece of equipment contains the oils, long metal rods and cleaning cloths used to maintain guns to keep them operating at peak efficiency.
CU: 1
Value: 3
Degradation: 1
A character that dedicates at least 1 Time to cleaning their firearm can ignore the first jam result when attacking. The cleaning can be done during periods of Time spent in rest.

Hack Saw
A small saw that has fine teeth capable of cutting through dense material such as metal.
CU: 1
Noise: 1
Durability: medium
Can be used to cut through pipes, metal, chain, locks and even bone. It may take several rounds to completely cut through the material.
- Using this reduces the Difficulty of 'Per - Search, Navigation', checks by 1.
- Can be used to increase the chance of sucess of equipment manufacture missions by 5%.

Harness
A long strap that makes it easier to carry larger items around.
CU: 0
Combine with any weapon or large item to reduce its CU by 1 to a minimum of 1. Does not reduce weight, thus does not reduce potential encumbrance. It only allows larger objects to be used without penalty.

Hatchet
A one handed small tool that has a chopping blade attached to a metal or wooden handle, the hatchet is among the most useful tools a person can possess. It can chop wood, break down barricades and can be used in a last ditch effort against the skull of a zombie.
Lethality: 20/-/-
CU: 1
FC: 1
Noise: 1
Durability: high
Add +15 to Strength when breaking through walls and doors. This weapon grants the player a bonus of +20 to their Attack when delivering a Coup de Grace attack. Does not generate noise when used as a weapon.

How-To Manual
Many tasks are broken down into step-by-step manuals that can be read to instruct oneself in how to do just about anything. They can aid the uninformed or be used as a reference to more experienced craftsmen to work through tricky steps.
CU: varies
A manual of this kind can do one of two things:
- Decrease Time requirement of equipment manufacture missions and stronghold upgrades by d6 to a minimum of 1.
- Increase the chance of success for a specific type of Stronghold upgrade by 25%.
- Medical reference books allow for advanced medicine missions to be taken without prior training, but it will double the Time requirement and increase the Difficulty by d6.

Some common How-To Manuals:
- Survival Guides
- Physician's Desk Reference
- Home Repairs

Ice Axe
A tool that resembles a kama is used in pairs for climbing icy cliffs. They are lightweight and durable. However despite their vicious appearance, they are only decent weapons, not great ones. Their frail construction only allows for a few especially deadly strikes but will quickly wear out and break, especially if they are the folding versions of this tool. This tool used as a weapon is also somewhat clumsy with a fairly narrow window in which to deliver a lethal blow with it.
Lethality: 25/-/-
CU: 1
FC: 2
Durability: medium
Gives bonus of +20 to Strength when climbing icy surfaces, it must be used in pairs to be granted the bonus. If used in combat against a single target then increase Lethality from 25 to 30. Using this as a weapon counts as a Gross Misuse.

Kerosene
This fuel can be used in a variety of ways. Canisters of kerosene are made to fit onto small camping stoves and lanterns.
CU: 2
Value: 2xOL
Uses: special
This fuel is used for multiple things. Consult the individual items' Degradation to see how long the fuel lasts.

Kerosene Lantern
This lantern is a common sight in camp and pack stores. it provides a decent light source that illuminates in all directions. It can also be carried, but it is somewhat cumbersome to do so.
CU: 2
Degradation: 2 per Time used
- Can allow 'Per - Search, Spot' checks without penalties for darkness.
- Requires a canister of kerosene to use.

Kerosene Stove
A stove that is powered by a small canister of kerosene that allows food to be cooked even in harsh conditions.
CU: 3
Degradation: 2
- Requires a canister of kerosene to use.
- Reduces Difficulty of 'Per - Survival' checks by 1d3.

Iodine Tablets
While making water taste terrible it also has the benefit of making even stagnant scum choked water drinkable, making it a valuable addition to any survival gear.
CU: 0.5
Value: 3xOL
Degradation: 1/5
A single tablet can purify water that could be contaminated. Count tainted water sources as able to generate fresh water. A single tablet is good for a single character for a single day. This water can be used to drink immediately or can be used to remove Degradation points from water containers.

Lamp Oil
This is oil made of liquid paraffin and is used to fuel outdoor tiki torches and small lanterns, this oil is flammable and slightly viscous. It burns much longer than gasoline and lighter fluid, however.
CU: 2
Degradation: Special
A single use of lamp oil can be used to light a tiki torch or a lantern for two hours. It is flammable, but not readily combustible enough to be made into incendiary weapons. This can be used to douse a zombie, however.

Laser Sight
Probably one of the best targeting aids there are, the laser sight can give almost any weapon unerring accuracy by affixing it to the front of a firearm. This small battery powered device produces a laser point to indicate where a shot will likely go. Its only limitation is that a laser projects a line that is absolutely straight and does not compensate for air/wind resistance and gravity so is not as effective at longer ranges.
CU: 1
Value: 5xOL
Degradation: 1/2 per Encounter used
Durability: low
Laser sights give a pistol or rifle weapon the following properties when turned on:
- Requires 'Batteries' to use.
- Successful attacks count as having d3 extra degrees of success.
- Increases Ranged Attack by +20/+10/+5. This does not give a bonus to any range that is a (-).
- If firing a single shot at close range without moving, you may re-roll either the tens or the ones die on the ranged combat check. Pistols only.
- If 'deployed' and making a single shot, a character may increase Ranged Attack by +30/+20/+10 instead of the normal +20/+10/+5 and can re-roll either the tens die or the ones die on the ranged combat check. Rifles only.
- If a pistol is used defensively when equipped with a laser sight and the character fails the check, the Durability of the laser sight is used to determine if the degrees of failure break the laser sight.
- When first attached, at least 1 Time and 0.5 CU worth of ammo must be spent to 'zero' or calibrate the sight to the trajectory of the firearm.

Lighter
A small object used to start fires. This is reliant on lighter fluid, but disposable lighters are plentiful.
CU: 1/3
Value: 1xOL
Degradation: 0.5

Used for lighting fires. Uses 'Lighter Fluid' to remove Degradation points.

Lighter Fluid
Any fluid that can re-fill lighters several times or can be used to make a single incendiary weapon.
CU: 1
A full container can remove up to 50 Degradation points from a non-disposable lighter.

Liquor/Spirits/Wine
Strong alcoholic beverages rarely require refrigeration so they are somewhat plentiful in a world that is during or post zombie-apocalypse.
CU: 1
Value: 1xOL
Degradation: 2
Used to increase Stronghold Morale by 1. Decrease chance of success of any equipment manufacture and stronghold upgrade missions on the same day by 4d6%.

Lock Pick
Anything from a hairpin to a long, thin wire can be rigged to be used as a lock pick but there are kits that have several lock picking devices. These can be used to open simple locks.
CU: 1
Characters can use this to add +20 to their Perception for 'Per - Search' checks. They must devote an additional Time to searching a location to utilize this bonus. This item cannot be used untrained.

Mace (civilian)
Common pepper spray is used to spray the face of the attacker with an irritant that disables them without damaging them. These range in size, but are typically small enough to be on a keychain ring.
CU: 0.1
Value: 2
Can be used on a target within 5 feet. Make a ranged attack, if successful then the target is in Pain. This also halts any action the targets declared in their 'intent' phase. This has no effect on zombies. A 'Str - Resist Pain' check with a Difficulty of 5 subtracting the Time spent in Pain from the mace will remove Pain from the character. When the Difficulty would be 0, remove Pain automatically.

Mace
This is a more potent mace than the kind used by civilians. This typically is used by riot police and military for crowd suppression. The range of size of the mace is high, but any device that uses this grade of mace will produce the same effect.
CU: varies
This is the same as 'Mace (civilian)' but it has a range of 10 feet and the Difficulty of the 'Str - Resist Pain' check starts at 7 instead of 5. This has no effect on zombies.

Machete
A machete is a short, stout blade that is used to hack through vegetation.
Lethality: 20/-/-
CU: 1
FC: 2
Noise: 1
Durability: high
A machete has the following special rules:
- Medium Slashing Weapon
- +25 to Strength when cutting through vegetation and undergrowth.
- +20 to Perception for 'Per - Navigation' checks through overgrown areas.
- Using as a weapon counts as 'misuse'
- Using as a weapon does not generate Noise.
- Subject to 'Dulling'.

Map (city)
CU: 1
A city map is a map of the roads that are within a city. With this, proper navigation can be used and routes can be planned.
- All 'Per - Navigation (urban)' checks are made at -2 Difficulty.

Map (topographical)
CU: 1
This map shows the altitude of regions and natural landmarks complete with lines representing both true and magnetic north. This can be used to plan a route ahead of time through rugged terrain. Navigating areas that are sparse in landmarks and natural features (or has an abundance of them) will require a compass to assure a successful trek.
- All 'Per - Navigation (all non-urban)' checks are made at -1 Difficulty.

Multi-Tool
A highly useful tool that has on it several implements that can be used for a myriad of small tasks; a multi-tool is one of the few must-have tools if only for its versatility. Unfortunately, it makes an extraordinarily poor weapon.
Lethality: 3/-/-
CU: 0.5
Value: 3xOL
Durability: low
A multiple use tool that can be used 'Defensively' if equipped. It also gives a bonus of +5 to Perception when making 'Per - Survival' checks. While there is some variation, the common pocket knife has a knife blade, a screwdriver, a file, tweezers, probe, pliers and scissors. Using this as a weapon counts as Gross Misuse.

Night Vision Goggles
A fairly rare piece of equipment, night vision goggles allow vision in dark places without producing illumination. The tremendous drawback is the extremely short life that it has before it exhausts its power source.
CU: 1
Degradation: 2 per Time
Allows a character to see unrestricted in dark environments.
- Characters do not take penalties for Perception checks or attacks in darkness.

- Requires 'Batteries'.

"Noisemaker"
Once it is discovered that zombies can be distracted somehow, this device can be used to reduce the risk of a zombie encoutner.
CU: 1
Degradation: 6
Use this to reduce Risk by 1.

Padlock
A heavy duty lock that when used with a chain can secure a barricade or make a nearly indestructible restraint for uncoordinated zombies.
CU: 0.5
Requires combination or key. Can be combined with lengths of chain to secure a barricade or is capable of locking doors or secure belongings from looters. This lock can be picked with some difficulty. Combination locks are impossible to pick.
- This can be used to secure a location by increasing it's Structure by 1, a chain used in conjunction with this will increase the bonus to +2
- This cannot be used to upgrade the Structure of a Stronghold or vehicle.

Pastimes (Playing Cards/Dice/Board Games/Puzzles/Ball)
While these items don't seem to have any immediate use, pastimes have an even greater value when the chaos subsides and people are forced to wait out a siege.
CU: 0-2
Allows characters the ability to keep themselves entertained, staving off boredom and even madness during long waits during zombie sieges in the later stages of outbreak. This will add +1 to Morale if left at a Stronghold for the other survivors to play with. Bonuses do not add up for having multiple items of this kind. Losses in morale can be replenished with this item.
If ever Morale is lost, then the bonus granted by this item is first point of Morale lost. The bonus can no longer apply and another pastime must be found to replace this one if the players want this bonus again.

Road Flare
When struck, a road flare is capable of burning brightly, providing illumination. While it can only be held and carried a short while, the flare itself can burn for about half an hour. This flare is highly visible through even thick smoke or fog and can be seen easily from the air.
CU: 1
- Lasts for 1 Time.
- Can be used to grant a bonus of +10 to Perception to make search checks in the dark.
- The light from a flare can cut through even obscuring smoke and can be seen for great distances. A person making a Perception check for spotting the flare will incur no penalties for darkness, smoke or fog.
- Can be used to reduce Risk by1.

Rope
A long rope is a useful tool, used for lashing poles, climbing and several other uses.
CU: 1
Using the rope adds +15 to Strength for Climbing checks and allows otherwise impossible surfaces to be climbed with proper tools and climbing technique.

RC Racecar
A toy, yes, but can be utilized as an effective way to distract zombies.
CU: 1
Degradation: 2
This can be used to distract zombies if they have not yet detected human targets.
- If a character devotes 1 Time to this, a character can reduce Risk by d3. A successful Perception check must be made in order to retrieve the car, otherwise, it is lost in the process of doing this.
- Uses 'batteries'.

Scope
A valuable ammunition saving device, a scope can be attached to the top of a rifle or pistol weapon to greatly increase accuracy.
CU: 1
Value: 4xOL
Durability: low
Equip to a firearm to give it the following properties:
- Increase Ranged Attack by 5 at all ranges except close range. If a range is a (–), then no increase is made to that range, if a range is a 0 then it is increased to 5.
- If the character does not move, increase the above mentioned bonus to 15 instead, and the bonus can apply to the firearm's close range.
- When used without moving, all successful attacks count as having one more degree of success
- Increases the effective distance of all weapons by 50% if stationary the turn the character is firing.
- Cannot be combined with Flame Weapons.
- When first attached, at least 1 Time and 0.5 CU worth of ammo must be spent to 'zero' or calibrate the sight to the trajectory of the firearm.

"Security Blanket"
Any number of personal items that give the holder personal strength in order to endure hardship. This can take any number of forms from a literal blanket to a stuffed animal, locket, photograph, or religious iconography.
CU: 1
Value: will be considered most valuable object in the character's possession. Value = Empathy of character who holds the item
- If equipped, increase "Will" by +20. Can be an item that is worn, but it will lose its effectiveness for 10d10 Time if a character is ever thrown

into a 'Panic' with the item equipped.
- If this item is ever lost or taken, the character will take a Will penalty of -15 to a minimum of 5 until they get the item back or after 20d10 Time.
- This item only provides bonuses to the individual who had it because its power is purely personal significance.
- Religious iconography, if extremely personally significant (an heirloom, for instance), can count as a 'security blanket', but if it's just an item that can be related to only on a religious instead of a personal level, then it only grants a Will bonus of +10, but the characters will not suffer consequences for losing it or having it taken, as it can theoretically can be replaced.
- Characters with an Empathy less than 10 cannot benefit from this item.
- Characters that have a 'security blanket' item must absolutely always have it with them at all times.

Sharpening Stone
A flat stone that is used to sharpen blades bringing them back to their original sharpness.
CU: 1
Can be used to remove Lethality penalties due to "Dulling" on slashing weapons between missions. Sharpening for 1 Time reduces penalties from Dulling by d3

Shovel, long
A tool used to dig holes in the ground.
CU: 3
Counts as a long bludgeoning weapon, but using it as a weapon counts as gross misuse.

Shovel, trench
A compact shovel that can be used to dig holes. While it takes longer to do the tasks with this tool, it has the benefit of being very portable.
CU: 1
Counts as a medium bludgeoning weapon, but using it as a weapon counts as gross misuse. Reduces Difficulty of 'Per - Survival' checks in certain biomes.

Signal Flare
A commonly found signal flare shoots a bright magnesium flare into the sky. It can alert distant people as well as planes, boats, helicopters and the like to a character's location.
CU: 1
Can be used to signal people planes or helicopters. Characters spotting the flare takes no penalties for darkness, smoke or fog when making 'Per - Spot' checks to see it.
Using during a mission to mark an arrival or completion of a goal will reduce Risk by 1d3.

Sledgehammer
A heavy two handed tool that is capable of crushing cement and brick. It is extraordinarily clumsy to use in this way and is very heavy.
Lethality: 50/-/-
CU: 3
FC: 1
Durability: high
Uses all the rules of a long bludgeoning weapon with high durability and can demolish brick, stone, cement and can damage any number of items, even those constructed of metal. If the wielder has less than 40 Strength then their target will get their full attack against the wielder as if they were 'fast' with 'high' Perception unless it would be higher normally.

Sleeping Bag/Pup Tent
Simple items of camping gear can make resting significantly easier. They are often not high on the list of things to take with you, but for those that take the time to grab one of these items will find that their ability to rest increased drastically.
CU: 1
When used while resting count as having slept one additional Time if a character passes a 'Per - Survival' check.

Stun Gun
Usually used for crowd control or for dealing with hostile individuals this item surprisingly has some use against zombies. Despite their inability to feel pain, their bodies are still controlled by electrochemical activity that is disrupted severely by the introduction of high voltage. This is not nearly as effective against zombies as it is against humans, but it is still better (and safer) than most other defensive weapons. The major drawback to a Stun Gun is its severely limited battery life.
CU: 1
Degradation: 2 per turn active
A stun gun can be used defensively. If this is done, this automatically inflicts Painc and Pain against their target; against zombies there is a 75% - 25% chance per 'Size' of the target that they will be 'knocked prone' (so 50% for zombies that are Size 1). This number is not modified by Strength or Defense. The stun gun is charged at special ports in law enforcement buildings and security offices.

Supressor/Silencer
When affixed to the muzzle of a firearm it can reduce muzzle flash and noise which attracts less attention from those nearby. Some weapons require special supressors and some cannot be silenced at all.
CU: 1
Value: 15xOL
Can be attached to the front of a pistol or rifle weapon (one or the other, rifle silencers are considerably longer than those made for pistols) to reduce noise.
- Reduce the listening range of a shot fired from this weapon by 50%.

- If equipped to a pistol weapon, it reduces the FC by 1 to a minimum of 1 if used 'Defensively'.
- Suppressed firearms do not increase Risk when fired and do not generate Noise.
- Increases the Difficulty of all Ranged Attacks by 1.

Survival Kit
A basic survival kit, sometimes called the '10 Essentials'.
Cargo: 1
Value: 3
Degradation: 3
- Reduce the Difficulty of a 'Per - Survival' check by 1.
- 1 Resource can be spent to remove d6 Degradation points from this item.

Telescope
Functions similarly to a pair of binoculars, but it is highly effective at longer ranges. This requires some setup, but if used from a high vantage point, then several miles can be surveyed.
CU: 3
Can allow 'Per - Search, Spot' checks to be made to survey the terrain for several miles. This functions the same way binoculars do, but they cannot be used on the move. The telescope includes a folding tripod.

Tent
A common item of camping gear that allows for rest in even fairly harsh climates. To anyone who's been in a tent on a camping trip, the tent has the strange property of amplifying every single sound coming from a hundred feet in any direction.
CU: 2
Using this reduces the Difficulty of 'Per - Survival' checks by 1. When used for resting, characters count as having rested an additional d3 Time. A tent can hold up to 3 people inside.

Tiki Torch
This item is typically used as decorative lighting at parties. While it provides relatively little light, it is a constant source of flame that can potentially come in handy.
CU: 2
Degradation: 1 per Time used
Durability: very low
Allows Perception checks to be made in darkness without penalty. Requires Lamp Oil.

Walkie-Talkie
Able to broadcast and receive messages to one another, a radio is essential for groups that are separated to coordinate their actions. Unfortunately, they require either batteries or regular charging to remain at optimum efficiency.
CU: 1
Degradation: special
Allows communication between groups. Also can be used to hear changing weather conditions in the nearby areas. The Walkie-Talkie will have a Degradation dependant on how it is used.
- Uses 'batteries'.
- Reduce the Risk of a mission by 1. Degradation 1.
- Use as a prerequisite for missions as described in the mission entry. Degradation 1d6.
- If the roll for Degradation is a natural 6, then the next mission taken will add +2 to the Risk due to the broken information.

Wood Splitter
This is a practically indestructible heavy tool that is little more than a metal pole with a solid metal wedge at the end capable of splitting logs. With proper practice it can be used to crush a zombie skull with a single blow and is fully capable of breaking down barricades as well as a sledgehammer due to its solid metal construction.
Lethality: 25/-/-
CU: 2
FC: 1
Special:
- Requires a minimum of 30 Strength to use.
- Grants a bonus of +15 to Strength to break down obstacles.
- This weapon grants characters a bonus of +30 to their Attack when delivering a coup de grace.
- As a complex weapon, a wood splitter counts as both a buldgeoning weapon and a piercing weapon.

TOM'S
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HARDWARE

Healing Items/Drugs



Tri County Medical and Surgical Supply

Name of Item/Drug
Description of item or drug.
Cargo space item takes up.
Value of the item/drug.
Degradation of item/drug based on dosing and average availble amount.
Effect of item/drug.

Antihemmoragic/Haemostatic Medicine
This describes a number of medicines that facilitate blood clotting, this medicine is relatively hard to find outside of a hospital. It can be found in the form of powders dusted on open wounds or embedded in the dressings themselves. Either way, it's a highly effective tool to prevent blood loss.
CU: 1
Value: 3xOL
Degradation: 2
This helps to prevent blood loss. 'Per - First Aid' checks used with this item to staunch open wounds will reduce the Difficulty by 1d6. This staunches wounds, but it does not heal them.

Antiseptic
An antiseptic is any substance that is capable of cleaning wounds to prevent infection. While several substances fit this description, some are more effective than others. Generally, the commercially available solutions are sufficiently potent. Mouthwashes will often suffice in absence of more common topical antiseptics.
CU: 1
Value: 1xOL
Degradation: 1
When used to clean wounds and used in conjunction with bandages or other clean dressings, flesh wounds will not become infected and will restore 1d3 more Health than normal. If used without bandages, the wound will only be protected from further health loss due to 'infection'.

Anti-toxin
Any number of medicines that reduce or neutralize the effects of natural poisons. This usually takes the form of a hypdermic injection.
CU: 1
Value: 4xOL
Degradation: 6
Cures 'Poison' and removes 1 'Viral' to a minimum Viral total of 1 if the Outbreak Scenario allows for the virus to be cured or treated with medicine. Uses needles.

Aspirin
A common painkiller that facilitates increased recovery from pain. This is a natural anticoagulant, so its use should be monitored carefully.
CU: 0.5
Value: 1xOL
Degradation: 0.5
For 4 Time, decrease the Difficulty of 'Will - Resist Pain' checks by 2.

Blood Unit
A unit of blood ready for transfusions.
CU: 1
Value: 3xOL
Degradation: 6
If used during Natural healing or consumed in the process of 'Advanced Medicine' missions, increase the amount of Health restored by 2d6+2. This can restore Health lost by bleeding out from Open wounds. If used in any other situation, then it just restores 1d6 Health +1 per degree of success of a 'Per - First Aid/Diagnosis' check. This can be used to restore Health lost by bleeding out from

Open wounds.
This item requires hypodermic needles to be used properly.

Caffeine Pills/Energy Drink
A favorite among students to aid in long nights of study sessions or parties, these items have high concentration of caffeine which allow for more waking hours and less need for sleep. These are helpful in a pinch, but heavy reliance upon this will cause one to become dependent upon them.
CU: 1
Value: 1xOL
Degradation: 6
- A character can re-roll failed rolls (including mishap dice) when making adrenaline boosts for Endurance. If the second roll fails, then double whatever adverse effects the failure incurs.
- A character's actions that involve Strength for the next two hours have the following additional rule:

"A character can adrenaline boost through this action. If they fail, the action is still successful, but they must add +2 to the Difficulty of their next 'Str - Endurance' check. Ranged combat cannot be Adrenaline Boosted through, however."

Cigarettes
Tobacco, while carcinogenic, has a calming effect and is a good barter item when society collapses.
CU: 1
Value: 2xOL
Degradation: 1
- Using will grant a +5 bonus to Willpower for 'Will - Resist Panic' checks for 1 Time.
- Endurance checks being made in the next two hours have +1 added to their Difficulty.
- Addiction as a handicap will increase Degradation to 2, A serious addiction will increase the Degradation to 3.
- Requires 'Lighter'.

Disinfecting Spray
This is a commonly available antibacterial spray that can be sprayed on wounds to both numb the pain and prevent bacterial infection. Unfortunately, this does nothing to prevent viral infection of any kind, let alone one delivered by a zombie bite.
CU: 1
Value: 3xOL
Degradation: 2
Restores 1d3 Health during natural healing. Can be used in conjunction with other items to drastically boost their effectiveness.

Ibuprofen, High Dose
A more potent painkiller than over-the-counter aspirin, prescription painkillers can help a person cope with pain much easier.
CU: 0.5
Value: 2xOL
Degradation: 2
Decreases the difficulty of all 'Str - Resist Pain' checks by 3 for 5 Time.

Ipecac
This medicine induces vomiting which can be used for a variety of reasons, but primarily for ridding the body of ingested poisons if taken early enough.
CU: 1
Value: 1xOL
Degradation: 2
Induces vomiting, which eliminates the effect of ingested poisons if used within 1 Time of ingesting the poison.

Non-Adherent Gauze Pad
A felt-like pad used to quickly staunch wounds. While this is best when used with a bandage to hold it in place, it is effective on its own at preventing blood loss.
CU: 0.5
Value: 5xOL
Degration: 3

A character can use this to prevent Health loss due to 'Open Wounds'. The condition still persists, but a character will not lose health while this pad is in place. Reduces the 'Per - First Aid' Difficulty to staunch the wound by 2.

Opiates
Any number of powerful painkillers can be classified as opiates. These generally deaden the body to pain almost entirely, but also dulls the senses temporarily. The most powerful forms of these drugs are either illegal or strictly monitored because they also have euphoric side effects.
CU: 1
Value: 5xOL
Degradation: 3
Taking this grants bonus of +15 to Strength and Will to 'Will - Resist Pain' for approximately 3+1d3 Time, and will reduce Perception by 5 for the same amount of time. This also allows a character to ignore failures due to rolling a 'mishap die'. Apply additional damage for aggravation of their injuries, as the character is not better, they just don't feel pain.

Penicillin
An invaluable drug that helps to fight infections; unfortunately due to this being primarily a prescription drug, it's difficult to acquire without stealing it. Thanks to rampant over-prescription, penicillin is common and as a result, many places and many houses have a bottle lying around.
CU: 1
Value: 4xOL
Degradation: 3
Restores 1d3 Health during natural healing and cures 'Poison' from bacterial sources and prevents penalties from bacterial infection.
It can also be used to prevent the ill effects of any 'infected' wounds. Using it in conjuction with rest will cure an infection.

Sling
While a sling can be made with any piece of cloth of sufficient size, a sling is a device designed to keep steady an injured arm so that it can be healed given time.
CU: .5
After a broken arm bone is set, a sling can be used to prevent further aggravation by allowing a character to take actions even though they have a broken limb. Grappling is still handicapped, however.

Sleep Aids
Generally this takes the forms of other medicines that relieve some symptom in addition to making it easier to sleep. Outside of a prescription, it is difficult to find medicine that exists strictly as a sleep aid, but generally those are far more potent.
CU: 1
Value: 2
Degradation: 1
- Characters who rest while using this count as having rested an additional d3 Time.
- Characters who take this will have the Difficulty for all 'Str - Endurance' checks increased by 3.

Sterile Gauze
A common medical supply that helps staunch blood loss from wounds. Thankfully, this requires very little medical knowledge to know how to use properly. One drawback is that it has to be changed frequently.
CU: 1
Value: 1xOL
Degradtion: 3
Character who is limited by flesh injuries regains mobility. If used on characters with 'Open Wounds' then they may take actions and move as normal without losing Health. If used in this way, the gauze has to be changed once per 10 Time. This does not heal 'Open Wounds', rather it keeps its negative effects at bay. This can also restore 1d3 Health during natural healing if used to treat normal injuries. If used in conjunction with disinfecting spray then the combined use of

the two items will restore 1d6 health.

Styptics
A lesser coagulant that used to be a common household item before the advent of safety razors used to prevent bleeding from wounds caused by improper shaving. It can staunch small wounds. They come in the form of powders or a pencil.
CU: 0.1 (1)
Value: 1xOL
Degradation: 1
Reduces the Difficulty of 'Per - First Aid' checks to treat Open Wounds by 1. This bonus does not combine with the bonuses from Antihemmoragic or Haemostatic medicines. Hospital or Military grade styptics may reduce Difficulty by 2 or more.

Sutures
Any kind of tough, hypo-allergenic string that is used to close wounds from surgery. While it requires a high degree of skill to use properly and is rare outside a hospital setting, this is the best way to close serious wounds.
CU: 0.5
Value: 2xOL
Degradation: 2
A character can use this to stop 'Open Wounds' and close other serious wounds.This can increase the chance of success for advanced medicine missions by 10%.

Tourniquet
In the event where medical attention is not readily available and a wound is bleeding, a tourniquet can be applied to slow bleeding. Prolonged use of this may result in the amputation of the limb.
CU: 1
Reduce Difficulty to 'Per - First Aid' checks to staunch open wounds by 2. If used for more than d3+2 Time then the limb will become damaged permanently and may require amputation. Removing a tourniquet before the wound clots will cause the wound to open again.



Clothing and Protective Gear

Several items can be worn for protection against physical damage. Generally, speed and agility are favored over large amounts of bulky armor but heavier armor has its place as there are typically more dangers than zombies to worry about.

Each item has a 'Bite Resist %' which is an item's ability to keep the bite of a zombie from infecting a character. Only use the percentage from the item that is from the part of the body being bitten.

For instance, heavy boots have a very high Bite Resistance (90%) but that only applies to the foot and ankle area; the bite resistance will not apply to bites against the arms or legs. Only one item can be worn on the part of the body that is being covered at a time. Occasionally the items will require multiple articles in order to provide protection.

Generally speaking, there will be one article per part of the body covered with the exception of the arms and torso, which are generally included in the same article, but for heavier armor, this is not always the case. The ankles and feet are considered one part for purposes of protection, and are necessary components for getting a complete armor or clothing set.

In this sense, it is possible to mix and match protective items, but this only applies to Bite Resistance and not overall defense or any other effects. The only way to grant the effect under the 'Properties' section is to have the complete set of parts to the protective gear. For instance, a character can wear a regular shirt and a Kevlar vest, which counts as the torso covering of Heavy Body Armor. Bites and attacks made against that part of the body will provide the high bite resistance granted by Heavy Body Armor (but not the defense bonus). But if a bite is made against the hand or the arms, then the bullet proof vest provides no protection, considering that the regular shirt also provides no protection to that

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BRING US THE HEAD OF VINCENT ST.CLAIR

VINCENT ST. CLAIR LIVES

Every man, woman, and child could now option their life-rights to a major Hollywood studio as a horror film since ten days ago. What was at first described best by the macabre, tongue-in-cheek title of the 'zombie apocalypse" has yet to find a better description of the events that have unfolded since January 22nd. County especially has been no stranger to such strange catastrophes ever since the manhunt for Vincent St.Clair escalated into practically a full scale lockdown of the city two years ago. Now, as a strange echo of such events, the 'zombie apocalypse' has Tri County in the grips of terror.

The embittered citizens of Tri County have been well inoculated against such catastrophes more than citizens of the neighboring cities. Nonetheless, Tri County has it's share of panicked masses trying to flee the city. Sadly, many who attempted such a feat did not survive and served only to feed the growing army of mindless cannibals that encroached on the borders of the military enforced barricades.

Interviewing the survivors in the refugee camp some who knew the man who became the most hated man in Tri County, claim to have seen Vincent St. Clair, long believed dead. One such person was a former employee of his, Chloe Bartlett who routinely vouched for Vincent St.Clair's character. For this reason, the military and the remnants of the police force have been given orders to shoot any man fitting his description on sight. While Vincent is widely believed to be dead, the body that was claimed to be his could not definitively confirm or deny the identity of the corpse. The body was burned beyond recognition and



This photo is presumably of Vincent St. Clair.

the teeth pulled from the broken jaw, eliminating any possibility of dental or DNA identification. The only identifying feature of the corpse was the distinctive body armor that Vincent St. Clair was seen wearing in the few months prior to his alleged death. Rumors abound that Vincent St. Clair is behind the 'zombie apocalypse' somehow, but it is very likely that Vincent has become a bogeyman used only to lay blame on what is an otherwise indescribable horror, the likes of which have only been seen in slasher horror and science fiction.

Few groups that managed to make it to the designated safe zone did so without tremendous personal and emotional toll. With the weight of such tragedy on everyone's mind, it is hard for anyone to discuss how it was that they arrived to the Marigold Safe Zone. Those that managed to speak describe how they were forced to abandon the sick or wounded members of their groups (tearfully confessed as friends, lovers and even family) in order that they survive. The most worrisome were those who arrived all by themselves, whose survival is most likely at such a tremendous personal cost of a remarkable callousness for the lives of their former companions. The suicide rate for sole survivors has been remarkably low, but many people who knew each other before the tragedy have managed to find each other in this isolated stronghold and mourn together as they share the loss of their mutual companions.

Like clockwork, the National Guard has managed to fly in helicopter after helicopter of supplies, first with priority for the sick or wounded, but lately the priority has been the healthy. The survivor's guilt for having priority compounding the weight of their personal loss makes many people who were considered high priority for evacuation downright refuse in favor of the sick or ill: A request that is never fulfilled. Some are even forced aboard the evacuating helicopters, separating them from loved ones and friends.

It's unknown how long the efforts of the Army and National Guard will hold up against the tide of zombies. The supplies that come by Chinook helicopter always arrive when they are scheduled, but what is becoming apparent to the survivors of Marigold Stronghold is that the schedule for the supply drops are further and further apart in time. With absolute confidentiality on the part of the military personnel, it is unsure of how many such strongholds exist and how many other survivor camps their are. Many inquiries about the fates of relatives or friends in neighboring towns are likewise met with silence.

As I remain here, voluntarily at Marigold to continue reporting, my personal mettle has been sorely tested.

part of the body it is considered defenseless against bite attacks. While individual items may provide bonuses, only complete sets of similar armor types will provide overall 'Defense' bonuses. Without a complete set, the individual items will likely only contribute a bonus to BR% and a small 'Defense' bonus for attacks made to the specific area the armor or clothes cover.

Note that even if a bite is resisted, the character still takes damage from the attack as normal; they just avoid infection by changing the type of damage the zombie inflicts, converting a 'bite wound' into an 'impact wound'. The protective benefits of armor as far as defense bonuses or damage resistances are listed in the 'Properties' of the item, and as stated earlier, only take effect if the complete armor set is worn.

While this may seem strange, it is important to know that there are many dangerous aspects to combat and damage aside from just the bites from zombies. Fingernails, punches, crushing weight and even the pressure caused by the physical bite through protective gear all can cause damage. It is just the bite itself against exposed or weak areas of protection that are the most dangerous and infectious. This is the reason for the separation of Defense and Bite Resistance.

Bite Resist and Defense

If a zombie's bite is resisted (by passing a BR%) and the armor can protect against both Flesh and Impact wounds, then you choose the higher of the two to see how much damage is resisted. The damage may produce different effects depending upon the type of damage it is. If a zombie's bite is not resisted, then only the armor's Flesh protection must be used, even if Impact is higher. The bite has all the properties of a Flesh Wound.

Bite Resist and Open Wounds

If a bite is resisted, consult the relevant tables for impact hits to see if the injury results in open wounds. Chances are, it will not.

Mixing and Matching Armor

Combining different pieces of armor can offer some form of protection. While you cannot wear two kinds of protective gear on the same part of the body,



you can mix and match to get a complete set of armor of some kind. If you are able to assemble a complete set of protective gear of a similar kind but have pieces of a heavier or lighter variety to complete the set, then the completed set of armor counts the same as the lightest included piece.

For example: Lt. James Peterson has raided the S.W.A.T. storage locker and came up with a bullet-proofed long-sleeve shirt (Medium Body Armor for torso and arms), Heavy pants (Heavy Body Armor for legs), and Heavy Gloves (Heavy Body Armor for hands). While it lacks a helmet and neck protection, it still has all the components of a complete set of Medium Body Armor, and as a result, Lt. Peterson can take advantage of the properties of wearing a full set of Medium Body Armor, even though he has components from multiple kinds of body armor. Lt. Peterson can still take advantage of the Bite Resistance provided by the individual parts of the armor if the individual part being bitten has a greater bite resistance % than the average protection given by the set of 'medium armor'. Likewise, if the article bitten is a weaker part, then the lower bite resistance % must be used.

The above mentioned example can be applied to mixing and matching of any kind of protection, so long they are the same kind of protective gear. The kinds of protective gear mentioned here are two types: Body Armor and Clothes. The one exception to the mix and match armor rule is that Light Clothes can only be granted a benefit by wearing exactly what is described and nothing else, and they cannot be mixed and matched with other kinds of clothes to gain the benefit of wearing Light Clothes.

List of Clothing and Protective Gear

Name

Description

Cargo Units if unequipped.

Bite resist %

Necessary components for the complete set and areas the item protects.

Flesh: Add to natural defense for total flesh wound protection.

Impact: Add to natural defense for total mpact Wound protection.

Miscellaneous properties

Body Armor, Heavy

Wearing this will provide a large amount of protection from attacks and even from small arms fire, but it is tremendously bulky, as there are strips of ceramic plating or bullet proof plastics interwoven with Kevlar which makes it extraordinarily heavy and unsuited for use for long periods of time.

CU: 3

Bite Resist: 75%

Arms, Legs, Torso, Neck, Head, Hands

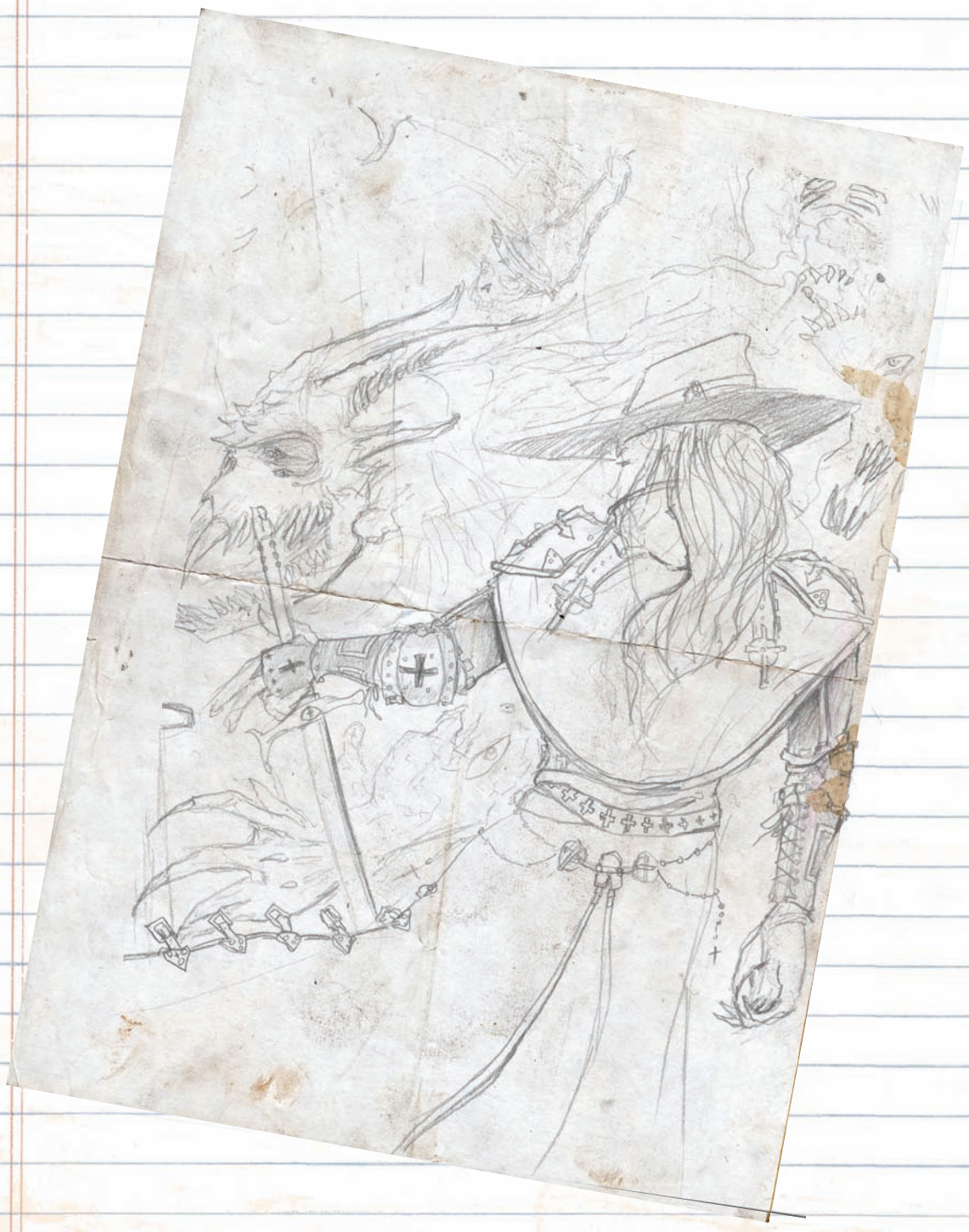
Flesh: 5

Impact: 10

Includes a helmet. This armor increases the Difficulty of all Strength based actions by 1. This adds +10 to Will due to the psychological boost from wearing such all-enclosing protection. This bonus is discounted if the wearer is ever surprised. Wearing this armor for more than 4 Time will require a successful 'Str - Endurance' check, or the character will either be forced to rest or will be unable to move faster than normal speed. This check has to be taken if the character wears it for more than 2 Time if the temperature is especially hot or dry.

Body Armor, Medium

Anything that is constructed for the explicit purpose of personal protection counts as medium body armor. This usually includes some form of



bullet proofed material and, if is to be of any protection from zombies, is long sleeved, durable and tightly woven to protect against bites.

CU: 2

Bite Resist: 50%

Arms, Legs, Torso, Hands

Flesh: 3

Impact: 7

This adds +5 to Will due to the psychological boost from wearing such high quality protection. This bonus is discounted if the wearer is ever surprised. Wearing this armor for more than 4 Time will require a successful 'Str - Endurance' or the character will either be forced to rest or will be unable to move faster than normal speed. This check has to be taken if the character wears it for more than 3 Time if the temperature is especially hot or dry.

Body Armor, Light

Body armor of this kind is any form of protective gear intended for high contact sporting activities that emphasize mobility and freedom of movement, as well as physical protection. The best kind of those include full arms' length sleeves and padding in the elbows and shoulders, and usually includes gloves.

CU: 2

Bite Resist: 15%

Arms, Legs, Torso

Flesh: 1

Impact: 3

Grants a +5 Strength bonus for 'Str - Grapple' checks.

Boots, Combat

Usually reserved for the armed forces and peace officers, combat boots provide decent environmental protection and are usually decent boots for long distance hiking, but are ill suited for long distance running. Military grade footwear allows for much longer periods of time to comfortably wear such footwear.

CU: 2

Bite Resist: +90%

Ankles, Feet

Kicks from this boot count as defensive weapons with a +5 bonus to Strength for grapple checks and can claim the bonus for coup de grace attacks for prone zombies.



Boots, Heavy

Thick and heavy boots are not conducive to a lot of running, but they can lay some serious punishment down on prone zombies as well as protect the feet from the elements.

CU: 2

Bite Resist: +90%

Ankles, Feet

Kicks from boots count as having used defensive weapons in a grapple. +1 Difficulty for 'Str - Endurance' for running at an all out sprint.

Boots, Hiking

These boots are specially designed to protect the feet for long excursions across rugged terrain. These are not good for running, but they are ideal for distance walking or hiking.

CU: 2

Bite Resist: +85%

Ankles, Feet

Reduce Difficulty for 'Str - Endurance' checks by 2 for rough terrain. Other penalties to 'Str - Endurance' checks remain unchanged.

Clothing, Heavy

This describes any clothing that is intended to allow protection from the cold. Incidentally, they provide a small amount of defense due to it being long sleeved and thick, and being constructed of durable and heavy fabric.

CU: 1

Bite Resist: +15%

Arms, Legs, Torso

Flesh: 1

Impact: 2

Wearing this armor is difficult in hot weather. Reduces penalties for 'Per - Survival' checks for harsh cold by 2. Other penalties to 'Per - Surivival' remain unchanged.



Characters can start with this type of clothing for free at the character's creation.

Clothing, Medium

These are average, everyday clothing articles that have no specific properties. Typically these are long pants such as denim jeans and a shirt.

CU: 1

Bite Resist: +5%

Arms, Legs, Torso

Flesh: Ø

Impact: Ø

This provides no specific bonuses or penalties while being worn. It provides cursory protection from the elements but is highly ineffective protection against attack. Most of the bonus comes from freedom of movement provided by this type of protection. Denim is more durable than the rest of the set and can have a bite resist of 10% instead of 5%. The full set of clothing does not need to be worn to get that bonus. The protection usually results when a zombie gets a mouthful of cloth instead of a mouthful of flesh.

Clothing, Light

While completely lacking in physical protection, wearing light clothing allows for more mobility which is in almost every case better than physical armor. These clothes are usually t-shirts and running shorts and nothing more.

CU: 1

Bite Resist: +10%

Legs, Torso, Feet

Flesh: 0

Impact: 0

Characters do not take penalties for 'Str - Endurance' checks to maintain any speed higher than normal speed so long as their carried cargo is less than 1 CU per 10 points in Strength. This allows for a character to avoid bites from zombies by sheer agility. This equipment's BR% bonus does not apply when a character is surprised or attacked from behind. This kind of armor cannot be mixed and matched.

Fire Retardant Gear

Worn by firefighters, this gear provides protection from extreme heat and even allows some movement through searing flame. It is brightly colored to allow for easy spotting in an emergency, and when fully equipped includes a helmet and mask that prevents suffocation with an oxygen supply fed from a tank. The cloth itself is made of tightly wound fire retardant material.

CU: 3

Bite Resist: 80%

Arms, Legs, Torso, Neck, Head, Hands, Ankles, Feet, Face

Flesh: 10

Impact: 5

Adds 2 to Defense. May not be worn with light or heavy armor or any kinds of clothing. Character is immune to damage and effects for being 'engulfed' and has a Defense of 10 against 'Flame weapons'. If the full gear is worn, it includes a fireman's helmet and reduces Perception by 10 but allows for full movement through searing heat and gives complete immunity from the effects of Flame weapons. Due to the weight, this has all the special rules of 'Body Armor, Heavy' in addtion to the ones mentioned in this entry.

Gas Mask

Worn about the face, the gas mask provides some protection against smoke and noxious gasses but interferes with vision slightly. More often than not, this protection is well worth the slight inconvenience of having to carry it.

CU: 1

Bite Resist: n/a

Face

When equipped, increase Difficulty of 'Per – Spot, Search' by 1, but a character is immune to choking effects due to smoke and gas, but not fire.

Gloves

These are a must-have for anyone venturing into zombie territory. They provide some much needed protection to the hands. While these are not always the

best at protecting against bites, their true purpose is to allow consistent use of heavy tools without injury to the hands.

CU: Ø.5

Bite Resist: 15%

Hands

When worn, reduce the minimum Strength requirement for long bludgeoning weapons, long slashing weapons, axes, and fireman's axes by 1Ø. This also increases the Tool bonus to Strength a character gets by 5 per CU of any tool. This extends to the Strength bonus for Grapple checks as well.

Helmet, Bicycle

Wearing a helmet is good sense when riding on a bicycle or motorcycle; it also provides some protection against blows to the head.

CU: 1

Bite Resist: n/a

Head

When worn, increase Defense by 1 for attacks made against the head. Also adds an additional +1 bonus Defense if the wearer crashes when riding a bicycle.

Helmet, Construction

A helmet worn around construction yards provides protection from injuries to the head.

CU: 1

Bite Resist: n/a

Head

When worn, increase Defense by 2 for attacks made against the head. Increase Defense by 3 if being struck by a bludgeoning type weapon.

Helmet, Fireman's

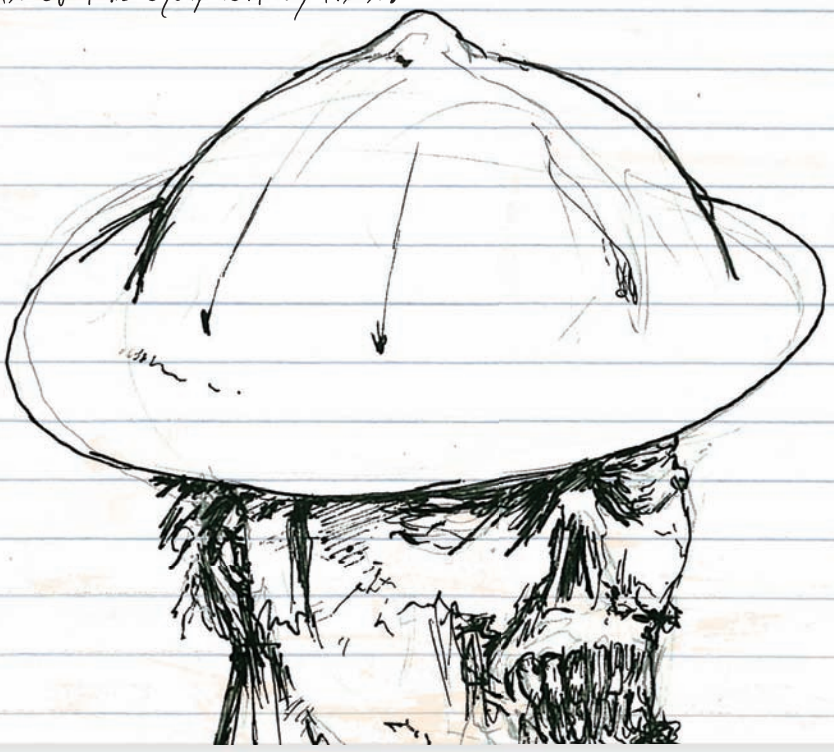
A helmet worn by firefighters provides superior protection against both heat and physical damage.

CU: 1

Bite Resist: n/a

Head, Neck

When worn, increase Defense by 3 for attacks made against the head. Can be worn with fire retardant gear to make for a full suit that provides protection from fire. See Fire Retardant Gear for full rules. Decreases Perception by 5. To be used properly with fire retardant gear it must include a special fire retardant hood that further protects the head and neck, which will increase the BR% of this equipment by +10%.



Helmet, Miner's

A helmet with a light attached to the front of it allows for visibility in the dark while keeping the hands free.

CU: 1

Bite Resist: n/a

Head

When worn, increase Defense by 2 for attacks made against the head. It also counts as having a 'flashlight' attached to it as per the rules in the Items and Tools section. This light does not require any hands to use.

Riot Shield

When wielded, this can be an effective crowd control tool. It also increases defense significantly. Unfortunately, in addition to extreme rarity outside of well equipped urban police precincts, a single person with a riot shield has only a fraction of the protective and crowd controlling effectiveness as several

Zombies wearing any kind of helmet will increase their Defense by at least 1, as many lethal attacks made against them involove attacks against the head

people with them lined up to make a movable wall, as per their intended use.

CU: 2

Bite Resist: n/a

n/a

Flesh: special

Impact: 5, 15 if stationary. +1 per person equipped with riot shield on either side.

Cannot be equipped simultaneously with items that take up 2 CU. This can be used to shoulder charge a single zombie. If the riot shield is used in this way then it grants a bonus of +20 Strength to resolve the grapple check. This can only be done against a single zombie as the shield does not provide enough protection to charge multiple ones. Unless spikes or blades are somehow affixed to the riot shield then using the riot shield to charge will not count as a 'defensive weapon', but succeeding in the grapple check will knock a zombie 'prone'. Attacks against the user of the riot shield that would normally count as 'flesh wounds' will become Impact Wounds so long at the user remains upright with the riot shield properly deployed.

Shoes, Running

Light athletic shoes make running much easier, and while they do not provide much protection and ankle support, they do allow the wearer to remain quick on their feet.

CU: 1

Bite Resist: 25%

Ankles, Feet

Character are able to run faster with these shoes, being able to move

5 feet more per round than normal and are able to run for twice as long before making 'Str - Endurance' checks. If worn with light clothing then together they add +1 to Defense due to agility.

Advanced Protective Gear and Armor Rules

When players are more familiar with the basic armor rules they can further refine what the protective properties of clothing and body armor are. The raw materials list can also be used for reference when creating new forms of protection.

An item's 'Bite Resistance' can vary due to material and coverage, as well as its ability to add to defense. Add the bite resistance from the general durability chart and apply any modifiers from the coverage table appropriate to the material being used, and you will have the true bite resistance for that item.

An item's 'Defense' can be modified by the same factors that can alter BR%. If the item is worn as a complete set of a particular kind of armor or clothing set listed above, then you can apply the Defense modifier to the character's Defense for attacks targeting those specific areas.

The 'Weight' listing is the weight class of body armor or clothing that the material can be fashioned into, and what form the material can take for protective gear. For instance, plastic can be found or fashioned into either light or medium body armor, steel can only be found or fashioned into heavy armor and Para-aramids (ballistic nylon) can be fashioned into any kind of armor.

The 'Rarity' of the material is how difficult that item is to be found in a form that can be used as protection. It is also a measure of how difficult the material is to find in its raw form or in sufficient quantity to be fashioned into armor of some kind.

The 'Difficulty to Manufacture' represents how difficult it is to fashion the material into armor yourself. This does not indicate the tools needed for the job, simply the Difficulty modifier for Equipment Manufacture missions. This difficulty factors in difficult components and specialized tools for construction.

Defense modifiers have two numbers. The first number is protection against Flesh Wounds. The other number is protection from Impact Wounds.

Name of Material	BR%	Defense Modifer (Flesh/Impact)	Weight	Rarity	Difficulty to Manufacture
Cotton	5%	0/0	Light/Med.	Common	+0
Polyester	5%	0/0	Light/Med.	Uncommon	+0
Silk	0%	0/0	Light	Rare	+2
Plastic	10%	+1/+3	Light/Med.	Common	+3
Iron	80%	+3/+4	Heavy	Uncommon	+4
Steel	90%	+4/+5	Heavy	Rare	+5
Aluminum	50%	0/+1	Light/Med.	Common	+4
Leather	30%	0/+1	Med.	Uncommon	+2
Polyvinylchloride (Vinyl, PVC)	20%	+1/+1	Med.	Rare	+2
Polybenzimidazole (PBI)	40%	+2/+2	Med./Heavy	Rare	+2
Rubber	20%	0/+1	Med./Heavy	Uncommon	+2
Para-aramids	75%	+2/+4	All	Rare	+2

Chapter 9

Gamemaster's Section



The Game Master's Section

The role of the game master, or GM, is to act as the referee and to play the roles of every non-player character and zombie. Their biggest roles are planning the events of the scenario and to organize the games themselves.

Victory Conditions

It is important to establish a goal that the players know about from the very beginning. If this goal is a stepping stone to another mission, then the goal should be carefully selected and determined early on... The most important goal is, of course, to enjoy playing this game and making sure that even if bad things happen (and they will) that players feel as if they gave it their best shot.

Some Example Victory Conditions

- Characters must escape to an island alive.
- The Stronghold the characters occupy must be brought to Level 40.
- The Stronghold must have one of its attributes brought to 10.
- All of the zombies must be exterminated (only recommended for small scale outbreaks with a very finite number of zombies).
- The zombie known only as 'One Big Monster' must be destroyed.
- On a cruise ship, the characters are on must eradicate all the zombies on board before it reaches shore.

Alternate mission types, strategies for running different styles of games, and creative uses of Victory Conditions will be outlined in the 'Advanced GM Section' at the end of this chapter.

Victory Sub-Conditions

A 'Victory condition' can have many, smaller sub-conditions that allow the characters to gain valuable information or experience that lead to the ultimate goal outlined in the Victory condition. This is a situation where 'Rewards' of 'Gestalt dice' can be granted as described below.

Template Characters

Template characters can be used as sympathetic NPC's that aid the players, or a player can take control of one as an alternate character if their original character dies. How a template character is introduced is up to the GM for their particular outbreak scenario. Aside from starting with them, the easiest way to introduce them is during the course of Rescue missions or generating them from successful 'Call to Arms' missions. A player can always decide to play as a template character as opposed to a character based on themselves.

Sudden Death

This style of play is fast and loose. A character's death means that the player is out of the scenario for the duration of the game. This style of play is only recommended if you have a mission that starts and ends during the same session, or if you are playing missions where the characters are template characters, and thus easily replaced.

Rewards

A character can be awarded Gestalt Dice based on surviving more difficult outbreak scenarios. Normally, a player does not get any additional Gestalt Dice, but in the case of a character surviving a harrowing life and death survival mission, they may be required to learn several important lessons very quickly.

Encounter Checks

A majority of a GM's actions will require Encounter Checks, or E% checks. Depending on the Outbreak Level, the result of the E% can indicate an encounter with panicked civilians, ruthless vigliantes or hordes of zombies. Most of the encounters that can endanger a character are based on the number and perceptiveness of the threat. Early on, zombies will be relatively few, but panicked civilians will be many, and over time, the balance will shift to having encounters with The Living becoming more infrequent.

To determine the percentage chance of the Encounter Check, use the available senses and zombie Perception as an indicator. Unless stated otherwise, each of a zombie's available senses will contribute (5 x Perception level)% to the chance of an Encounter. Some senses, will contribute 10% instead of 5% per level. The circumstances or reasons for this will be in the entry itself. The percentage chance is determined by the senses of the zombies because it is mostly their influence that will determine what kind of encounter the players have.

An E% result BELOW the set percentage = trouble for players

An E% result ABOVE the set percentage = positive results for players

When does a GM make an Encounter roll?

An Encounter (E%) is rolled under the following circumstances:

- Each Time spent moving or outside a Stronghold as per pg. 92.
- When characters make a 'Per - Search' action.
- Whenever the number of turns passes during an existing encounter, as determined by the Speed and Perception of the opponents, as per pg. 416.
- Whenever characters fail a 'Per - Survival' check or each Time spent resting outside a Stronghold or laying low (remember, the E% doesn't factor in Vision or Hearing in this case).
- Whenever characters flee an encounter (Counts as an 'all out sprint').

Outbreak Level and Encounters

An Outbreak Level alters what is encountered. Early on, it is more likely that characters will encounter living humans. As the outbreak progresses, this will be less likely.

Ideally you'd want to be prepared well before a zombie outbreak... at Outbreak Level Ø, if you will

IV: THE SEVEN SEALS, TRUMPETS, AND PLAGUES, WITH INTERLUDES

CHAPTER 6

The First of the Six Seals

1 *Then I watched while the Lamb broke open the first of the seven seals, and I heard one of the four living creatures cry out in a voice like thunder, "Come forward," **2** *"I looked and there was a white horse, and its rider had a bow. he was given a crown, and he rode forth victorious to further his victories.

THE WHITE HORSE

Outbreak Level Level 1: Chaos
Base E% modifier: +5%

At the onset of the outbreak, it was observed that the presence of zombies were minimal, but the threat of them stirred the populace into a great panic.

E% Degrees of Success	Encountered	E% Degrees of Failure	Encountered
0-1	Zombies	0	nothing
2-5	Panicked	1+	Survivors
6+	Vigilantes		

Outbreak Level Level 2: War
Base E% modifier: +10%

THE RED HORSE

The government begins to take action, reinforcing strongpoints and coordinating evacuation. They begin to designate areas as 'Safe Zones' and getting to them is now a priority. Fights between the living and the undead both intensify. The populace thrown into panic before now turn to savages in their desperate scramble for safety.

E% Degrees of Success	Encountered	E% Degrees of Failure	Encountered
0-1	Zombies	0-1	nothing
2	Zombies (Template)	2+	Survivors
3-4	Panicked		
5+	Vigilantes		

3 When he broke open the second seal, I heard the second living creature cry out, "Come forward." **4** *Another horse came out, a red one. Its rider was given the power to take peace away from the earth, so that people would slaughter one another. And he was given a huge sword.

5 *When he broke open the third seal, I heard the third living creature cry out, "Come forward." I looked, and there was a black horse, and its rider held a scale in his hand. 6 "I heard what seemed to be a voice in the midst of the four living creatures. It said, "A ration of wheat costs a day's pay, and three rations of barley cost a day's pay. But do not damage the olive oil or the wine.

THE BLACK HORSE

Outbreak Level Level 3: Plague
Base E% modifier: +15%

The 'Safe Zones' are either themselves compromised and quarantined, or all areas not designated a 'Safe Zone' are off limits. The zombies begin to overrun the efforts of the government to contain the outbreak. They enact increasinlgy desperate measures that frequently kill uninfected as well as infected indiscriminately. What resources remain are heavily rationed and quarrels over them become commonplace.

E% Degrees of Success	Encountered	E% Degrees of Failure	Encountered
0-1	Zombies	0-2	nothing
2	Zombies (Template)	3+	Survivors
3	Zombies (Unique)		
4	Shattered		
5+	Vigilantes		

7 When he broke open the fourth seal, I heard the voice of the fourth living creature cry out, "Come forward." 8 "I looked and saw a pale green horse. Its rider was named Death, and Hades accompanied him. they were given authority over a quarter of the earth, to kill with sword, famine and plague, and by means the beasts of the earth.

9 "When he broke open the fifth se[illegible]

THE PALE HORSE

Outbreak Level Level 4: Death
Base E% modifier: +20%

Failing to contain the outbreak, individuals are left to their own to survive, and society as it was once known begins to slowly die. Those who survive cloister themseles into strongholds, either with the intent of rebuilding society or with the intention of waging siege warfare against the zombies, hoping that far beyond their walls, the government and society still exist as they cling to the hope of rescue.

E% Degrees of Success	Encountered	E% Degrees of Failure	Encountered
0-2	Zombies	0-3	nothing
3	Zombies (Template)	4+	Survivors
4	Zombies (Unique)		
5	Shattered		
6+	Vigilantes		

These are all simply what has been predicted and observed. This is subject to a margin of error based upon the region and tactical advantage of the location that the outbreak occurs in.

Number of Zombies in an Encounter

The number of zombies in an encounter is equal to the following:

zombies' lv. of Speed + lv. of Perception + the Outbreak Level + 1d3 = number of zombies in an encounter

Players can decide to take on more zombies in order to reduce the number that follow them.

Picking Fights

The players can decide to pick fights with zombies. This can reduce Risk by 1 but adds +d6 to the number of zombies in an encounter instead of the normal +d3. If players wish to do this, then they must declare it immediately after a Zombie Encounter is rolled, but before the number of zombies in the encounter has been determined. If at any time all the zombies are exterminated in the Zombie Encounter, then the point of Risk is removed from the total. If characters are ever forced to flee, then 1 point of Risk remains and an additional point of Risk is added to whatever penalties the characters get for having fled the Zombie Encounter.

The characters do not have the option to do any of this if they were 'surprised' for the Zombie Encounter.

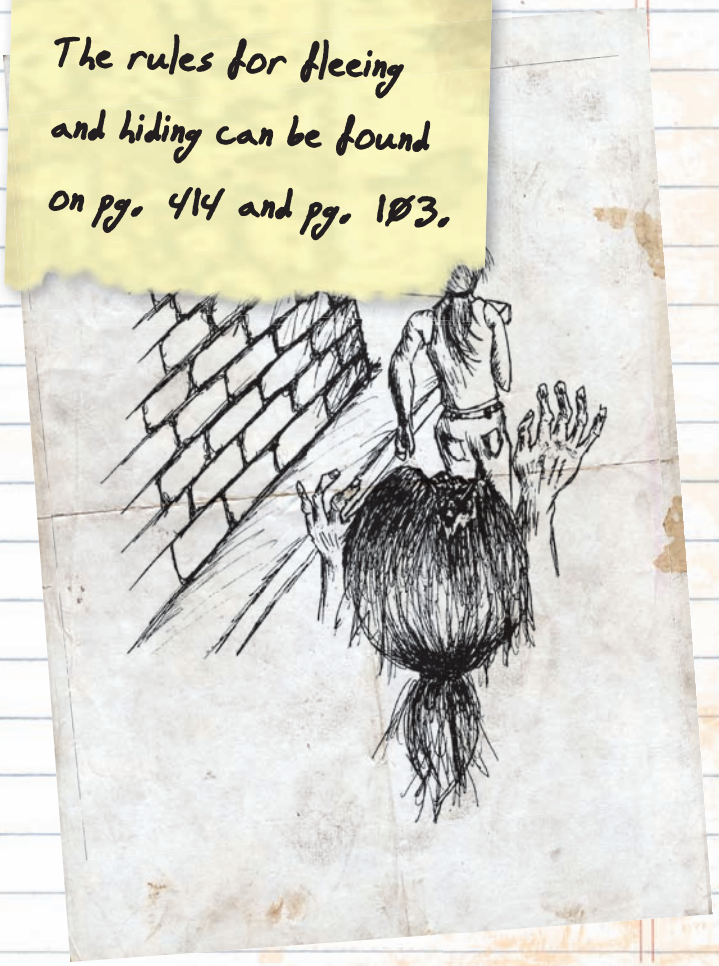
By selectively picking fights with zombies, the number that follow characters back to the Stronghold could be reduced.

Why Use a Mission Structure?

Ideally, we would hope that the goal of all the players is that everyone survives. It is unrealistic to think that everyone will live the first time around. Even though real life does not have extra lives and continues, there is some replay possible. The goal of this simulation is that you are able to test your ability to survive. By breaking an outbreak down by mission, you allow the opportunity to begin again from the beginning if the player's plan to survive is a disaster. Because outbreak is broken down by mission, at the conclusion of said mission, the players and the GM can discuss what they would have done differently and if it would have altered their chances of survival. If the consensus is that they could have done much better having made different decisions, then they can all replay the same scenario to see if their altered plan works. If the death of a player is considered a fluke or a freak accident (like being caught in friendly fire) then that player can be confidently included in the next stage of the outbreak (but typically with some penalty). If the players wish to re-do missions for a better end result, then the players should be allowed to do so.

If you wish to run an outbreak from start to finish, the scenario can potentially last weeks, months or even years. For this reason, victory conditions should be carefully set.

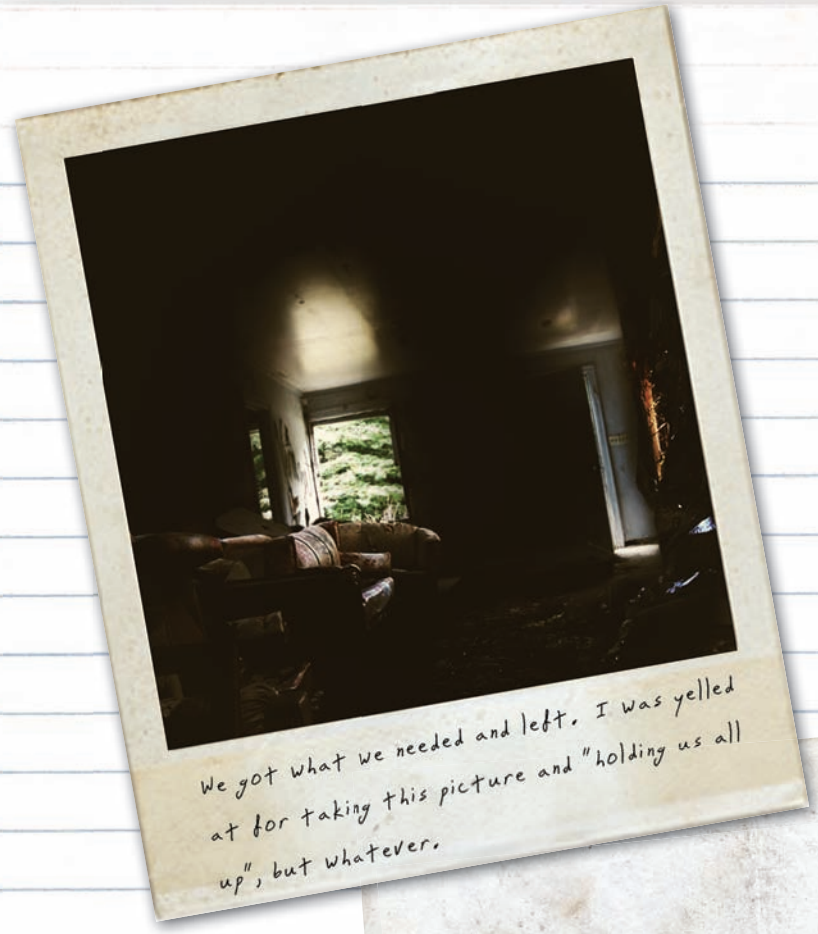
The rules for fleeing and hiding can be found on pg. 414 and pg. 103.





The longer an outbreak lasts, the less of a chance the player characters have of being directly responsible for stopping it. In this case, it's more likely that the players are demonstrating how they are weathering the storm. For smaller outbreaks, it is entirely possible that a goal is that every zombie is eliminated and that all players survive.

In the case where the scale of the outbreak is so massive that it cannot hope to be contained by the actions of the players, the best they can do is dig in, create a stronghold and gather enough survivors to it to make it a viable population center when (or if) the zombies are ever wiped out. To do that, refer to the "Freezone" section.



We got what we needed and left. I was yelled at for taking this picture and "holding us all up", but whatever.



If you're wondering why this is in the GM's Section... it's because these rolls are best kept a secret from the players.

Infection/Degenerative damage table

Time/Viral	1	2	3	4	5	6	7	8	9	10+
<1 Time	5%	10%	15%	25%	40%	55%	70%	85%	95%	99%
1 Time	10%	20%	30%	45%	60%	75%	95%	99%	99%	99%
2 Time	20%	30%	45%	60%	75%	95%	99%	99%	99%	Rnmtn
3 Time	30%	45%	60%	75%	95%	99%	99%	99%	Rnmtn	Rnmtn
4 Time	45%	60%	75%	95%	99%	99%	99%	Rnmtn	Rnmtn	Rnmtn
5 Time	60%	75%	95%	99%	99%	99%	Rnmtn	Rnmtn	Rnmtn	Rnmtn
6 Time	75%	95%	99%	99%	99%	Rnmtn	Rnmtn	Rnmtn	Rnmtn	Rnmtn
7 Time	95%	99%	99%	99%	Rnmtn	Rnmtn	Rnmtn	Rnmtn	Rnmtn	Rnmtn
8 Time	95%	99%	99%	Rnmtn	Rnmtn	Rnmtn	Rnmtn	Rnmtn	Rnmtn	Rnmtn
9+ Time	95%	99%	99%	Rnmtn	Rnmtn	Rnmtn	Rnmtn	Rnmtn	Rnmtn	Rnmtn

Rnmtn = reanimation of corpse or destruction or breakdown of item if this table is used for 'Degenerative damage'.

If alive...

Then roll each Time after contracting the virus, if the percentage value check is successful then the infected character will die. 'Rnmtn' counts as 95%.

If dead...

Then roll each Time since deceased. If the percentage value check is successful then the body reanimates as a zombie. If the table indicates "Rnmtn" then the body is automatically reanimated and no check needs to be made.

If this table is used as something other than infection, then treat 99% as 95% and Rnmtn as 99%.

This table is used in conjunction with Outbreak Scenarios where the virus, once contracted, will immediately begin to run its destructive course without any hope of slowing or stopping it.

Setting Difficulties

In Chapter 3, there was presented a series of possible actions a character can take and how to set their difficulties. A GM is able to determine the difficulties of most actions by using that list as reference, but there are additional factors that can be considered to alter the difficulty.

Actions and variable Difficulties

Variable difficulties (such as 1d6+2 or 1d3+1) do not have to be rolled each time a character wishes to make an action. It's just a tool for the GM to determine the Difficulty of an action. It can be confidently altered within the range possible by the indicated die (i.e. 1-6 for a difficulty determined by a d6 or 1-3 for a difficulty determined by a d3).

Environments and Difficulty Modifiers

Noise

Noise is one of the key factors to consider when attempting to survive a zombie outbreak. Some equipment is listed as having 'Noise'. This will increase Risk equal to the amount indicated in the Noise entry. It is important to remember that background noise and some equipment allows a character to lessen the Noise they cause. If the background is particularly loud, then it will reduce the Noise that equipment causes by the amount indicated by the environmental modifiers, but it will increase the difficulties of all Perception checks involving listening and hearing by the same amount.

When factoring in Noise the players can maximize the cover of sound to use weapons that are otherwise dangerously noisy. For instance, a particularly deranged character decides to use a chainsaw which generates an incredible amount of noise, but it generates 'Sustained noise', which means that weapons that generate noise of equal or lesser value cannot be heard and thus do not contribute to Risk, which frees them to use firearms and other noisy equipment. In this way, it benefits characters to maximize their own efficiency by using the actions of their fellow characters to their fullest advantage. Environments also generate their own Noise.

Darkness/Smoke/Weather

A character is less able to perform actions when surrounded by thick smoke or darkness. For this reason, all Perception and Willpower checks are made at increased Difficulty from 1 (twilight, dusk, mist) to 5 (new moon, thick smoke, heavy fog). Smoke, which inhibits breathing, will also add Difficulty to Strength checks. If surrounded by smoke and fire, then increase the Difficulty to Empathy checks as well.

Rain and wind will alter the Difficulty of Perception and Strength checks by 0 (drizzle, still air) to 5 or more (torrential rain, hurricane force winds). Rain and wind also generate Sustained Noise equal to the Environmental Modifier. Approaching the extremes of weather, The Difficulties will begin to effect Empathy and Will if the weather condition itself threatens the life of the character or will directly result in them being placed into danger; for instance, a storm at sea will alter Perception as well as Empathy and Will Difficulties because the storm can claim the boat and most certainly end the characters' lives.

Starvation/Dehydration/Freezing

Missions can run for several days to even longer. As players undertake longer, more involved missions, survival can be become more difficult. Most importantly, there is the question of food. It is up to the GM as to what kind of food is available to players based on what level of outbreak the players are in, and what geographic location they are in. Water is also as highly important. A human can only survive for about three days without food without feeling too many ill effects other than extreme hunger, on the fourth and fifth day they are in danger of starving to death. A human can (depending on temperature and exertion) last for only 1-3 days without water. Even a single day without either severely impairs bodily function.

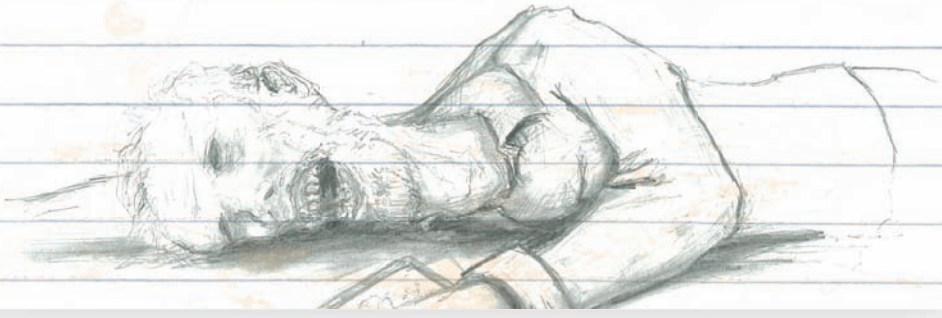
In game terms, a character will lose 10 Will per day they are deprived of food, 15 Will per day they are deprived of water and 30 Will per day they are deprived of both. This loss is doubled in the case of extreme heat or cold. If the Character's Will drops to 0, then start taking the same total from Strength, Perception and Empathy at the same rate. During this time when the Will is 0, a character can occupy themselves only with finding the substances they have been deprived of and can do nothing else. Upon consumption of food and drinking of water after deprivation, all penalized attributes are restored at a rate of 15 per hour.

Freezone

You have survived, it is now time to rebuild.

The survivors decide that it is foolish to keep running and decide to dig in to defend themselves while they desperately try to rebuild civilization amidst the chaos of the zombie apocalypse. The game is run with the zombie outbreak as a backdrop as opposed to being the main event. In Freezone, there is no set storyline, no hope for rescue, no goal other than to survive and rebuild. This is a test of your player's problem solving skills in a role playing game fashion as you attempt to create a toe hold for humanity as it teeters on the brink of total extinction.

The way you do this is to create a bastion of civilization. A center that eventually can provide for people to rebuild their shattered world when the tedious task of exterminating the zombies is complete. This center is called the Stronghold.



How you upgrade your stronghold and what it is capable of doing is dependent upon what sort of actions your players choose to take. Before each session, your players can choose from one or more of the Missions provided or you can have one of your own creation that they can choose from or they can be thrust into a surprise event of the GM's choosing.

The Stronghold

Typically, every scenario has a 'Stronghold' or makes use of temporary strongholds where it is safer than the rest of the area around it and where player characters and other survivors can reside, if even for a single night. A Stronghold has a level from 0 to 60 which determines how many zombies it would take to force players to go into an 'All-Out Defense' event. More on this later.

The level of the Stronghold is determined by adding all of the following factors:

- Viability (0-10)
- Population (0-10)
- Science (0-10)
- Culture (0-10)
- Structure Class or Structure (0-10)
- Morale (0-10)*

* Morale can be higher than 10 but values higher than 10 count only as 10 for the purpose of determinig the Level of the Stronghold.

By adding the respective values, you get a number from 0-60. This determines a Stronghold's 'Level'. The meaning behind the values are the different aspects of civilization that would allow the Stronghold to not only be a fortress against the undead, but a bastion of civilization.

Viability (Via)

This is a typically static value that determines a location's ability to be self-sustaining. It is also the most difficult feature of a Stronghold to improve. For each point in this value, one Population (Pop) can be maintained without using Food. Occasionally, a location's viability is dependent upon the seasons, especially in the case of agriculture. If the location has a Viability of 1 or greater, then that means regular maintenance is required to keep this bonus. You must spend 1 Resource per day or commit one Population to the upkeep per point in Viability to be able to use its ability to maintain Population and add to the Stronghold's level.

Agriculture/Horticulture - The option to not spend Resource or commit characters to maintain Viability does not exist for Agriculture or Horticulture. It is mandatory that they do or else their crops or animals will sicken and die. The tradeoff is that either the required Resource be spent OR only one Template Character with the required Type (farmer/rancher) is required to maintain Viability, and instead of supporting 1 Population per Viability, each point of Viability produces d3 Food. Unless at least 1 Population is committed to helping the Template Character out as a farmhand or ranch hand, there will be a drain of 1 Morale per day on the Stronghold.

Population (Pop)

This is a measure of the Stronghold's Population. It is extremely important to remember that this very rarely a 1:1 ratio. A Population value of 3 does not mean there are 3 people. It's a relative number based on the scale of the campaign. Most of the Stronghold's values are limited by this, so it is beneficial to keep the Population up. You also

mobilize them as manpower to accomplish certain missions. The general Population is made up of those people who are not experienced enough or able enough to take on missions like a player character or a template character for any number of reasons (age, lack of experience, cowardice, etc.), but are still able to contribute to the well being of the Stronghold as physical laborers, handymen or skilled advisors who speak from the wisdom of experience.

Committed Labor - You can mobilize the Population to accomplish tasks around the Stronghold. How much each Population contributes will depend on the upgrade or mission they take part in, which will be in the mission's listing. Either way, the required number and any bonuses for additional Population helping will be in the mission's listing. Upkeep of a Stronghold's Viability counts as using Committed Labor.

Under the Lash - Projects can have a reduced Resource cost or can take less Time to complete if the inhabitants of the Stronghold are pushed to their limits. Using Population as committed labor, a character must make a successful 'Empathy' check with a Difficulty of 1d3 per Population used as committed labor or they will drive the mobilized work force into a fervor. Reduce the Resource cost of the mission by 1 or cut the required time by half but decrease Morale by 1d3. Success in this mission will not result in an increase in Morale.

If two consecutive missions where committed labor is used are taken and the Empathy check is failed consecutively, then add +1 to the d3 roll to see how much Morale is drained for each failure before it.

Population 0 - If population is 0, then the Stronghold is utterly abandoned when the characters leave. If the Stronghold fails any trailing zombies roll, then an additional 1d6 zombies attack the Stronghold, re-rolling 6's and adding the results together.

Science (Sci)

This determines a Stronghold's capacity to manufacture products, maintain mechanical apparatus and practice medicine on its population. This value cannot exceed a Stronghold's Population value when determining the Stronghold's level. Each point of Sci can aid in the conversion of resources into gear and help characters heal wounds with proper medical treatment. Unless indicated otherwise, each point in Sci will add +5% to the chance of success of the mission.

Medicine - Each point of Science allows an additional bonus of healing 1d3+1 Health worth of damage on one character (in addition to natural healing). Each point of Science used to aid healing in this way will consume 1 Resource. Multiple characters can benefit from this ability, but a character can only benefit from it once per period of Natural healing.

Science 0 - A Stronghold with a Science 0 will be unable to manufacture any items other than basic piercing, bludgeoning and slashing weapons. They also cannot take any Stronghold upgrade missions unless one character is a Contractor or construction worker type.

Advanced Maintenance - A Stronghold will be able to sustain its Viability by only expending half of the Resources to maintain it if the Science of the Stronghold is 6 or greater.

Culture (Cul)

A measure of the Stronghold's cultural advancement through arts, religion and politics. This cannot be greater than the Stronghold's Population value.

Culture 0 - A Stronghold at Culture 0 is unable to do Political missions or take advantage of special options for Rescue or Call to Arms missions.

Structure or Structure Class (SC)

The physical defensiveness of the Stronghold also detailed on pg. 424. Every location has a Structure Class, but only the Stronghold can have a SC in excess of 6.

Morale (Mo)

This is a measure of the survivor's spirits amidst the horror of a world overrun with zombies. This cannot be higher than twice the Stronghold's Culture value. Every successful mission will benefit from a +1 increase to Morale. Each failed mission will result in a -1d3 penalty to Morale. Morale can exceed 10, but for the purposes of determining the Stronghold's level, a Morale of 10 or greater will just count as 10.

Morale 0 - If a mission fails when Morale is at 0, then an Empathy check at a Difficulty of 5 minus the Stronghold's Culture must be made by the character with the highest Empathy or some of the population will abandon the Stronghold. Reduce Pop by 1 if the Empathy check fails. If Population is already at 0, then failing the Empathy check will cause one of the Template Characters or Player Characters (the one with the lowest Will) to either abandon the Stronghold or commit suicide.

Note that characters that add Tertiary Skill bonuses factor their bonuses in last, after all Stronghold attribute limitations are applied. For instance, a Stronghold with Population 1 cannot have their Culture exceed 1, because Culture cannot be greater than the Population. If a character has the 'Bilingual' skill, which increases Culture by 1 as a Tertiary Skill, then the Stronghold's level is 2, even though the Stronghold is normally limited to the Population value.





Stronghold Supplies

A Stronghold is also where supplies such as food, fresh water and weapons are kept. These kinds of supplies have been broken down into three generic categories for the sake of gameplay.

Food – Represents food and fresh water available to the Survivors. Each Population (Pop) will require 1 Food per day. The Stronghold's Viability (Via) will be able to offset this cost somewhat, but regular runs for food will be required in order to assure a healthy population. Up to 3 player characters will count as a single Pop when determining daily food requirements. This is because the Pop is a ratio that represents several groups of people and characters are simply heroic individuals. Morale will drain by 1 per 20 Time without food per Pop.

Resource – Tools and raw materials at the disposal of the Survivors. They can be lumber, pipes, string, gasoline, etc. These are used to manufacture barricades, add other upgrades to the Stronghold, or manufacture equipment. Combined with a high Science (Sci), you can make use of Resource to create more exotic modifications and equipment.

Equipment can also be 'purchased' with Resource to represent what spoils the Character has carried back to the Stronghold. Generally, 1 CU worth of Tools or Equipment can be purchased with 1 Resource. Equipment with the 'specialist' descriptor can only be purchased after successfully raiding a location that would carry such specialist equipment.

Equipment with the 'Rare – X%' descriptor can only be purchased once after each mission and will only be available if a check is made at the percentage chance indicated after 'Rare'. Equipment with the 'Uncommon' descriptor can only have d3 purchased after a mission. If there is any leftover Resource after purchases, then it is assumed that the resource is generic raw material that can only be used for Stronghold upgrades or consumption for some other purpose (i.e. the special ability

of Medicine under the "Science" section).

Munitions – This is the most difficult supply to gather as it represents explosives and firepower that is virtually unusable and extraordinarily dangerous on an individual scale. These include landmines, dynamite, depth charges, deployed miniguns, crates of large caliber ammunition and other large-scale weaponry designed for war or demolition. These are only used to make modifications on the Stronghold and as prerequisites for some particularly dangerous missions.

Stronghold Missions

The following are a few mission options available to the players. They have a choice of doing one or more of the missions per session, providing they have the manpower to do it. There are regular missions and there are those that provide upgrades for the Stronghold. A description of them, their prerequisites and potential rewards are detailed in the mission entries.

Simultaneous Missions

If during the same session you want to perform multiple missions, e.g. the general population of survivors are mobilized to upgrade the Stronghold while the player characters choose a scout mission, this is acceptable. However, success in both actions will increase Morale by as many missions that were taken, but ONLY if all of the missions were successful. Otherwise, no successful missions generate Morale.

Piggybacking Missions

Players can decide to 'piggyback' missions. This means that one mission leads directly into another without returning to a Stronghold.For instance, during a 'Scout' mission a grocery store is found and they decide to do a 'Supply Raid' mission. If players do this, then the prerequisites for the other missions must still be fulfilled. There is no penalty for doing this other than the accumulation of Risk and the chance of requiring rest in dangerous territory, should enough Time pass.

For missions where there is no set Stronghold to return to, then all missions count as piggybacking Piggyback missions that require the characters seek shelter to rest and will require a 'Per - Survival' check as described on pg. 103.



Aborting a Mission

If the players decide to end a mission early, they must immediately return to the Stronghold and the Trailing Zombies roll must be made. Neither the Success nor the Failure of the mission is applied to the result, even if it would alter the Trailing zobmies roll or Risk. However, the decision to retreat means that the characters were in over their heads and may have to pay for that lack of preparedness. Roll a d10 when the retreat is declared to determine the nature of their retreat and apply the result from the following table to the party:

1. Injury! - A character suffered a non-zombie related injury serious enough to jeopardize the mission should they continue with him or her. One of the characters counts as having an Open Wound, takes 4d6 damage, and cannot make a natural healing roll at the end of the mission, but can take damage during natural healing due to other factors, such as Viral and the level of sanitation of the resting places (see section on Natural Healing, pg. 233).

2. It broke! - A crucial piece of equipment was broken in a fall, dropped carelessly or detonated prematurely. If one of the mission parameters was the taking of Resource or Munitions, those supplies are lost. In the case of Munitions, apply the 'Injury' result as well, only the character takes 10d6 damage instead of 4d6 as normal. This may kill the character carrying the Munitions and will reduce Morale as if there were a casualty during the course of the mission even if the victim somehow manages to survive. If the mission does not require Resource or Munitions, then the player has 1d3 CU worth of equipment broken and requires replacement or repair.

3. Out of Ammo! - The characters vastly underestimated their need for ammo or they fired their weapons carelessly. Roll another d6 for each player using firearms. On the roll of a 5 or a 6, they completely exhausted their ammunition for all their firearms. On the roll of a 2-4 they lose half of their ammunition and wisely decided to abandon the mission before they used up all of it. On the roll of a 1, they lose no ammunition, but one of their firearms (chosen randomly) is jammed or otherwise requires repair. Revolvers and Bolt Action firearms can ignore a 1 result. If no players used firearms, ignore this result entirely and re-roll.

4. Lost! - The characters, in their hasty retreat, got turned around and they lost large amounts of time backtracking. Add +2d6 to the Time counter. They count as being active during these periods of Time, increasing the Risk significantly. See the 'Risk' section later in this chapter for details.

5. Broken Down! - If the party used engine driven vehicles of any kind, then one or more of them had a breakdown and is rendered unusable. Roll a d6 for every vehicle. The vehicle that rolls the highest is the one that must be abandoned. If there are multiple 6s and multiple vehicles, then each vehicle that rolls a 6 must be abandoned. Otherwise, ties must be rolled-off until one of them gets a higher roll. Vehicles must be abandoned and can only be retrieved by a tow vehicle. If no vehicles were used in the mission, ignore this result entirely and re-roll.

6. Utter Catastrophe! - Apply the result of the mission's 'Failure' and roll on this table again, ignoring any rolls of 6-10.

7. Just Barely - The Stronghold loses 1 Morale and all players sacrifice 1 CU worth of equipment they needed to shed for their hasty retreat.

8. Mishap - One character randomly determined must repair a non-weapon piece of equipment. Tools do not count as weapons for the purpose of this event.

9. Calling it a Day - No adverse effects.

10. Lucky Break - In haste, one of the characters stumbles upon something useful off the beaten path as they made their way back. They can return for it in a subsequent mission. Add +1d3 Resource to this mission that must count as unspent resource OR the following mission generates 1d3 more Resource.

Over 1400 Sickened

GOVERNMENT REFUSES ACCESS DUE TO HAZMAT DANGER

In what's being labeled as an 'industrial accident', over 1,400 people have been sickened. Local medical officials are unsure of the extent of the damage to the local populace but..

The regional governor issued a statement of emergency, and hundreds of troops and search and rescue have been flown into the area, but have been refused acc..

Heavily armed HAZMAT security teams were seen patrolling the edge of the perimeter.

Prior to the information blackout, our reporters were able to find out that local hospitals were suddenly overwhelmed with rare high fevers and cases of full body rashes. Though no deaths have been officially reported, doctors have told this reporter that more infected patients continue to flood in, and they are struggling to find a cure for the multitude of ailments. Allegations are rampart, but the official report is that toxic chemicals are thought to have somehow seeped into the the ground water supply from the local heavy metals plant owned and operated by the Kiasow Corporation. A spokesman for the company at their regional headquarters has declined comment stating that an investigation into the incident is still pending review by scientific officials and law enforcement agencies. "The Kiasow Corporation maintains its steadfast adherence to local and environmental laws, and these unbased accusations have yet to be confirmed. We are doing all we can to help locals with outreach programs and will continue to investigate the matter," the spokesman, Yui Sonyu was quoted as saying. The Kiasow corporation was recently awarded a government contract for the

The Department of Water and Power today ran into some system maintenance issues when technicians discovered a computer virus in their water regulatory and filtration computer control systems. As a result, unfiltered water passed from a containment tank to an overflow tank for a little over four hours before employees discovered the bug and shut down the system. The DWP assured citizens in a public address that no un-treated water made it into the water supply, and water operations st[illegible] at 100% as water is being diverted [illegible] other counties until the virus can be purged and local systems return to normal filtration capacity. Though the origin of the virus is unknown, the type and traits of the virus are that of normal malicious softwa[illegible]und on the internet daily that targe[illegible]l computer systems. The DWP believ[illegible] virus was most likely brought into the 'open gap' computer system by an employee with a flash drive working on a private workstation that was connected to the closed network.

DISGRACED POLICE OFFICER EXONERATED

In what has become one of the most bizarre stories to ever hit Tri County, the disgraced police officer Nicholas Coughlin accused of being the serial killer "The Dentist" has been acquitted of all charges of murder against him, successfully leading investigators to new evidence that blame the deaths on the now missing Vincent St. Clair. According to officer Coughlin, after Vincent posted his $25,000 bail, he confessed to being the murderer, going as far as to bring damming evidence with him into Coughlin's cell when he visited. The evidence, recently revealed to the public, was the canine teeth of each of his murder victims. Officer Coughlin says that Vincent confessed that what he showed was a small fraction of the teeth he had in his possession and that he had successfully pinned his victims' murders on no less than 5 willing patsies, of which Coughlin was reportedly the 5th. This lead to an altercation between officer Coughlin and Vincent St. Clair in the cell where one of the teeth Vincent brought was lost as officer Coughlin's former superior officer, Sgt. Frank Reyes separated them. This evidence and the incident in the cell lead to investigators taking a harder look at the murder cases gone cold that have accumulated in the past years as well as several cases where the defendant plead guilty against the advice of their attorneys and despite the weak evidence against them. Investigators are focusing on cases where part of the M.O. involved the mutilation of the body involving the extraction of teeth, but may have been masked by other, more noticeable factors. Out of respect of the victim's families, investigators have kept which cases being re-examined from the public until any definitive evidence is found.

Officer Nicholas Coughlin was welcomed back to the Tri County Police with tepid enthusiasm. One unnamed officer went as far to say that he feels the officer should resign or transfer to save face for the rest of the force, regardless of his guilt or innocence. This opinion was clearly not shared by Sgt. Frank Reyes, who was very pleased with his former officer emerging from the whole ordeal a free man and optimistically welcomed him back to the force. District Attorney Kurt Huntington had this to say about the recently dropped charges against police officer Nicholas Coughlin, "I'm proud to announce that one of Tri County's finest is back on duty and personally very pleased to acquit him of all charge
Officer Coughli
revoked, allowe
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Public opinion
mixed. Some
least one case
turned out to b
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CONTROVERSIAL DECISION TO BURN CORPSES DECIDED

After much debate, the governor has decided on a mandate to incinerate the remains of all deceased persons not more than six hours after their death in an apparent attempt to curb the environmental fallout created by the rising death toll. Dr. Jocelyn Noyce expressed explicit concern stating, "The Governor is a fool! We don't have enough facilities to properly dispose of all the bodies, and if you start burning them in the street you increase the contamination zone exponentially from wherever you start your barbaric bon fire!" Experts have been fighting over the issue for the last week, meanwhile the body count outside of the protected zone continues to rise. With no word from the state department or the President's scientific advisor on when the contamination blockade is to be lifted, local government has been forced to fend for itself.


LOST
CAT

Mission Entries
The entries for missions read like this:

Mission Title (Any Sub-Category the Mission Has)
A short description of the mission.

Prerequisites: This is a list of anything that is required before this mission is taken.They can be Resources, a certain level of Stronghold attribute or can be certain events both within or beyond a character's control.

Objective: The requirement goal that needs to be met to count the mission as a 'Success'. This can be a series of events or a physical objective to reach; or in the case of Stronghold Upgrades or Equipment Manufacture missions, a single d% roll.

Time: This is the amount of Time needed to complete the mission. Typically this only applies to Equipment Manufacture and Stronghold Upgrades. If there is no entry for Time, then the mission can take as long as the players require.

Success: This is the result of a mission's Success as determined by the mission's objective.

Failure: These are the results of a mission that does not reach the mission's objective. Aborting a mission will not always count as a 'Failure'.

Special: This is a list of rules that apply under special conditions or are those rules that do not neatly fit into the above mentioned categories. Unless a special rule specifically states a condition which it appies, then the rule always applies or is at the GM's discretion to include or omit.

Missions

All-Out Defense

A significant horde of zombies threatens to breach your Stronghold's defenses! They must have been drawn to the noise your fellow survivors made or they followed your returning scouting party. How they found you is not important anymore. It is now up to you to defend your home!

Prerequisites: Trailing Zombies roll greater than the Stronghold's level.

Objective: Eradicate the zombies that breached your Stronghold's defenses! The Number of zombies = (Trailing Zombies Roll - level of Stronghold). You must place a number of markers on the map to represent the inhabitants of the Stronghold equal to the Population value. These markers cannot move unless a player character escorts them. Any zombie that comes in contact with the markers will kill the population that marker represents. Some character types must be deployed in certain areas. Any other character will be deployed as normal.

Characters have 10d10 rounds to eliminate the zombies or they will be forced to flee. Characters can abort this mission, but it counts as a 'failure'.

Success: Zombies are driven from your Stronghold. -1 Morale per Pop killed. Reduce Risk to 0.

Failure: The player characters (and any smart survivors) will abandon the Stronghold and must either make a new one in the surrounding area or fend for themselves until the zombies disperse from your Stronghold. All Population, Culture, Science, and Morale are lost as well as any supplies that weren't carried out. An 'Escape' mission will likely result.

Special:
Abort - Aborting this mission will result in the loss of the Stronghold.

All Hope Is Lost! - At the beginning of the mission, roll a d10. If this roll is higher than the Stronghold's Morale, then all characters start the mission in Panic.

They're Coming! - Roll a d6 and add that to Time to determine when the zombies attack. Apply penalties for darkness appropriately should it take place at night.

They're Here! - Do not make a Trailing Zombies roll after this mission, as this mission is already the result of a failed Trailing Zombies roll. Instead add +1d6+2 Risk to the next mission to represent the commotion that defending the Stronghold has made.

They Just Keep Coming! - If the Risk for the mission exceeded the Stronghold's Structure, then apply normal turn sequences for generating more zombies throughout this mission as you would any other zombie encounter. Otherwise, the amount of zombies that breached the defensive walls are the only zombies that the mission will have. Bear in mind, that only the original number of zombies that breached the defenses will need to be killed in order for the mission to succeed... not all the zombies.

Recapture - Characters can reclaim a lost Stronghold by targeting it with an 'On the Offensive' mission. They will regain any bonuses to Stronghold attributes they lost when they fled, but Morale will be reduced to 0 and all Stronghold upgrades to the Structure of the Stronghold will be destroyed and require repair.

The Number of zombies = (Trailing Zombies Roll - level of Stronghold)



Our new Stronghold



In retrospect, having to barricade this was a waste of time. We should have moved on a lot earlier. Bryce would still be alive, probably.

Bell the Cat (Political)
An especially dangerous creature is lurking about and has made itself known to the survivors. To prevent further encounters with it, someone proposes to have some device attached to the beast to warn of its approach.

Prerequisites: Characters must have survived an encounter with 'One Big Monster' during one of their missions, and a 'Noisemaker' must be manufactured specifically for the purpose of attaching it to this monster.

Objective: To subdue the 'One Big Monster' long enough to attach a length of chain, noisemaker or some other warning device to. Enough successful ZK% rolls must be made to stun One Big Monster and have the Noisemaker attached to it.

Success: The One Big Monster is 'Belled' as described below in the Special section.

Failure: None

Special:
Piggyback Mission - This can be taken simultaneously along with any other mission as the encounters with One Big Monster are randomly generated. So long as the characters have the prerequisties fulfilled, any encounter with the One Big Monster can allow this mission to be piggybacked onto their existing mission without any sort of penalty for doing so.

Belled - Rolling a E% that results in One Big Monster can be evaded as the characters are warned of its approach. The Difficulty of 'Per - Sneak, Hide, Spot' checks made to avoid the One Big Monster are reduced to 0 but Environmental modifiers still apply. Also, characters deliberately hunting the One Big Monster will be able to increase the degrees of success of a ZE% by up to 3 in order to find it.

Demolition

The zombies are threatening you by crossing a bridge or through a particularly open structure. It is decided that to make your Stronghold safer, you need to demolish a certain area to reduce subsequent zombie attacks.

Prerequisites: Successful Scout mission in a target radius, 1 Munitions per Structure point of the target, 2 Resource, and a specialist character with a 'Scientist', 'Engineer' or 'Construction Worker' Type, + 1 player per Munitions used to carry them.

Objective: The GM nominates a bridge or structure within the previous scouting party's radius that needs to be demolished in such a way that zombies cannot cross easily. The chance of success of a placed demolition charge is 30% per charge plus the related skills of the player placing them to knock out 1 Structure point of the target. If the target's Structure is reduced to 0, it is demolished. Roll separately for each charge to see if it knocks out 1 point of Structure.

Success: This mission and all subsequent missions that take place anywhere within the specified radius will have their Risk reduced by 2 to a minimum of 1.

Failure: The demolition charges were insufficient to bring the target structure down and the munitions are wasted. Damage to structures by some of the charges detonating will remain on the structure.

Special:

Heavy - A character on foot can only carry 1 Munitions at a time and count as carrying 3CU worth of equipment (this includes the munitions and the careful packaging of the dangerous material). Vehicles transporting the Munitions follow the same 3CU rule, but are not restricted to carrying only 1 Munitions.

Escape
For whatever reason, the need to take only what you can carry and run is the wisest course of action.

Prerequisites: Failed 'All Out Defense' mission or voluntary evacuation. All missions taken without a Stronghold to return to apply the special rules for this mission. Characers in this situation are considered to be on prolonged escape missions.

Objective: To reach a pre-determined point that is presumed safe.

Success: Survival.

Failure: Death.

Special:

Stand Alone - This mission can be taken independent of any Stronghold and can last as long as it needs to in order to reach the pre-determined point.This mission can also be piggybacked continually with other Escape missions until a destination is reached.

Take Only What You Need - If escaping a Stronghold, then the larger objects must be abandoned and can only be taken if there is a vehicle or some other means to evacuate the object. Objects with a size of CU 4 or greater are unable to be taken unless the specific object has a means of being carried at a lesser cargo capacity (i.e. having a shoulder strap or a carrying case).

Day to Day Survival - Each day (20 Time), a character must make a 'Per - Survival (specific region)' as described in Chapter 3 in order to find fresh water, food and a place to rest by evading pursuing zombies and vigilantes as per pg. 103. The party can forego sleep and subsitute ‘Str - Endurance’ checks to force themelves awake as per pg. 101.

Scavengers - Characters on the run are unable to retain stores of resources to make proper use of a Resource Catalog. An Escape mission (prolonged or otherwise) denies a character the option of purchasing from a Stronghold’s ‘Resource Catalog’ should the GM use one. Only location-specific Resource Catalogs are allowed to be purchased from and only with resource found at the location they searched.

On the Offensive
A group of zombies or hostile vigilantes are located in the distance and they must be driven off, re-routed or killed to keep them from attacking.

Prerequisites: Any Zombie Encounter that forced characters to flee. OR any Encounters with Vigilantes with a follow up successful 'Per - Navigation' check.

Objective: To go on the offensive. If attacking zombies, set a search radius that must be reached equal to 1d3 miles, then consult the 'Horde' rule or the 'Divide and Conquer' rule in the special section. If attacking Vigilante camps, roll E% until Vigliantes are encountered, then consult the 'Ambush' rule in the special section.

Success against Zombies: This mission and all subsequent missions that take place anywhere within the specified radius will have their Risk reduced by 3 to a minimum of 1 for the next week.

Success against Vigilantes: The next d6+4 E% checks resulting in Vigilantes can be ignored. Treat the E% as a standard Zombie Encounter. 1d6+4 Resource.

Failure: You've thrown rocks at the hornet's nest. The next mission is automatically an 'All out Defense' mission. For Vigilantes, the attack will be delayed by 1d10 Time as they prepare a counterattack.

Special:
Horde - Tracking a zombie horde is not difficult. Once it is found, any E% is immediately a Zombie Encounter. All variable rolls when determining the number of zombies is immediately counted as having rolled the maximum amount. If all these zombies are destroyed, Risk will not be added for Noise nor the use of vehicles for this mission.
Divide and Conquer - Characters can strategically herd zombies off and whittle away at a horde until there is nothing left. Success in this mission can be achieved by killing 25 zombies per Outbreak Level in encounters where the players pick fights with Zombies.
Picking Fights - 'Picking fights' with zombies for the duration of this mission will add +1d6+4 zombies instead of just the +1d6, but will not generate additional Risk for fleeing such an encounter. Penalties for fleeing normally still apply.
Ambush - At the first E% that results in Vigilantes, roll a 'Per - Hide or Sneak' check.
Number - There will be a number of combatant Vigilantes equal to 1d6+3 - the Outbreak Level.
Deployment - How the Vigilantes are deployed depends on the degrees of failure or success of their 'Per - Hide or Sneak' check for the 'Ambush' rule.
(5-3 DoF) - the Vigilantes intercept the ambush and ride Vehicles with a total Structure of d6+3. Defeating these Vigilantes will not qualify for a

mission success.

(2-1 DoF) - The Vigilantes count as occupying a location with Structure equal to d3+3. They will get the first round.

(0 DoF) - Same as (2-1 DoF), only the characters get the first round.

(1-2 DoS) - Characters get first round, Vigilantes are not deployed in a Structure.

(3-5 DoS) Same as 1-2 DoS, only the Vigilantes are also Panicked.

Mercy or Murder - Vigilantes may have a number of non-combatant people among them similar to the Population of the player's Stronghold. Once all the combatant Vigilantes have been killed the players must pass an 'Empathy' check with bonus of 20 minus 5 per Outbreak Level or the non-combatants will be executed as they frantically try to retreat or take up arms against the characters. Should they be spared, the mission success will only ignore the next d6 E% checks that result in Vigilantes as opposed to d6+4. Should they be killed, the mission will generate no Morale and all characters lose 1d3 Empathy.

Emancipation - Occasionally, a band of Vigilantes may have ther non-combatants as hostages. This will be likely 10% of the time per Outbreak Level. Should this be the case, then a success in this mission can ignore the 'Mercy or Murder' rule and can instead add +d3 to their own Stronghold Population.

Loot - Vigilantes are typically very well armed and armored. The Resource gathered from this mission can be used to purchase equipment without restriction of specialization or rarity.

Shopping List

Canned Food (like I even need to write that down at this point)

~~razors/shaving cream~~

~~baby formula~~

Diapers

Aspirin

shirts

~~socks~~

Nails (no finishing nails)

~~duct tape~~

9mm bullets

.45 bullets



three points of entry

Scout
Some brave survivors dare to venture beyond their protected Strongholds to see what can be found in the surrounding area.

Prerequisites: Players set a search radius in increments of 0.5 miles.

Objective: For the players to reach a point of the GM's choosing within their search radius alive.

Success: Choice of next mission with a 'Scout Mission' prerequisite, +1d3 Food per character participating and +1d3 Resource. Make a tally of how many times within this radius the players have searched for future reference.

Failure: None.

Special:

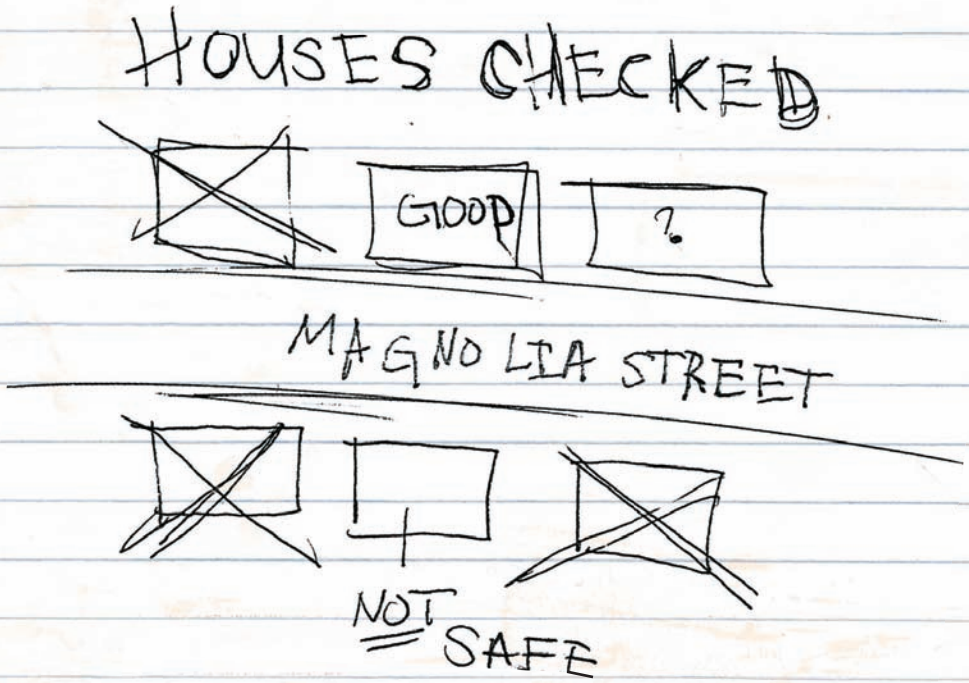
Safe - With no hard-line set goal other than to observe and return alive, the mission parameters allow this mission to be completed easily and aborted without much danger to the players. Success of this mission will decrease the Risk by 1d6 and aborting the mission will have no ill side events resulting from it unless the players accumulated more than 10 Risk at the point that the mission was aborted.

Diminishing Returns - Over time, the surrounding area will be picked clean of any useful items and equipment. Roll a d10 after each successful mission. If that roll is equal to or less than the number of times that the particular search radius has been chosen, then that radius is exhausted and further successes can only yield 1 Food and only yields 1 Resource on the d6 roll of a 5 or a 6. If the radius is greater than 5 miles; however, then it is not likely that a single group of people can strip an area that big of useful equipment, so no such roll will be required.

Un-Heroic - This mission is taken in a very mundane fashion whose success doesn't inspire the confidence the way, say, a daring rescue mission would. A successful Scout mission will NOT generate 1 Morale.

Piggyback Missions - A mission with a 'Scout' mission as a prerequisite can be taken immediately after the destination point of the Scout mission is reached.The other prerequistes for the mission must still be fulfilled in addition to the successful 'Scout' mission to allow piggybacking.




HOUSES CHECKED
GOOD
?
MAGNOLIA STREET
4
NOT SAFE

Search and Rescue (Political)
A small pocket of survivors have been found via a distress signal, signal flare or some other fashion.

Prerequisites: Depends on the method of the distress message.

Objective: The GM nominates one location and the players are to send a scouting party to rescue any Survivors there and bring them back unharmed and hopefully, uninfected.

Success: +1d3 Population, d6+1 Resource

Failure: +2 Risk, loss of an additional point of Morale, (-2 Morale total). Apply *'A Hidden Bite Wound'* if the roll of a d10+Sci is less than Pop + Outbreak Level.

Special:

Think of The Children!- The rescue of an especially vulnerable group, such as children, will grant a +10 Empathy and +10 Will bonus for the duration of a mission. No Resource will be gained upon successful completion of this mission other than what is searched for, but the Stronghold will gain an additional point of Morale.

A Hidden Bite Wound: A disastrous rescue may still result in bringing survivors back, but there is a chance one or more of them will be infected. Roll a d6 for each survivor rescued. On the roll of a 4 or 5, they are infected and must be quarantined and thus cannot count towards your Population value. On the roll of a 6, they succumb to the infection and attack and infect another survivor living in your stronghold. Roll for this survivor as well. On the roll of a 4 or 5, they are infected, but the infection is contained. On the roll of a 6 the infection spreads to another survivor. Continue doing this until you stop rolling 6's or until your Population value reaches 0.

Who Died And Put You in Charge? - The survivors most likely had an ad-hoc leader who helped keep the other survivors alive and may be resistant to handing that responsibility over. A player must make an 'Emp - Diplomacy' check with a Difficulty equal to the Outbreak Level in order to assimilate the leader. The method of diplomacy used is up to the player. If the check is failed, you get 1 less Pop than normal from this mission's success. If the Morale or Culture of the Stronghold is 0 (before applying the results of this mission's success) then the Difficulty is 2d6. If the morale is 10 or higher, then the leader is assimliated without much difficulty, so no check will be required.

Minimum - Despite all the factors that can reduce the number of Population gained from this mission's success, the minimum discovered will be 1 unless the *Hidden Bite Wound* ends up killing all the rescued survivors.

Able-Bodied Help - If your next mission is a 'Call to Arms' mission, you may have the generated Template Character not require a handicap. This represents the cream of the survivors you rescued (maybe even their previous leader) volunteering to aid you. In this case, the Resource you gain in this mission must be spent on any kind of equipment for the newly generated Template Character and is not restricted to limitations of specialty or rarity.

"This can be of some use" - The survivors likely have a variety of equipment and resources that they were using to survive before your rescue. Pending an Empathy check with a Difficulty of d3, you may request they donate their resources. If successful, the Resource generated this mission can be used to 'purchase' items without restriction to specialization. The restriction of rarity still applies, however.

Mission Priority - Any Encounter roll that results in 'Survivors' can have the all of the above rules applied to it should the characters pass the Empathy check to allow them back to the Stronghold.

Mission Piggyback - Encountering Survivors in distress while on other missions can immediately apply the rules for this mission in order to determine the outcome and without any penalty or requiring any additional Time.

Sentimental Value (Political)
A survivor wishes more than anything to retrieve an item of personal significance from a known location. Typcially, this is a former place of residence, but not always.

Prerequisites: A character with an Empathy of 35 or more. Other characters must be persuaded into it with a successful 'Emp - Diplomacy (Plea)'.

Objective: Same as a 'Supply Raid' mission only the characters do not have to have free space available.

Success: One character gets a 'Security Blanket' as described in the equipment section pg. 315.

Failure: Loss of addtional point of Morale, The character attempting to retrieve the item will not be able to participate in any mission for the next 10d10 Time unless they pass a 'Will' check.

Special:
Motivation - The character who is attempting to retrieve the 'Security Blanket' will be immune to 'Panic' until the mission is successful or aborted.

Abort - If this mission is Aborted, then apply the Failure result in addition to any other results that aborting the mission may result in..

We've all had one of these sort of things at some point in our lives.

Supply Raid
The location of some particularly useful supplies is found or is rumored to be found.

Prerequisites: Successful Scout mission, or choosing an obvious target for specific kinds of supplies (i.e. grocery store for canned goods, gun store for ammo, etc.).

Objective: The selected location on the map that is determined to have supplies must be raided by a group of your survivors. Each must have the free space to carry 2 CU worth of items.

Success: The acquisition of either additional Food or Resource as determined by the number of characters able to carry the supplies. Each surviving character can return with d3 Resource that is not restricted to specialty or rarity (depending on where they raid). Spending this Resource on Food will yield an automatic result of 3 instead of d3. Occasionally, Munitions can be gathered, but those are exceptionally rare and follow the same rules as searching for Resources.
So, characters can raid for d3 Resource each, d3 Munitions each or 3 Food per Resource each, but not a combination of the three unless the location has multiple kinds of supplies available.

An important distinction to make is that Resource/Food/Munitions gathered as a result of this mission's Success does not require any 'Per - Search' check or require addtional Time to be spent gathering it.

Failure: No supplies gained. +1 Risk per participating character.

Special:

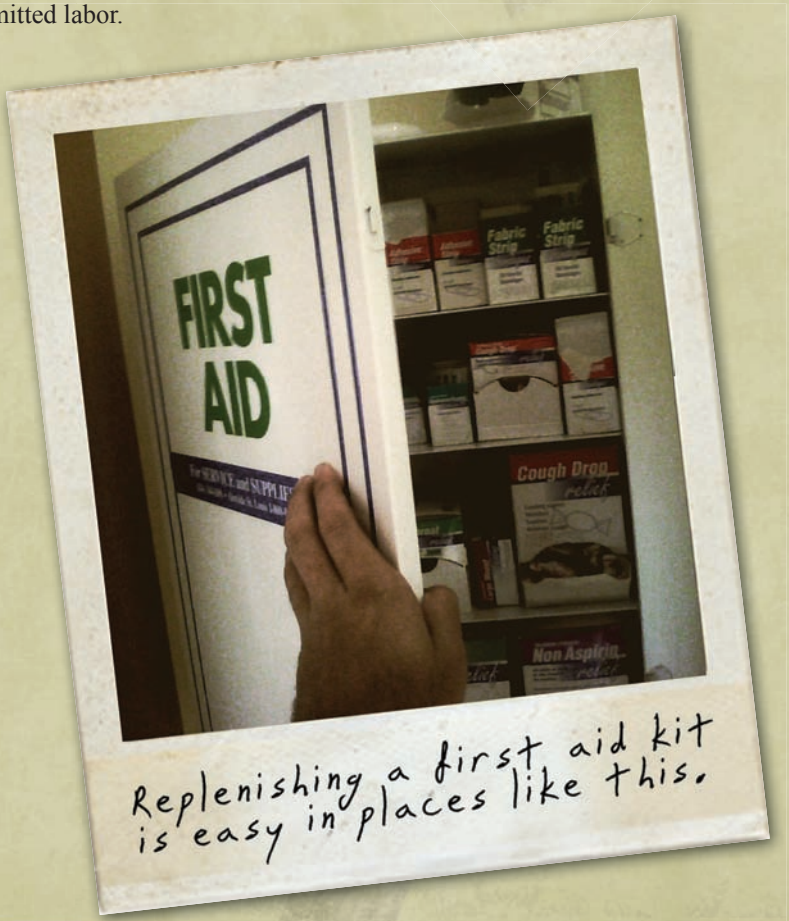
Specialist Supplies - The raiding of a location for specialist supplies, such as a pharmacy or an electronics store, must have one of the participating characters be familiar with what they are raiding. For example, a nurse or a doctor would be needed to raid a pharmacy with proper effectiveness. The tradeoff is that you are able to purchase 'uncommon' items without restriction and d3 'rare' items so long as they are the kind of item found in the specialist supply location. In some cases, it is required of the desired item that a specific place be raided before it can be purchased.

Guns n' Ammo - If you do a supply raid on a place that has (or conceivably has) firearms or ammunition then should the mission succeed, the characters can then (and only then) purchase Firearms and Ammunition only with the Resource they gathered from that location. This does not require that the characters be specialists in order to loot if getting ammunition for firearms characters already possess.

Vehicles - Using a vehicle will allow you to transport supplies without having to rely on carrying them. You can carry Resource equal to the cargo capacity of the vehicle instead of being carried on the backs of the characters. Of course, the noisy vehicle will attract attention and will alter Risk accordingly.

Diminishing Returns - Over time, the surrounding area will be picked clean of any useful items and equipment. Roll a d10 after each successful mission to the target area. If that roll is equal to or less than the number of times that the particular area has been chosen, then that location is exhausted and this mission cannot be taken when raiding that location.

"Hey, while you're out there..." - Roll a d6 per character participating in this mission at the start of the mission. On the roll of a 5 or a 6, one of the population members pulls you aside and makes a special request of you for a certain object while you are out there in the field (a favored wine or beer, a carton of cigarettes, etc). He or she knows that it's dangerous out there. If you can't do it, its okay but it would mean a lot to them if you did... If the character who rolled a 5 or 6 passes an Empathy check with a Difficulty equal to the Risk of the last mission, then the character may sacrifice one of the Resource they gathered for this mission in fulfilling a special request. In doing so grants an additional +1 Morale for the Stronghold and can discount 1 Pop on the next checks for Under the Lash when using population as committed labor.



Replenishing a first aid kit is easy in places like this.

Stronghold Upgrade/Training Missions

Beacon (Stronghold Upgrade)
In order to attract other survivors, a beacon of some sort is constructed to alert the uninfected to the presence of your Stronghold.

Prerequisites: 1 Pop, 6 Resource, proper signaling equipment (i.e. radio transmitter, signal pyre, searchlight, etc.).

Time: 2d6+4

Objective: Chance of success is 10%, +5% per Resource spent beyond the minimum prerequisite (to a max of +30%), +5% per Pop of Committed Labor.

Success: A beacon is constructed within or near the Stronghold.

Failure: No beacon is constructed. The Resource is wasted.

Special:

Specialists - If the beacon of choice is electrical in nature (radio transmission, lighthouse) then one of the committed laborers must be of the 'Electrician' or 'Handyman' type or the base chance of success is 0% and the Time will be increased to 2d10+5.

Signal - With this upgrade, a Stronghold can consume 1 Resource to attempt to signal the attention of survivors in the vicinity throughout the day (20 Time). The chance of success is equal to 25% minus 5% per Outbreak level. If successful, increase the Stronghold Pop by d3.

Signal Pyre - This is basically a large bonfire a Beacon of this type has a base chance of success of 50%, only requires 3 Resource, but can only be used once before it has to be rebuilt. A Signal Pyre can only be used as an effective Beacon at Outbreak Level 3 or greater.

Crow's Nest (Stronghold Upgrade)
A highly placed lookout position is deemed necessary for the long-term survival of the Stronghold.

Prerequisites: 3 Pop, 4 Resource, binoculars or telescope, (optional: Rifle type firearm with scope attached). Area of Stronghold that is more than 2 stories off the ground with a clear view of surrounding area.

Time: 2d6+2

Objective: Chance of success is 25% + 10% per Resource spent beyond the required 4.

Success: The Stronghold gets +1 Structure for attacks made during the day if 1 Pop is committed to it.

Failure: The crow's nest is not made and the Resource is wasted.

Special:

Armed and Dangerous - A crow's nest upgrade with the rifle weapon can make d6+3 long range shots against the attacking zombies in an 'All out Defense' mission during the day. Reduce the number of shots able to be fired equal to the environmental modifiers for darkness unless the same crow's nest has a searchlight upgrade.

Searchlight - The crow's nest functions the same as it does at night if rigged somehow with proper illumination.

Ahoy Matey! - Large ships have this upgrade already, but the sea makes for an unstable firing platform. The 'Armed and Dangerous' special rule will have their shots reduced in effectiveness by environmental modifiers.

Damage Report
After a large enough zombie attack, the Stronghold's defenses can be better analyzed and proper reinforcements made.

Prerequisites: Pop 2, Sci 3, Successful 'All Out Defense' mission.

Time: 1d6

Objective: To walk the grounds of a Stronghold to analyze weaknesses.

Success: Chance of success is 10% per Pop and 15% per Sci. The Stronghold may have an additional 'Fortify' upgrade but must still pay the required resources and make a successful check for it to take effect.

Failure: Nothing is learned about the weaknesses of a Stronghold's defenses.



Disposal
After a prolonged conflict, the bodies of the zombies must be disposed of properly.

Prerequisites: Successful 'We Know This Much' mission and 'All Out Defense' mission that had more than 15 zombies.

Time: 1 per Risk of previous mission minus 1 per Pop as Mobilized Work Force.

Objective: Only the prerequiste Time needs to be spent to succeed.

Success: Decrease Risk of subsequent mission by 1d6.

Failure: Failing to accomplish or refusing to do this mission will reduce a Stronghold's Viability to 0 until it has been accomplished if this mission is required.

Firing Range (Stronghold Upgrade)
A large clearing is used to practice using ranged weapons.

Prerequisites: Pop 2, 2 Resource.

Time: 1d6+3

Objective: Fixed 80% chance of Success. Environmental Modifiers apply.

Success: A suitably open or protected area is designated a firing range. Mark the location on your Stronghold map. Characters may now take the 'Practice Makes Perfect' mission to increase the bonus granted by Ranged Weapons Training skills.

Failure: Firing range is not created.

Firing Line (Formation)
Characters drill in such a way to allow for a disciplined ranks of fire to maximize the effectiveness of the firearms they use.

Prerequisites: Firing Range Stronghold upgrade, one character must have Marksman skill. All characters in formation must have firearms and a Ranged Attack of 15 or higher.

Time: 10d10

Objective: 10% + 5% per Time spent training beyond the prerequisite and +1% per Encounter using firearms.

Success: Characters may now take a new Formation: Firing Line. Characters in this formation can take no penalties for firing at multiple targets or multiple shots with firearms if they stand no more than 5' from another member of the formation.

Failure: The new formation cannot be taken.

Special:
Sniper - If any character has the 'Sniper' skill, then the chance of success is increased by 10%.
Gunslinger - If any character has the 'Gunslinger' skill, then the chance of success is increased by 10%.
Training - If a character doesn't have any firearm skills before training for 'Firing Line' then they may spend Gestalt Dice to take a firearm skill at the lowest possible Tier after the success of this mission.



This is why we



this was our firing range





Zombies or not, it seems like this leaves a lot to be desired in the way of privacy... or security.

Fortify (Stronghold Upgrade)
It is decided to spend some time giving some extra reinforcement to the Stronghold by boarding up windows and reinforcing doors.

Prerequisites: 1 Resource per existing Structure point.

Time: 1d10 per existing Structure of the Stronghold

Objective: Chance of success is 5% per point of a participating Population as Mobilized Work Force with a bonus of 5% per additional Resource spent beyond what was required by the prerequisite. No more than 1 additional resource per committed Population can be used in this way.

Success: An increase in the Structure Class of the Stronghold by +1.

Failure: Waste of the Resource on ineffective upgrades to defense. No Structure Class bonus, waste of materials. Apply *False Sense of Security* rule.

Special:

False Sense of Security - A failure in this mission will increase the Risk of subsequent missions by 1 per degree of failure for this check as the upgrade is faulty, but is believed to be functional, luring the inhabitants of the Stronghold into a false sense of security. The penalty will be applied to every mission the players participate in until the Stronghold fails a Trailing Zombies roll when the characters learn the hard way that their reinforcements were of no help. For this reason, it's recommended that a GM makes a check to determine this mission's success to keep the result a secret.

Pet Zombie (Stronghold Upgrade)
As a research tool or perhaps as a macabre trophy, a zombie is kept restrained somewhere within the confines of the Stronghold for study.

Prerequisites: 2 Resource. Successful mission where zombies are encountered. Zombie must be grappled and subdued, not destroyed; and properly restrained. 'Holding Cell' upgrade or some similarly isolated place in the stronghold must be available. OR a player or template character having died of the Virus in the Stronghold can be used.

Objective: Chance of success is 25% + highest Strength value among participating characters. -5% chance of success per level of perception of the standard zombie as determined by the Outbreak Scenario.

Success: 'Pet Zombie' upgrade is added to the Stronghold. +1 to 'Sci' and 'We Know This Much...' missions have an increased chance of success.

Failure: The Resource is wasted. No 'Pet Zombie' upgrade is made. All characters make a 'Bite Resist' check with an increased chance of success of +30%. Failing this check will apply the results of having been bitten by the standard zombie as determined by the Outbreak Scenario.

Special:
Unnerving - This upgrade will be a steady drain on the spirits of the survivors. Double morale drain due to 'Under the Lash' checks or for failed missions. If Morale is ever reduced to 0, then reduce Population by 1 and this upgrade is destroyed.
It Calls For The Others - The zombie may draw in more of its kind. Increase all Risk of subsequent missions by 1 per Perception Level of the standard zombie of the Outbreak Scenario.



A chain around the neck does NOT make this a pet.

Practice Makes Perfect
A character has an opportunity to improve skills or knowledge in a relatively safe manner.

Prerequisites: Appropriate location to practice, see below.

Time: Variable. Time spent training does not need to be consecutive.

Objective: Make a successful check with a required d% roll as detailed below.

Success: +1 in practiced skill. Any skill bonus increase by +5 increases its Tier by 1.

Failure: No increase to practiced attribute or skill.A 'catastrophe' results in Waste of Time spent training and any materials used in the process.

Special:

Firing Range, firearms - chance of success is equal to 3% per CU of ammo spent firing down the range (spending a minimum of 1 CU in this way) + the Perception of the character. Whatever bonus earned is added to the relevant 'Weapons Training' skill as detailed in the Skills and Traits section.

Firing Range, archery, thrown weapons - Chance of success is equal to 1% per Time spent training + the Perception of the character (spending at least a week training in this way). Whatever bonus earned is added to the relevant 'Weapons Training' skill as detailed in the Skills and Traits section.

Dojo/Gym/Rec Room - chance of success is equal to 1% per Time spent training. Increase this to 3% per day if more than one character is training in this way (still roll checks for each character separately). This cannot be done if the character has any Open Wounds. This can only increase skills tied to the Strength attribute.

Library/Study - chance of success is equal to 3% per Time studying. This can only increase skills tied to Perception that are not combat or construction related. A headshot result will allow a new skill to be taken. The new skill starts at the lowest possible Tier the skill allows.

Workshop/Garage - chance of success 2% per Time spent experimenting +10% per Resource consumed in the process. This can only increase skills tied to Perception that are construction related. A headshot result will produce a functioning piece of equipment less than or equal in Value to the amount of Resource spent.

Sanctuary - chance of success is 1% per Time spent in prayer, study or meditation. This can only be used to increase skills tied to Will or Empathy.

Rec Room/Dojo/Gym (Stronghold Upgrade)
To combat cabin fever, one of the larger rooms is converted into a Recreation Room.

Prerequisites: 2 Pop, 2 Resource

Time: 5d10 Time

Objective: Chance of success is 10% per participating Population (mobilized work force) with a bonus of 10% per additional Resource spent beyond what was required by the prerequisite. No more than 1 additional resource per Population mobilized to help complete this mission can be used in this way.

Success: One of the Stronghold's rooms is converted into a Rec Room. Mark the location on your map. +1d3 Morale. This upgrade can be taken only once per Stronghold. Strongholds that start with Rec Rooms cannot have another Rec Room constructed.

Failure: Not sufficient materials to complete the task, the materials are wasted and the Rec Room is not constructed.

Stealth (Formation)
By drilling and practice, a group of characters can become silent when they move.

Prerequisites: One character with 'Stealth' skill. Perception greater than 30 for all other characters training.

Time: 15d10

Objective: 25% +1% per
additional Time spent training (max 85% total).

Success: New Formation: 'Stealth'.When a character with the 'Stealth' skill takes the 'Point' position, reduce all E% by 5%. This affects no sense directly, so a zombie's sense levels are unaffected.

Failure: This formation cannot be taken.

Special:
Additional Drilling - This can be continually trained in. Each additional time it's taken, reduce the base chance of success by 5%. Each subsequent success in this training will increase the reduction in E% by 1% to a maximum of 25%E reduction. Time spent training for *Additional Drilling* is only 1d10 instead of 15d10.



Tripwire Alarms (Stronghold Upgrade)
You collectively decide that it is in your best interests to set up a simple tripwire alarm system that alerts the inhabitants of the Stronghold when zombies or other intruders are near.

Prerequisites: Pop 1, 2 Resource. Optional: 2 Munitions.

Time: 1d3 per point of Structure

Objective: Chance of success is 5% per point in participating Population as Mobilized Work Force with a bonus of 10% per additional Resource spent beyond what was required by the prerequisite. No more than 1 additional resource per Population point can be used in this way.

Success: An increase in the Stronghold's Structure class by 1. Only one upgrade of this kind can be in place at a time. This bonus is lost once the players are forced into an 'All Out Defense' scenario, but assuming the players fight all the zombies off, the tripwire alarms can be automatically reset by spending 1 Resource and committing 1 Pop to labor.
Failure: Not sufficient materials to complete the task, or the alarm is not loud enough. Either way, the materials are wasted and the tripwire alarm is not constructed.

Special:
Group Effort - If this upgrade is chosen as a mission, and if the players want to perform multiple missions, the other missions must all be Stronghold Upgrades or Equipment Manufacture. Otherwise, those venturing out will not know where the tripwire alarms are or if they are operational. This is especially true in the explosive variant of tripwire alarms.

False Sense of Security - A catastrophe in making this check will result in an alarm system that is faulty, but is believed to be functional, luring the inhabitants of the Stronghold into a false sense of security. This will add 2 Risk to every mission the players participate in until the Stronghold fails a Trailing Zombies roll.

Explosives - Using Munitions in this upgrade's construction will create explosive traps attached to tripwires or landmines. They function exactly as other tripwire alarms, but with an added bonus. If the players are forced into an 'All Out Defense', then roll 1d6 per Munitions used, then reduce the number of attacking zombies by this number. If this reduces the number of zombies to 0, then the 'All Out Defense' is an immediate success, but as with normal tripwire alarms, the upgrade is lost once an 'All Out Defense' mission takes place. Explosives can be reset with 1 Resource and at least1 Munitions.



Sanctuary (Stronghold Upgrade)
To calm the troubled minds of the survivors, it is decided to construct a Sanctuary in an isolated area of the Stronghold so that it can be used for any quiet purpose of the survivor's own personal needs.

Prerequisites: 4 Pop, Books/Religious Iconography or scripture, 2 Resource.

Objective: Chance of success is 10% per point in participating Population (mobilized work force) with a bonus of 10% per additional Resource spent beyond what was required by the prerequisite. No more than 1 additional resource per participating Population can be used in this way.

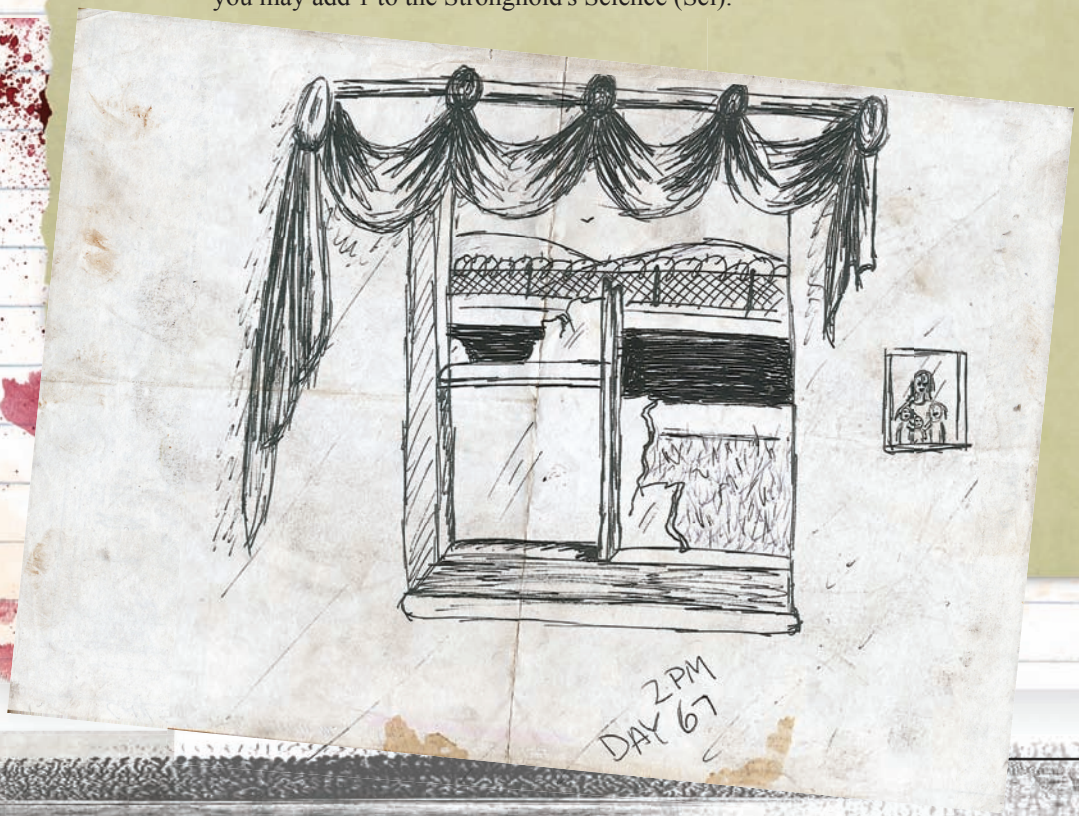
Success: A quiet sanctuary is created in one of the rooms of your Stronghold. Mark the location on your map. +1 Morale, +1 Culture. No more than one Sanctuary can be constructed in a Stronghold. Strongholds that already contain Sanctuaries or some equivalent cannot take this upgrade. This upgrade can be taken twice so the same Sanctuary can advantage of both spiritual and studious special rules. See below.

Failure: Perhaps someone who doesn't feel religious or spiritual feels alienated and sows seeds of discontent, perhaps the materials aren't sufficient or the space isn't large or quiet enough. Either way, the Sanctuary is not constructed and the materials are wasted.

Special:

Spiritual Calling - If the Sanctuary is one of a religious nature and one of the survivors is a clergyman/rabbi/minister type, then increase the chance of success by 30%. Also, the loss of Morale from failed missions is reduced by 1 to a minimum of 0.

Study - If the Sanctuary is one of a studious nature and it is appropriately equipped, so long as one character (template character or player character) or 1 Population is stationed at the Sanctuary, you may add 1 to the Stronghold's Science (Sci).



"We Know This Much..."
By reflecting on past encounters, certain clues can be drawn about zombies.

Prerequisites: Any mission where zombies are encountered.

Time: 1d6

Objective: Chance of success is the character's Perception +2% per zombie encounter +5% per Sci of the Stronghold.

Success: Choose one of the following: One of the zombie's 'senses' is revealed. The equipment 'Bait' or 'Noisemaker' can now be constructed (one or the other, not both without succeeding at this mission again). The 'Disposal' mission can now be taken.

Failure: No meaningful zombie data is gathered.

Special:
Diminishing Returns - After a while, gathering new information about zombies will be more difficult. Decrease the chance of success of this mission by 10% each time it's taken.

Scientist/Researcher - A template character of this type will allow this mission to have an increased success of +25% so long as their Perception is used to determine the check's success.

Pet Zombie - A Stronghold with a 'Pet Zombie' upgrade will get +10% to the chance of success of this mission.



...Then I really got it for taking this one.
"Don't shoot 'em unless you intend on killing 'em,"
I'm told.

Workshop (Stronghold Upgrade)
A designated area is set up to keep all of the tools and materials handy for easy assembly and repair of items.

Prerequisites: 10 Resource. Of those 10 Resource spent, at least 2 items of CU 4 or greater must be taken from hardware stores or residential tool sheds or garages (i.e. air compressor, and a generator) for use in the Workshop. 2 Pop. 3 Sci.

Objective: 20% + 20% per Pop beyond the required 2. Characters with the Handyman skill or of Craftsman types add bonuses to this as well.

Success: One well-lit area in the Stronghold is now a functioning Workshop which will allow for certain equipment to be built, repaired and maintained. Increase Science by 2.

Failure: Not enough tools or raw materials were found to make this workshop functional. The workshop is not constructed and 1d3 of the Resource is wasted. The remaining Resource remains committed to the Workshop for subsequent attempts at this mission and cannot be spent on anything but subsequent attempts of this mission.

Special:

Elbow Grease - One member of the Population can step up and make sure that even a poorly equipped Workshop still serves the Stronghold. If you commit 1 Pop to the Workshop then you can ignore a 'Failure' in this mission and count it as a success. However, all items that the Workshop will produce will require an additional d6 Resource to produce and repairs will be equal to the CU of the item to be repaired in Resource cost instead of the normal half. This mission can be taken again and a normal Success will remove this rule.

Wear and Tear - Each time a mission with the 'Workshop' prerequisite is taken, on the roll of a catastrophe, one of the large tools (4CU or greater) has been damaged. Roll a d6, on the roll of a 1-5 the item needs severe repairs and will require 4CU worth of Resource and a successful 'Perception - Repair' check to fix. On the roll of a 6, the tool is broken beyond repair and will need to be replaced. The workshop still remains partially functional, but will count as being under the Elbow Grease rule as described above.

Equipment Manufacture/Repair/Advanced Medicine

Advanced Medicine - Open Wounds/Bone Injury
An injured character needs to have broken bones set and their wounds sutured or properly bandaged with antiseptics applied to keep off infection and allow healing.

Prerequisites: Injured character with 'Open Wounds', Sci 2, 1 Resource per 'Open Wounds'

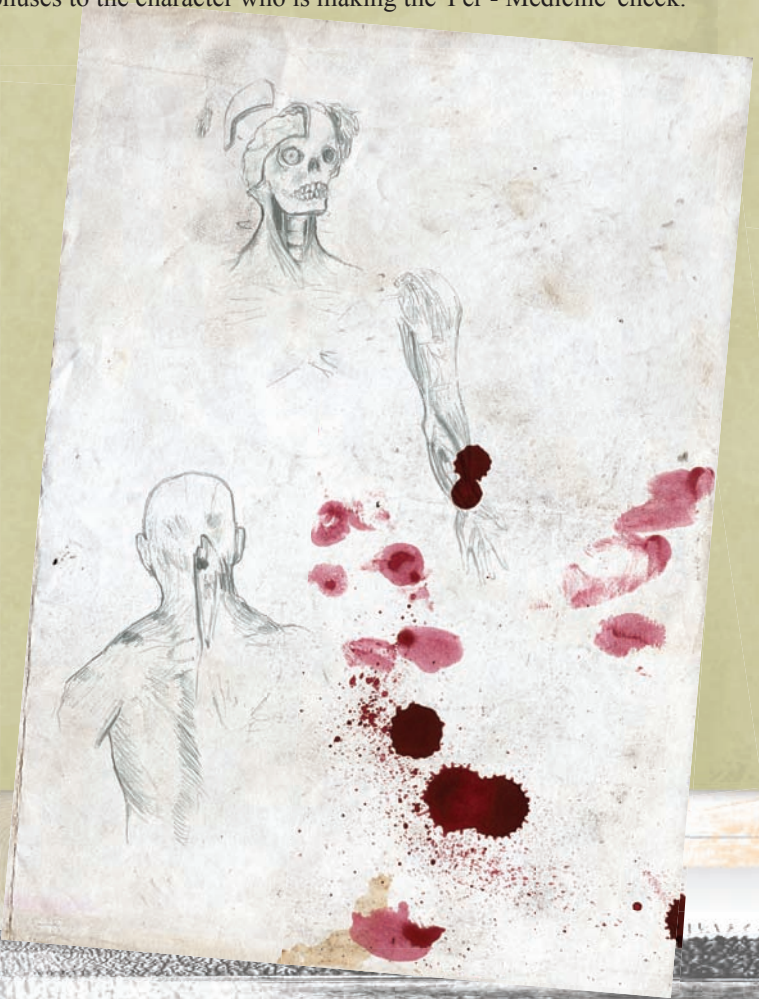
Time: Treatment takes 1d3 Time. The recovery time varies.

Objective: Successful 'Percetpion - Medicine' check. This skill is modified by bonuses granted to Doctor/Surgeon and Nurse types.

Success: A number of 'Open Wounds' equal to the degrees of success of the 'Per - Medicine' check are staunched. Each wound will fully heal when a character's Health is fully restored. A character must remain inactive during the Time required to heal.

Failure: The 'Open Wounds' require additional treatment and they remain on the character.

Special:
Orderlies - A character with any 'First Aid' or 'Medic' skills can assist by contributing their bonuses to the character who is making the 'Per - Medicine' check.



Basic Weapon/Armor Manufacture (Equipment Manufacture)
Survivors can make basic weaponry using raw materials.

Prerequisites: 2 Resource, means to work the material into shape (for Difficult/Very Difficult to Craft materials only)

Time: 2d6 Time for every stage of Difficulty to Craft. Very Easy only requires 1d3 Time. +1d6 Time per stage of Durability the material has.

Objective: Successful 'Percetpion' check. This skill is modified by bonuses granted to types who have bonuses to manufacturing checks.

Success: One short, medium or long simple weapon (Bludgeon, Piercing, Slashing) is made. Using this as a weapon does not count as Gross Misuse. Or one item of protective gear is created of the material used to determine the Time and Objective of this mission.

Failure: Nothing is created and Resource is wasted.

Special:
Production Speed - A character can decrease the 'Time' requirement by 1 stage of Difficulty to Craft' by increasing the Difficulty of the required 'Perception' check by 1.

Consult pg. 247 and pg. 348 for information on what sort of materials are available to make weapons and armor out of, and how they alter this mission.

Household Bomb (Equipment Manufacture)
One Survivor has knowledge of chemistry or is savvy enough to know how to make explosives out of common materials.

Prerequisites: 5 Resource, 4 Science, 'Workshop' Stronghold upgrade.

Objective: 10% chance per Science of the Stronghold past the required 4, plus any related skills of the manufacturing Survivor.

Success: The survivors now have 1 Munitions.

Failure: not enough materials or incompetence has wasted all the materials and generated no functioning product.

Special:
Don't Try this at Home - Failing the roll to create this will cause a character to take 2d6 damage per degree of failure. They will be required to remain stationed in the Stronghold and cannot participate in any missions nor assist in any Stronghold Upgrades or Manufacturing. If the Stronghold comes under attack during this time, the character counts as having 'Flesh wounds' equivalent to the damage they have not yet healed.
Ka-Boom! - A catastrophe in the check will destroy the 'Workshop' Stronghold Upgrade and must be completely rebuilt if it is to be used again.
First Time, Shame On You, Second Time...- If there is a resulting explosion in the attempt to accomplish this mission as described above, characters attempting subsequent Household Bomb missions will require that the character attempting pass an Empathy check.

Bait/Noisemaker (Equipment Manufacture)
After studying the behavior of zombies, devices and material can be used specifically to act on those observed behaviors to the benefit of the surviors by luring or distracting zombies.

Prerequisties: 2 Resource, Successful 'We Know This Much' mission.

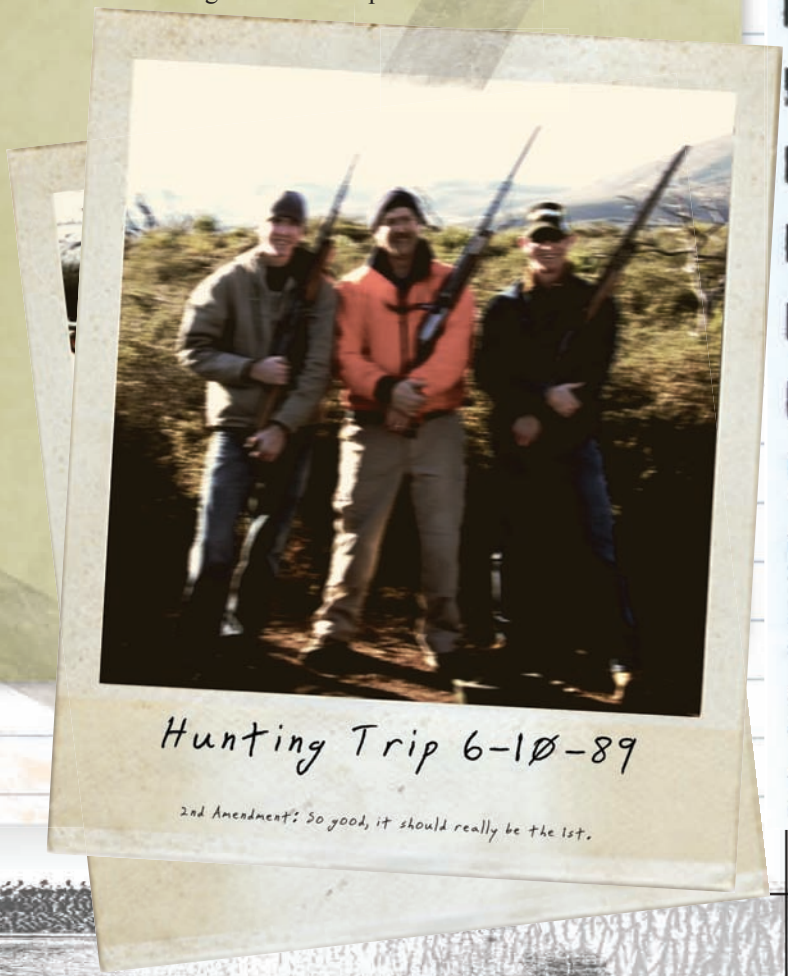
Time: 1d6 Time

Objective: A successful 'Perception' check adds Skill and Type bonuses that add to the chance of success of equipment manufacture checks.

Success: Either a single 'noisemaker' or 'bait' is created. The items are exactly as described in the equipment section.

Failure: Nothing is created and the material is wasted.

Special:
Macabre Ingredients - Depending on the Outbreak Scenario, a GM can require that extreme and grisly measures must be taken in order to create functioning 'bait', such as the harvesting of human flesh or slaughtering of animals. If this is the case, roll a d10 each time 'bait' is constructed. If this number is equal to or less than the Stronghold's Morale, then Stronghold Morale is reduced by 1 or the Empathy of the constructing character is reduced by 1d3.
Type Specific - The 'Bait' or 'Noisemaker" may only be useful against one zombie subtype, up to and including zombies with the 'One Big Monster' template added to it.



Call-to-Arms (Political)
The player characters make an impassioned plea to the survivors for volunteers to venture outside the safety of the stronghold walls.

Prerequisites: 1 Population, (optional: Morale, Science, Viability, or Culture. See 'special' section of this mission.)

Objective: 'Emp - Diplomacy' check with a +5 bonus per Stronghold Morale.

Success: Reduce population by 1. Draw up a new Template Character applying a 'type' (only if the additional prerequisites are met, see 'special' section of this mission) and a handicap. They are given equipment from the Stronghold's reserves.

Failure: Your pleas fall on deaf ears.

Special:

"Someone Out There Needs Me" - An unlikely character emerges from the ranks of your Population to offer assistance. He or she was hesitant before, but your words touched them despite some of their own personal setbacks or shortcomings. You may re-roll the first failed results of the check for this mission if and only if your next mission is a Rescue mission. If this second check is successful, you create a template character, but that character has an additional handicap.

Specialist: Doctor, Nurse, Medic, Engineer, Construction Worker - If you reduce your Stronghold's Science by 1d3 in addition to reducing Population, the created Template Character is of the Doctor, Nurse, Medic, Engineer or Construction Worker type.

Specialist: Handyman, Farmer, Locksmith, Thief - If you reduce your Stronghold's Viability by 1d3 in addition to reducing Population, then the generated Template Character is of the Handyman, Farmer, Locksmith or Thief types.

Specialist: Artist/Musician/Photographer/Student - If you reduce your Stronghold's Culture by 1d3 in addition to reducing Population, the created Template Character is of the Artist, Musician, Student or Photographer type.

Specialist: Leader - If you reduce your Stronghold's Culture and Morale by 1d3 in addition to reducing the Population, you generate a charismatic leader. They may be of any type other than the kinds represented above.

Flamethrower (Equipment Manufacture)
One particularly unhinged Survivor decides to create a scratch-built flamethrower.

Prerequisites: 2 Resource, 3 Science, Fuel (equipment such as gasoline, kerosene, lamp oil, etc.), Lighter, Workshop stronghold upgrade.

Objective: Chance of success is 25% plus any relevant skills a character may have, such as 'Handyman'. There is also a bonus of +5% per Science of the Stronghold past the required 3.

Success: Players have access to a single functioning, yet still highly dangerous Flamethrower as described in the Weapons section.

Failure: No flamethrower is made, the material is wasted. A 'catastrophe' causes '*Playing With Fire'* and *'Fire!*' to take effect.

Special:
Playing With Fire - This is an extraordinarily dangerous item to use, let alone make. A failure in the check to create this weapon will result in the character taking 2d6 damage and no Natural healing can occur that day. If the Stronghold comes under attack during this time, the character counts as having 'Flesh wounds' equivalent to the damage they have not yet healed.

Fire! - A fire breaks out and must be extinguished with a 'fire extinguisher'. If one is not available, then This requires a 'Will - Resist Panic' check. If failed, then a characer will Panic. Either way a 'Perception' check must be made. If this is failed, then the fire destroys the workshop. If there is a 'catastrophe', then the Stronghold must be evacuated.

Molotov Cocktail (Equipment Manufacture)
The Survivors decide to make some simple, yet deadly Molotov Cocktails.

Prerequisites: 1 Resource, Fuel (at least 2CU worth).

Objective: +35% to a Perception check. If using Population as a mobilized workforce, then the base chance of success is 40%.

Success: Create 1d3+1 Molotov Cocktails per degree of success.

Failure: Lose either the fuel or the Resources used to create the Molotov Cocktails; determine randomly which.

Special:
Playing With Fire - This is an extraordinarily dangerous item to use, let alone make. A catastrophe for the check to create this weapon will result in the character taking 1d6+2 damage and will require them to stay stationed in the Stronghold until the damage heals and cannot participate in any missions. If the Stronghold comes under attack during this time, the character counts as having 'Flesh wounds' equivalent to the damage they have not yet healed. A catastrophe will also cause all the Resource being used in this mission instead of just the 1.

Reinforce Vehicle
The survivors modify one of their vehicles to have extra armor plating.

Prerequisites: 2 weeks, 2 Population, 4 Science, 6 Resource, 1 Vehicle (v6 or greater).

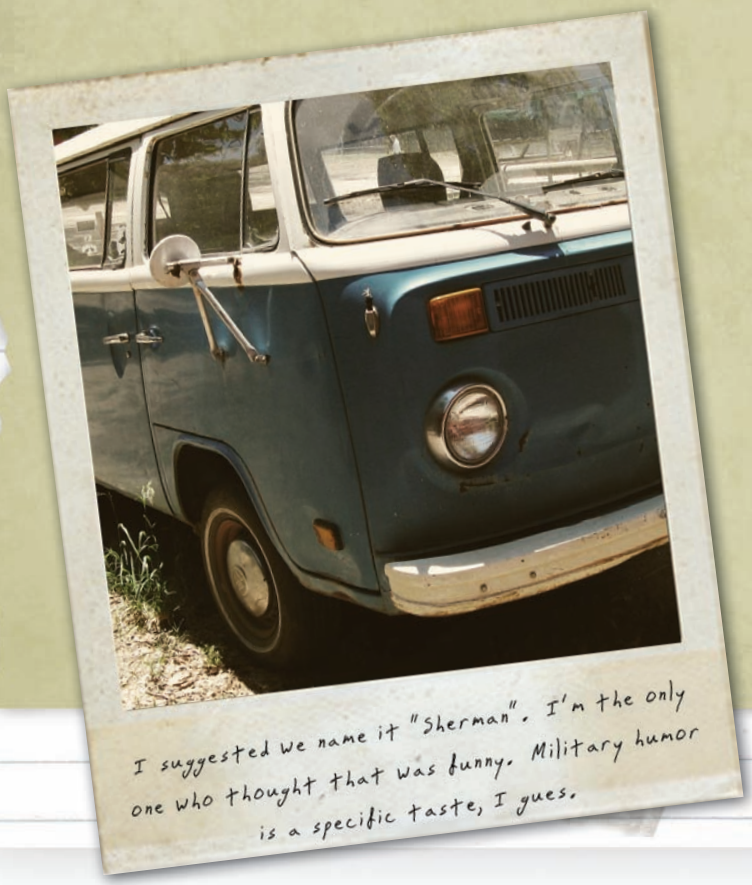
Time: 4d10 Time per Size of vehicle.

Objective: 10% chance per Science of the Stronghold past the required 4, plus any related skills of the manufacturing Survivor + 5% per Population helping past the required 2.

Success: One vehicle operates as having 2 Vee lower than its original engine power (i.e. Vee 6 operates at a Vee 4 level), but counts as having 1 more Structure. It still consumes fuel at the rate of its original power.

Failure: No modifications on the vehicle. You do not lose the Resource, but that resource can only be used on future Reinforce Vehicle or Stronghold Upgrade missions.

Special:
You wrecked it!- A catastrophe in making this check will ruin the vehicle somewhat. It still runs, and can be used for transport, but it has 1 damage done to is as if the vehicle were damaged (adding +1 to all subsequent 'Per - Drive (class)' difficulties and vehicle damage rolls). A catastrophe will also cause the resource spent to be wasted.



Repair Vehicle
The survivors repair a damaged vehicle so that it functions normally.

Prerequisites: 1d3 weeks, 2 Resource, 1 Population, 3 Science, a vehicle that has been damaged at least once.

Objective: 10% + 5% per Science of the Stronghold beyond the prerequisite + any relevant repair skills by the attempting character.

Time: 10d10 Time per point of Damage on the vehicle

Success: One damage point is removed from a vehicle. The damage no longer adds Difficulty to 'Per - Drive (class)' checks and subsequent damage rolls.

Failure: The damage is not repaired, the resource is not wasted, but must be spent on subsequent attempts at this mission.

Special:

Beyond Repair - A 'Catastrophe' in making the required check will result in wasted Resource, but they are also given the bad news that the damage is beyond the ability of the current residents of the Stronghold to repair. The damage and its penalties will remain on the vehicle permanently.

Job's Good - A 'Headshot' in making this check will allow an additional point of damage to be repaired for free. This cannot be used to repair damage that has been determined permanent by the 'Beyond Repair' special rule.

Running a Mission

You've chosen the mission, now comes the question on how to run it. The players, no doubt, have a real goal in mind and how it should play out under optimal conditions, but you know full well that optimal conditions are not what are to be expected in a zombie apocalypse. The events during the course of a mission can be helped with a series of charts for chance encounters with zombies, hazards, and the effect of the environment on the ability to successfully accomplish the mission.

Timetable

It is recommended that a GM keep a Timetable, which is a record of what happens during periods of Time that are both within and beyond a character's control. This also is a good way of keeping track of progress towards Victory conditions or objectives that are Time-sensitive. Consult pg. 451 for details.

Encounter Checks

Each Time active, when characters are searching locations or are in the process of seeking shelter (temporary or permanant) a GM's role is to make Encounter Checks (E%). These are described in the Zombies chapter.

Living Encounter

Characters encountering The Living have the option of Diplomacy as well as the standard Sneak and Hide options to avoid confrontation. Not all encounters with The Living result in chance of combat, but to interact with them successufully will requre an 'Emp - Diplomacy' check. Consult 'The Living' section of the Zombies chapter for what sort of Diplomacy works and to what effect.

Immediately after an 'Emp - Diplomacy' check, make another E%. If it results in zombies, then zombies attack and interrupt the encounter. If the 'Emp - Diplomacy' check got a Headshot, then the resolution was quick enough to not

risk zombies interrupting the talks.

Zombie Encounter

When the players encounter the zombies they have the option of staying and fighting, Sneaking, or Hiding to avoid the encounter. How evasion is accomplished is outlined in the Skills section under Sneaking and Hiding. If they stay and fight, they can complete whatever they wanted to do at the location they found the zombies in if they exterminate all the zombies.

Fleeing a Zombie Encounter

Players in over their heads can decide to flee an encounter already in progress. To do this, they need a clear escape route (at least one exit point free of zombies) and all the players must want to flee and must do so within one turn's worth of movement from that escape route (walking or running speed). Those resisting can be persuaded with a successful Empathy check. Fleeing does not warrant a check, but since fleeing constitutes entering a new area, a new zombie encounter roll must be made. If the check results in a zombie encounter, there is no option to evade; they must fight the zombies until all the zombies are exterminated or until they clear another exit point and flee again.

Zombies in Open Ground

Zombies that are encountered out in the open (outside or on streets) give the players a significant advantage. They always have the ability to flee as there is rarely an obstruction great enough out in the open to prevent a normal human to escape even if that human is injured. There is no need to clear an exit in order to run from zombies encountered outside, but fleeing the encounter still counts as having 'fled' the encounter and will add to Risk normally.

E% Formula

(5% Per Outbreak Level) + (ZE% modifiers of Zombie's senses) = Total E%

Encounter Length

An encounter that goes on a little too long can be dangerous because nothing attracts zombies quicker than the moans of other zombies and the terrified screams of their prey. Roll a number of d6 (or d3) based on the zombie's 'Speed' at the beginning of each encounter (keeping the roll a secret) and consult the table below to see how much time must pass before another % Encounter roll must be made. If at that time the result indicates another encounter, then more zombies pour in as if another encounter has begun when that number of turns passes. The new zombies always deploy outside the location and must fight their way in.

For the purposes of determining Risk, it counts as if the original encounter has ended and this is an entirely new encounter. This continues until all the zombies are exterminated or the characters decide to fight their way out and flee the location.

Number of turns before next E% based on Speed:

Very Slow: 2d6 turns

Slow: 1d6+2 turns

Medium: 1d6 turns

Fast: 1d3+2 turns

Very Fast: 1d3 turns

Perception determines what result is re-rolled on the above d6 or d3 roll to add to the number of turns it takes before another zombie encounter takes place:

Perception

Very Low: Re-roll 3's, 4's, 5's and 6's, adding the results together.
Low: Re-roll 4's, 5's and 6's, adding the results together.
Medium: Re-roll 5's and 6's, adding the results together.
High: Re-roll 6's, adding the results together.
Very High: No re-rolls.

Note that in the case when d3's are rolled instead of d6's, re-rolls are based on the actual roll, not the value that the roll represents. For example, if a 'Fast' zombie with 'High' Perception rolls a 6 on their turn counter, then re-roll the result as the result was a 6, but it still counts as rolling a 3 (for a d3 roll, a roll of a 5 or a 6 on a six sided die counts as having rolled a 3).

A Die can only be re-rolled as many times as it needs to for the purposes of determining the number of turns until the next wave of zombies arrive.

How or in what fashion new zombies enter an encounter is a decision that a GM can take a high degree of creativity in making.

The reason why we present the number and rate of new zombies, not the method of entry is for this very reason.

Scavenging a location

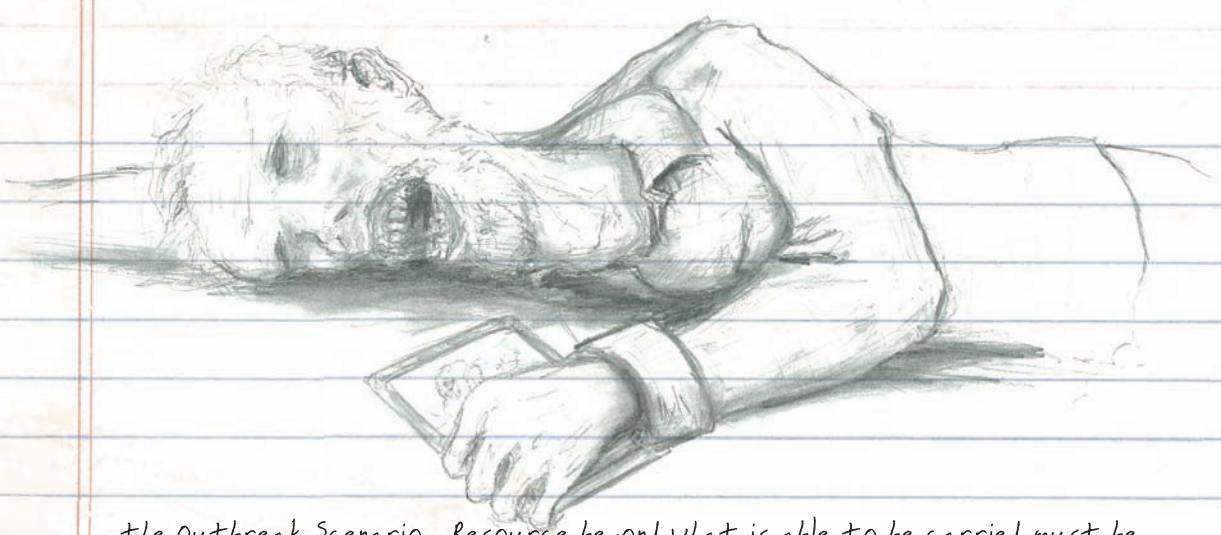
If the location is free of zombies or if all the zombies have been destroyed, a player may decide to search the location with a 'Perception – Search' check instead of simply moving on. Roll on the '% Encounter' again and if the result is another zombie attack, then the characters are unable to finish searching and must flee to avoid another encounter. They can do this without a 'Perception – Sneak' check if the players are in a formation that includes a Point and Rearguard.

If the players have no such formation, then the zombies attack unexpectedly and they get a Surprise round before the players get to act. If they had a Point and Rearguard in place, then they can fight the zombies as normal. If they fought off all the zombies again, then they can attempt a 'Per – Search' check again and the GM again rolls a '% Encounter' and this continues until the result comes up as no zombie encounter or the players decide the area is too infested and flee.

If ever the '% Encounter' indicates no zombie attack after they've declared a search, then the characters can complete their search of the location.

Rewards

A searching party will yield 1 Resource with a successful 'Per – Search' check per degree of success +1 per level of Perception of the standard zombie of



the Outbreak Scenario. Resource beyond what is able to be carried must be left behind. Resource generated in this way can be spent immediately on common equipment but count as having a descriptor one level higher than normal (common to uncommon, uncommon to rare). Equipment that is already rare cannot be purchased in this manner. If the check to determine availability fails, then the resources found at this location are not useful and must be left behind. This is different than Resource as a result from successful missions which are not in restricted or wasted in this way, only those found scavenging equipment.

Descriptors of 'Uncommon' and 'Rare' depend completely on where and under what circumstances the zombie outbreak takes place.

It is up to the GM to determine what, if anything have 'Uncommon' or 'Rare' descriptors.



Let's Keep Looking

If the Resource found as described above in 'Rewards' ends up wasted, the location can still be searched and the process repeated until the players find something useful or they feel it is too dangerous to continue. Characters that successfuly search a location can search it again for more Resource to bring back to the Stronghold if they so desire, but no matter the reason for the multiple attempts, each subsequent 'Per – Search' check increases Time as normal.

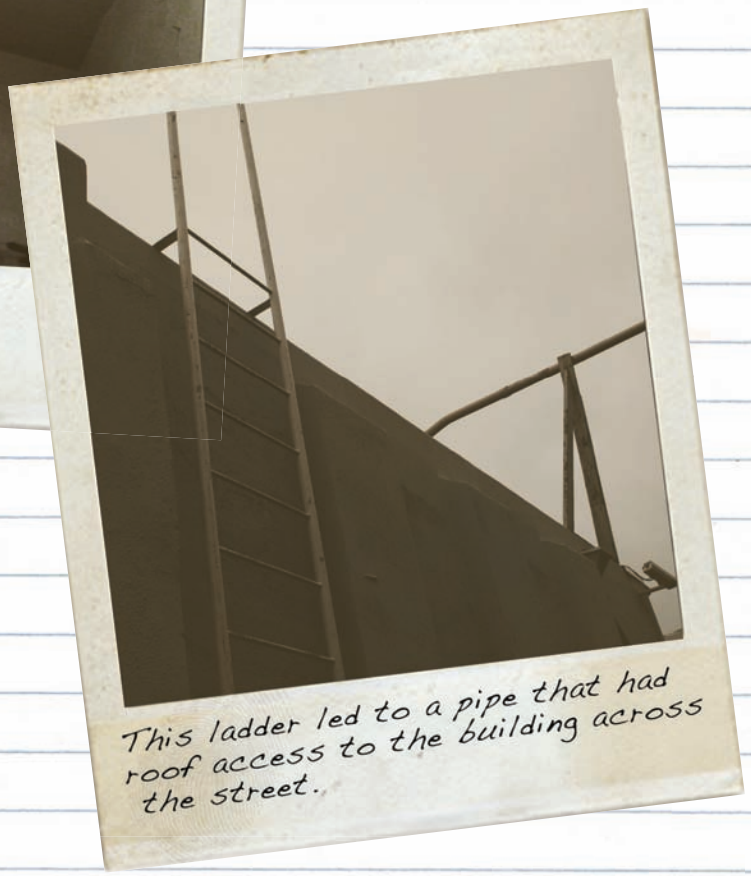
Hold the Door!

Players who have zombies attack them while they're in formation have the option of holding the doors or securing the windows while the search is completed. The Difficulty to search is increased by 1. Declare how many turns they are trying to hold off the zombies (by any means, such as combat or holding the door with opposed Strengh checks) and if no zombies threaten the Middle in that many number of turns, they can make the 'Perception – Search' check with the altered difficulty. The characters can then flee if they have an escape route, but will count as having fled the zombie encounter. They can also stay and fight, but after time passes (as determined by the zombies speed and perception normally) another % Encounter roll may be required, which can add to the number of zombies in the encounter.

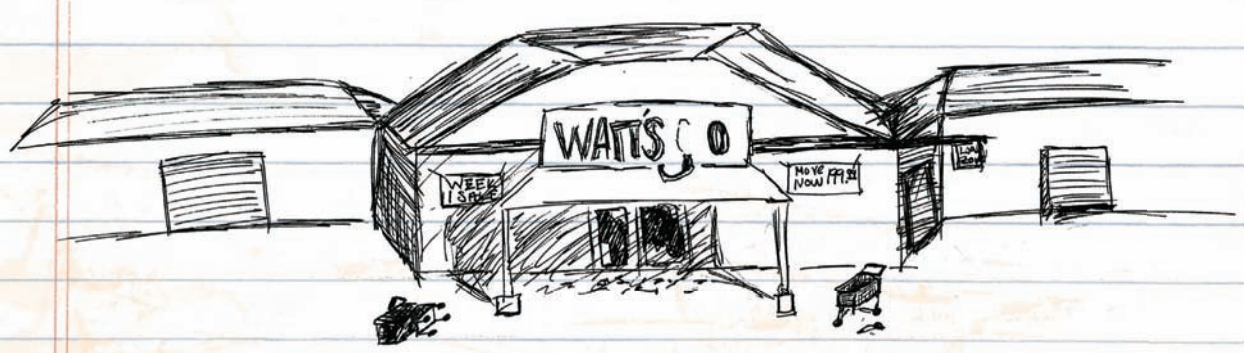
Ending a Mission

Once a goal is reached and they return safely, the group must make a Trailing Zombies roll by rolling 1d6 per Risk point accumulated throughout the mission and subtracting the level of the Stronghold. This represents the collective ruckus the players made and how much attention they attracted throughout the mission. This is represented by 'Risk'.





This ladder led to a pipe that had roof access to the building across the street.



Risk and Trailing Zombies Rolls

The amount of attention that the players attract throughout an event is called 'Risk'. A GM must keep tallies of how much Risk a group of players accumulates throughout the mission to make this roll. The following list is some, but not all of the factors that can lead to increasing Risk. A GM is encouraged to apply their own Risk modifiers whenever they see appropriate.

Risk

+1 Risk per Time spent active during dawn, day, dusk or in twilight.
+1 Risk per Time per 'Vee' of an internal combustion vehicle used in the mission.
+2 Risk per Time spent active at night.
+1 Risk per 'Noise' for using an item or weapon with a 'Noise' value during a zombie encounter (can happen multiple times during a mission during separate encounters).
+1 Risk per participating player character and rescued Population. Do not count those transported in a vehicle.
+1 Risk for every encounter with zombies that are avoided by Sneaking.
+2 Risk for every time the players flee a zombie encounter.
-X A variable amount of Risk for Survival checks. (Consult pg. 103)
- 1 Risk for successfully 'picking fights' with zombies. (Consult pg. 348)
- 1 Risk for travelling for 1 Time at crawling speed. Not possible with motor vehicles.
- 1 Risk for each Zombie Encounter where every zombie was exterminated before the end of the first encounter (before the amount of turns came up for there to be another Encounter % roll).
-1 Risk for killing all zombies in a Zombie Encounter in such a way as to not attract more zombies (i. e. using only melee weapons that generate no noise).

So a party of 3 characters, who used firearms, traveling normal speed for 2 Time will result in a Risk of 8 (3 characters (1 Risk per character) + 3 characters using firearms during one encounter (1 Risk per character) + 2 (1 per Time spent travelling at

Normal speed) = 8 Risk). This means that The Trailing Zombies roll is equal to 8d6.

Clealy the events of the mission alter the Risk which alters a Trailing Zombies roll. Also, the choice of equipment, such as using a vehicle or a silencer on firearms, may alter it as well. Some items exist solely for the purpose of reducing Risk and the conditions in which they can be used are detailed in the 'Equipment' section. If any factor is to REDUCE Risk, then apply the reduction in Risk before the Trailing Zombies roll is made.

Risk cannot be reduced below 1 per Outbreak Level.

If the Trailing Zombies roll is greater than the level of the Stronghold, then the number of zombies that the characters attracted are too great for the inhabitants' routine security methods to handle. The next mission MUST be an 'All out Defense' with the goal being to eradicate all the zombies that breached the defenses of the Stronghold.

Any time a Trailing Zombies roll is made, reduce the Risk to the minimum, equal to the Outbreak Level

It's important to note that even if the Stronghold fails a Trailing Zombies roll, they still get any rewards they got from the previous mission.

If the level of the Stronghold is greater than the Trailing Zombies roll, then the amount of attention the characters attracted is minimal and can easily be dealt with using their routine security procedures from a position of relative safety.

Environments

Locations

There are various locations that can be scrounged through and searched for supplies. Locations have their own inherent danger. It is up to the GM to determine what, if any, modifications to make to the Difficulty of the checks given the level of outbreak. That being said, it is often the best course of action if you are using locations that you and the players are familiar with, skip using any given templates or checks listed here and use what you know to be there to see what's available. This not only saves time, it increases the realism and creates a more intense gameplay.

Eventually, the location's useful contents will be gutted entirely. A GM can have a curve of bonuses and penalties, adding significant bonuses early on to represent a well stocked store and gradually eroding the bonuses until it levels off and turns into penalties.



Defense of Location

Some locations are more defensible against zombies than others. A building's defensibility is determined by many factors including structural integrity, number and size of the windows and number of entry points. A location has a Structure Class from 1 to 10, 1 being very vulnerable and 10 being almost impenetrable.

Structure Class 1: A mobile home, an undefended suburban house, a storefront with large windows. A location with 5 or more points of entry.

Structure Class 2: Any location with Structure Class 1 that has security features such as barred windows or heavy doors. A location with no more than 4 points of entry.

Structure Class 3: Any location that has an all encompassing fence or high walls. A location with no more than 3 points of entry.

Structure Class 4: Any location with Structure Class 3 that can be barricaded or locked down but un-alerted. All windows are out of reach by normal means and all doors are capable of being barricaded. A location with no more than 2 main points of entry.

Structure Class 5: Any location that is Structure Class 4 that includes an elaborate method of entry such as a security access to open physical barriers or even a moat. This also includes buildings on stilts, houseboats and other locations that can make normal entry extremely difficult, even for the living. A location with only a single main point of entry will also qualify.

Structure Class 6: Literally a fortress. Any location where your primary concern is long term survivability. This is the highest level of Structure Class that an undefended structure can have.

Structure Class 7-10: This level of Structure class is only attainable for locations that are 'Strongholds'. They are as defensible as Structure Class 6, but with the added benefit of human attention and regular maintenance.

A zombie can breach a building's defenses depending on their own Perception and Speed. Active zombies can attempt to breach a location any number of times until they are destroyed. Passive zombies will not attempt to breach a location, but will become active by other zombies attempting to make a breach. The chance of success is dependent upon their perceptiveness and the Structure Class of the location they are attempting to breach.



Breach Checks and Speed

The frequency a zombie can make checks to breach an undefended location is dependent upon their Speed:

Very slow zombies can attempt one breach per 4 Time.

Slow zombies can attempt one breach every 3 Time.

Medium speed zombies can attempt one breach every 2 Time.

Fast zombies can attempt one breach every 1 Time.

Very fast zombies can attempt two breaches per Time.



our old Stronghold



This means that against fast, perceptive zombies, the best strategy is to remain on the move because a group of this kind of zombie will make a mockery of any kind of barricade that stands between them and their prey.

Structure Class and Multiple Floors

A Structure that has multiple floors is able to benefit from an increased level of protection simply by holding higher ground. Having access to upper stories makes defending these locations typically easier than one defended entirely at ground level. For this reason, each un-breached floor beneath the player-occupied floor will add 1 level of Structure Class to the floor they are on. If a player is on a floor right above a breached floor, then they will still get the bonus level of Structure Class simply by the small number of (generally) very defensible access points that, by their very nature, put the player on advantageous, higher ground.

Advanced GM Rules

Once the players and the GM have a firmer grasp on the rules and gameplay, it is possible to explore the scope of the mission possibilities and characters' interactivity with their environment for a more involved and richer experience. The GM can also adapt the rules to make a wider variety of scenarios without altering the rules provided in this manual.

Characters interact with their world in only very general terms in normal Stronghold play, making the game feel mechanical at times, even with the variety of encounters possibly determined by the E% roll. In fact, the role of the GM running a Stronghold-based game of Outbreak: Undead requires so little creativity that the GM's themselves may participate as players, only pausing to make E% rolls and consulting charts from time to time. A fully dedicated GM would most likely be interested in finding out how to stretch the limits of their creativity to test their player's mettle. This is strongly encouraged.

Time

One E% roll determining what happens in a period of 'Time' is extremely vague and occasionally leaves a lot to question as to what exactly occurred. Players may not always want to take such results on faith, especially when playing characters based on themselves. What may not be clear is that players actually encounter far more zombies than the E% results indicate. Characters running through the streets see zombies in the distance and find evidence of the zombie presence everywhere. They may even kill the occasional zombie that manages to detect them before more zombies are alerted to the character's presence (avoiding a full blown encounter). When a 'Zombie encounter' is rolled, it simply means that enough zombies are encountered to require the players to stop and fight.

A GM can, if they choose, have the players role-play what happens from street to street or room to room, keeping track of Time still, but requiring that characters declare their activities during that period of Time, which may require checks for climbing, jumping, swimming and evasion (if an E% is ever successful). In this case, Time is a lot more difficult to keep track of, which is why it's not recommended for beginner GM's. It also requires much more preparation on the part of the GM, often requiring maps of other areas that are as detailed as the map that is kept of the Stronghold for 'All Out Defense' missions.

It is recommended that the GM's have a 'Timetable' that can document their events at specific periods of Time. A template for such use is included in the appendix.

Alternate Mission Structures

Here are alternate game structures that allow for more creativity in regards to how missions are run and how the results of missions can relate to each other.

Escape

Missions taken independent of a Stronghold are considered prolonged 'Escape' missions as described in the mission section. Basically, any GM that sets a victory condition of reaching a pre-determined point is setting themselves up for an 'Escape' mission that will piggyback on itself until the mission is accomplished and the players are victorious, or their characters die. Other missions can take place in between, but if the goal is not to dig your heels into a Stronghold and simply survive, then all of the missions taken will be in preparation for the final escape. Some examples are as follows:



Launching from the TC Marina

The Marina

One character has a boat anchored off the shore that is low on fuel, but seaworthy. During the events of the zombie outbreak, all smaller vessels at the docks have either been taken or stolen, including the one used by the character to get to and from their boat.

In this scenario, the victory condition is to reach the boat and find enough fuel to get it running. A GM can say that the boat needs 20 CU worth of fuel in order to get to wherever they want to go and must find or construct a smaller boat to

actually get to the vessel anchored offshore. Other missions must be taken to accomplish this, and they will follow normal rules, but in this case, the purpose of the Stronghold (ether permanent or temporary) will be to keep the characters alive long enough to find a way to get to the boat with 20 CU worth of fuel.

For an added urgency, the character with the boat can have a child/loved one/pet left aboard that is both unable to drive the boat or fend for themselves for very long. Whoever or whatever is left on board may starve or dehydrate if the characters do not reach the boat fast enough.

Getting to the boat with the fuel as a Victory condition can actually be a Victory sub-condition instead, if the boat is a means to an end in getting to a specific place. That place may or may not be infested with zombies once the characters arrive. In this sense, a GM has a lot of creative leeway in how subsequent events play out.

Escape to the Safe Zone

A repeated broadcast is heard on the radio or a blaring signal is seen or heard indicating a safe zone that is to be reached in order to ensure protection and survival. The message gives the promise of safety, food, shelter and military or police support. If the characters cannot themselves make it to such a shelter, there are checkpoints that the characters can reach that will allow them to board a transport to safety.

The Victory condition for this sort of mission is very straightforward, being nothing more than an 'Escape' mission piggybacked on itself over and over again until the goal is reached. The difference is, that in this case, once the goal is reached, the players have achieved a victory. Subsequent events can render the safe zone inhospitable, which would instead make reaching this safe zone a Victory sub-condition. A good point of dramatic tension would be luring the players into a false sense of security at this safe zone before it is overrun or having their

transport be disrupted en-route on their way to the safe zone. Also, setting a strict limit on what sort of window of Time the characters have before the next transport departs, with or without them, or even worse, not letting the caracters know how much Time they have will also increase the tension.

Raid

A take on the original 'Raid' mission, this is not a change to the overarching victory condition, it just changes how the Resource of Raid missions are gathered. If the player's goal was to have their characters reach a large area to loot for supplies, then navigating an area that large may be a mission in and of itself. Similar to an 'All out Defense' mission, a map of the area may be used and E% rolls can be made from area to area. The goal of the mission is to gather the resource and to leave alive.

In this scenario, a large map of the area is required. Thankfully, most department stores, malls and other large areas such as this have their maps available to the public, either online or on large displays that photographs can be taken of (if you are using a place that is near the players). It is also possible to invent locations all your own, if the GM wants to take the time to draw up such an extensive map. It is also required that the amount of Resource is not gathered automatically upon reaching this location, as per normal rules. Instead, the amount of Resource gathered depends on how long the players want to risk staying at this location.

'Time' does not elapse as normal during this mission, similar to a 'Zombie encounter' or an 'All Out Defense' mission. Instead, E% are made when entering new areas or at the discretion of the GM. It is also up to the GM how to treat E% resulting in Vigilantes or other types of The Living. Searching for useful Resource will require a 'Per - Search' check as normal, but with each Resource discovered, increase the Difficulty of subsequent checks by 1 (discounting

those successful checks that were the result of a 'Headshot'). This represents both the increased danger of staying is such a place for so long and the diminishing returns of stripping the areas of anything useful. When the players decide that searching the location is no longer worth the risk, then the characters leave and make their way back to the Stronghold as normal, carrying with them what it was that they found.

Finite Zombies

The area where the zombie outbreak is so small, that the number of zombies are finite. This means that it is possible for the characters themselves to handle the zombie outbreak, at great personal risk, of course. This can be handled several ways, but no matter what, roll ahead of time how many zombies there are or use the population of a location known by the GM or players as a reference. Assume that maybe 50-80% of the population has become zombies. The other 50-20% were either lucky enough to escape or were devoured to such a point as to have nothing left to reanimate. The finite zombies scenario has the obvious victory condition of the eradication of all the zombies. One thing to keep in mind for this sort of thing was that in order to justify this urgency, escape from the area where the zombies are must be in and of itself an impossible task, or at the very least, an extremely difficult one. For this reason we provide the following examples:

Strangers in Town - Characters are people who either were passing through and had car trouble or needed directions for being very lost. This is a horror movie staple and has many oft repeated examples in popular culture.

Small Town - Characters are inhabitants of a small town that for one reason or another has been attacked by zombies. The number of zombies are finite, but the chance of encountering a

zombie with the 'Familiar Face' template is extremely high.

Trapped – The characters are trapped on a cargo or cruise ship or remote research station or some similarly inescapable location when zombies attack. The chance of encountering a zombie with the 'Familiar Face' template is extremely high for a cargo ship or a research station, but not so much for a cruise ship. The resources are very finite, but typically these locations have preparations made for emergencies. Finding food and fresh water is typically low on the list of priorities, should the location be still within the predicted timeframe of operation. In some cases, the supply of food and water will be more available, as the members of the crew or team the supplies were intended for succumb to the infection or are otherwise killed off.

The Great Outdoors – A camping trip, hiking trip, or field trip turns into a nightmare as zombies and zombie beasts force the players to fight for their lives in the great outdoors. Most of the zombies encountered will be from The Beasts section of the Zombies chapter, strongholds are natural caves or rock formations, and more importantly, supplies are very limited, as are weapons.

The Beast – Any of the above scenarios can benefit from having a 'One Big Monster' be an ever-present threat among the lesser dangers they can encounter. Avoiding this deadly creature becomes a key element of survival and it is possible that the Victory condition in this scenario is that the One Big Monster is destroyed.

Ultimately, these are all just tools for a GM to use. There is no set way to go about running an game. Whether emulating a specific example in zombie lore or inventing one all your own; whether a fantastic setting or a familiar one, by tinkering with the Outbreak scenario, a GM can establish as personal or as epic a zombie survival game as they see fit. Additional missions will become available periodically at outbreakundead.com with ideas to take your game even further.



Chapter 10

Glossary

Glossary

Action - Any intent made by a character that requires a check or takes time to perform. Actions include mundane yet time consuming things that do not require checks.

Adrenaline Boost - A special option that characters can make for certain checks that add bonuses or even guarantees success on occasion, but often carries a hefty price to be paid later.

Attack - This is a measure of a character's ability to use weapons. This is the number added to the Lethality of the weapon used by the character to determine the percentage chance of a ZK% and is also the liklihood a character has of making a succesful attack against The Living. This value is determined by a myriad of interlacing factors that including Strength, Perception, and Will. This is divided into Melee and Ranged Attack.

Bite Wounds - A bite wound counts as a flesh wound in most circumstances, and follows all the rules of Flesh wounds. This is the main injury caused by zombies, animals and desperate individuals. These kinds of wounds are highly prone to infection and can cause Open wounds. Bite wounds from zombies almost always infect the target with the zombie virus. The chance of contracting an infection from a bite wound is 10% per point of damage inflicted. An armor's 'Bite Resistance' can prevent fluid contact, and thus prevent an infection due to bite wounds.

Bludgeoning Weapon - This is any blunt weapon that lacks stopping power, but is capable of knocking zombies down more easily than other weapons. Most weapons of opportunity are of this kind of weapon. Most heavier weapons of this kind are unbreakable by the amount of force a human can exert, which makes them the most reliable kind of weapon.

Bolt Action - A mechanism for firearms which uses a lever and bolt to eject spent cartridges and load the new one in place. It has a slower rate of fire, but the weapon will rarely jam and is remarkably easy to maintain and allows the re-roll of the ones die when firing.

Breaking - Any weapon or tool subject to Breaking will have full function until it becomes broken and useless. Depending on the Durability of the object, a certain number of degrees of failure will cause the object to become broken and useless.

Cargo - An abstract system of measuring the weight and volume of an object.

Catastrophe - A spectacular failure. Usually this means failing a check with 5 or more degrees of failure, or rolling a natural 100 on a d100. The type of failure is directly related to the type of action failed.

Character - The person the player participates as in the Outbreak Scenario with. This can be based on the players themselves or not.

Check - Any time a player or GM rolls d% with a chance of success based on a core SPEW attribute, or for a GM based on the Sense Level of zombies or other factors as determined by the Outbreak Scenario.

Close Combat - A character's last attack (or series of attacks) before a zombie goes into grappling range with them. Typically this is from 2" to 5" from the character. Attacks at this range use a

character's Melee Attack and the weapon's Lethality to determine the percentage chance of a successful kill. Against The Living, only a character's Melee Attack is used when determining a hit.

Complex Weapon - A weapon that has the properties of multiple weapon types, such as a piercing/slashing weapon. A weapon with these properties can only benefit from one or the other at one time, not both unless specified otherwise.

Coup de Grace - This is any attack made on a zombie that has been 'Knocked Prone'. Only one Coup de Grace attack can be made per turn. Attacks of this kind have a greatly increased chance of causing a kill by granting a Attack bonus of +10. This number can be higher depending upon what weapon is used.

Culture (Cul) - A value from 1 to 10 that determines the level of a Stronghold's artistic pursuits, religion and political strength. This is one of the values added to determine a Stronghold's level.

d3 - Rolling a six sided die (d6), count a 1-2 as a 1, a 3-4 as a 2, and a 5-6 as a 3.

d6 - A six-sided die.

d100 (d%) - A 100 sided die. The same results can be rolled by rolling 2 ten sided dice with one being a 'tens' die and another being the 'ones' die. The tens die is multiplied by 10 and added to the ones die.

Damage Points - Used to track damage to vehicles. The value listed in a vehicle's profile is how many points a vehicle can sustain before they go into degenerative damage.

Damage - The amount of damage a single hit or shot from a weapon can inflict. This is only used against characters and The Living. All damage is determined by rolling 1d6 per Degree of Success in the attack roll.

Death or Glory - A character at a very low Health total can be allowed to go Death or Glory, allowing them super-human endurance for the duration of the encoutnter. Characters can Adrenaline Boost through all actions without penalty but they will die at the end of the encounter.

Defense - The ability to resist damage. This applies to zombies by increasing the Difficutly of a successful kill by an amount equal the Defense. This applies to characters by decreasing damage that is inflicted upon them.

Defensive Weapon - This is any weapon that can be used in Grappling. The weapon cannot be used directly during a grapple, rather it adds a Strength bonus to the player to alter their chance of success. If a character wins combat while they use a defensive weapon, then they get a single free melee attack against one target they were grappling with using the Defensive Weapon. Any weapon that says it can be "used defensively" counts as a Defensive Weapon. Note, if a Defensive Weapon does not grant a Strength bonus for Grappling then it just gives the character a free attack if they win the grapple.

Degradation - The rate at which kits (such as first aid kits and survival kits) and items that

have ony a few uses deteriorate with continued use. It's a value (rounded down) added to the Degradation roll per time of previous use to see if a kit is no longer useful for its intended purpose. Note, kits and certain items with Degradation can be restocked or replenished and Degradation points can be removed. How this is accomplished will be in the item's entry.

Degenerative Damage - The state when a vehicle rapidly breaks down due to damage sustained, or prolonged use while damaged. Consult the Viral Infection table (pg. 352) and substitute Damage Points for the Viral to see if the vehicle breaks down and becomes useless.

Degree of Failure (DoS) - On a d%, each full 10 higher than the set percentage value is a Degree of Failure. For some checks, it determines the extent to which the failed action affects the characters or the intended target of their action. Not all checks factor this into their result.

Degree of Success (DoF) - Each full 10 rolled under the set percentage value is a Degree of Success. For some checks it determines the extent to which the check's success affects the characters or the intended target of their action. Not all checks factor degrees of success into their result.

Difficulty - How difficult any action is is called Difficulty. Each point of Difficulty will decrease the percentage chance of success by 5% of the intended action. When the Difficulty is 0 or when no Difficulty is stated, the character makes the checks with a percentage chance of success equal to the tested statistic plus any relevant skill or equipment bonuses. Difficulty cannot be reduced below 0.

Dulling - When damage to weapons or tools gradually decrease their effectiveness, they are subject to Dulling. A weapon or tool reduces its Lethality or Equipment Bonus (or both if the item provides both) by a number equal to the tens die roll of a failed check. This is only done if the durability of the weapon or tool indicates that it would be broken as per rules for Breaking, otherwise the weapon or tool is not dulled by a failed check. This damage can sometimes be restored with proper maintenance.

Durability - The ability of an item to take damage before it breaks and its resistance to the effects of Dulling.

Empathy (Emp) - One of the core SPEW attributes: Empathy is a measure of a character's ability to relate with others and their general interpersonal ability.

Encounter Check (E%) - The check a GM makes to determine what, if anything is encountered during a period of Time or when performing certain actions. What is encountered based on the check's Degrees of Success or Degrees of Failure is determined by the Outbreak Level and other factors that contribute to the Outbreak Scenario.

Exhaustion - When a character is in need of rest (by failing a 'Str - Endurance check) and if they are forced to continue taking actions, a character must increase the Difficulty of all actions by 1. This lasts until a character is able to Rest or Sleep. A character cannot Adrenaline Boost through any actions while they are Exhausted.

Feeder - A type of zombie that actually eats to survive. They survive twice as long as zombies of the non-feeding variety, but they require nutrition.

Fire Control (FC) - The maximum amount of times a weapon can be fired or the number of attacks a melee weapon can be used in combat within the span of a single turn.

Flame Weapons - Weapons that fill areas with fire or fiery bursts. Weapons of this kind take no penalties for attacking multiple targets or making multiple shots, but are more dangerous to the user, with increased chance of a catastrophe result when using them in combat. They also have the ability to light targets on fire.

Flesh Wounds - These types of wounds only affect soft tissues, generally the dermis and muscle tissues and, depending on the severity of the injury, can cause severe blood loss or nerve damage. This could be the result of stabbing, slashing or biting (but biting has its own set of rules). These kinds of wounds are subject to Open Wounds.

Game Master (GM) - The referee who runs the simulation and sets the outbreak scenario parameters. They also are the final say in settling disputes and play the myriad of non-played characters the players encounter.

Gestalt Dice (Gd6) - A number of d6 given at a character's creation to help compensate for discrepancy in their skill set and attributes after taking the SPEW - AI. They are used to increase the bonus skills, add to attributes, or can be used to create skills all their own.

Gestalt Skills - Skills that are created purely out of Gestalt Dice and are not added to existing skills are Gestalt Skills. They are unique to the character that created it and can continue to use the skill like a normal skill.

Grappling - Combat with a zombie that involves risk of bite wounds and other potentially infectious wounds. This takes place after close combat when a player fails to cause a kill. This is the only combat where a zombie takes an active role in attacking. This combat utilizes opposed Strength rolls adding the combined Strength of both sides plus weight of numbers bonuses to determine the victor. The Living use the same rules as zombies do for grappling, but there is no risk of bite wounds or infection.

Gross Misuse - Using an item as a weapon that was never meant to be a weapon. Attacks made with this item will count as having had 2 more degrees of failure than normal when determining whether or not an item breaks or is dulled.

Headshot - A spectacular success in an action. This results from having rolled at least 5 degrees of success for a check, or rolling a natural 01 on a d100.

Health - The amount of damage a character can sustain before they succumb to their injuries and are unable to perform actions. Depending upon the outbreak scenario, being reduced to 0 Health can mean death of the character, or it can mean incapacitation.

Horror Traits - Different zombie abilities that can be chosen by the GM or decided randomly to increase the difficulty of the Outbreak scenario by making zombies more powerful in some specific way.

Impact Wounds - An impact wound is a kind of wound that rarely breaks the skin, but can cause several internal injuries that make them very difficult to treat. The severity of the wound is dependent upon how much damage a character takes from a single impact hit: In their most severe cases, impact wounds are extraordinarily difficult to treat as most of the damage is hidden from sight.

Intent - The declaration of a player's intended action. All players make their Intent in the same phase.

Kit - A collection of related items that alters the chance of success for a check when used. Each use requires a Degradation roll to see if the kit maintains its usefulness after the kit grants its bonus.

Melee Combat - see 'Close Combat'

Morale (Mo) - A level from 1 to 10 that determines the spirits of the survivors who live in a Stronghold. This can be increased with pastimes, but the value cannot exceed the Culture of a Stronghold. This is one of the factors added to determine a Stronghold's level. Morale can be higher than 10, but for the purposes of determining a Stronghold level, a Morale higher than 10 will count as 10.

Mishap Die - An additional d10 rolled when making checks while in Panic, in Pain, or both. The Mishap Die is added to the 'ones' die roll of any checks if a character is in Panic or Pain. If a character is in both Panic and Pain, then the Mishap Die is added to the 'tens' die instead.

Misuse - Using an item as a weapon that is a mildly inappropriate. Attacks made with this will count as having 1 more degree of failure than normal when determining whether or not an item breaks or is dulled.

Natural Healing - Healing done during a period of rest over 20 Time (one day). Natural healing is the only time in which Staunched Open wounds can be healed. Untreated Open wounds will not be healed and will do 1d6 Health damage for each untreaed Open wound and an additional d6 for each Infected wound and 1d6 per point of Viral.

Non-Feeder - Zombies of this kind do not need nutrition to survive. They eat, but they do so strictly out of some subconscious need. Why they feed on the living flesh is unknown.

Normal Distribution - A statistical model representative of the abilities of the human population. Plotted on a graph with enough points, it naturally makes a bell-shaped curve.

Open Wounds - Wounds that will continually bleed and cause gradual Health point loss if untreated. This causes the player to lose 1 Health point per turn they are fully active. If inactive, then a character will lose 1 Health point per Time. Internal bleeding also counts as Open Wounds, but it is far more difficult to detect and treat. Unstaunched Open Wounds will prevent Natural healing rolls and will cause 1 Health damage for every untreated wound of this kind when Natural healing would normally occur.

Outbreak Scenario - The set of zombie laws for use in your specific campaign that factors in: what zombies are considered 'Standard' as well as events that the game-master has decided upon as being the kind of simulation to be run and where it takes place, (i.e. only humans can be reanimated and all the players start out where they normally would in real life on Thursday afternoon at Time 5). General consensus can also be used to decide upon what the outbreak scenario would be. Also part of the Outbreak Scenario is who the players will be, either simulating survival as themselves or as a Template character playing a Type. Victory conditions as well as Victory sub-conditions are also set for an Outbreak secnario

Pain - An altered state where a character is in a crippling amount of pain. This state forces players to roll a Mishap Die whenever they make checks. With a few exceptions, this lasts until the wounds are treated.

Panic - An altered state where a character has reduced ability to function due to paralyzing fear. This state forces players to roll a Mishap Die whenever they make checks. This lasts for the duration of the encounter.

Percentage Value/Percentage Chance - The chance of success of an action based on all factors that can alter the odds. A number between 1 and 100 that must be rolled equal to or under on a d100 in order to be successful in the action.

Perception (Per) - One of the core SPEW attributes: Perception is a measure of a character's ingenuity, awareness, reaction time, applied intelligence, and dexterity.

Piercing Weapon - This is any weapon that uses a sharp point to inflict damage. Weapons of this kind are able to penetrate defenses much more easily than other weapons.

Pistol Weapon - This is a firearm that is easily used one handed and can be used in close quarters. They are the only firearms that can be used as defensive weapons without additional modifications or special skills.

Poison - A character that is Poisoned will lose Health similar to how Health is lost for Open Wounds. The length of time and conditions for curing the poison is entirely dependent upon what kind of poison it is. Being reduced to 0 Health by poison does not mean death. The character goes into cardiac arrest and will die within a few minutes, but can still be resuscitated.

Population (Pop) - The amount of people stationed in your Stronghold. This is one of the factors that make up a Stronghold's level, but Population cannot exceed 10 for the sake of determining the Stronghold's level. The Population value and the number of people in your Stronghold are not a 1:1 ratio. It's a ratio based on the scale of the Outbreak that can be anywhere from 1 to 10 or more.

Ranged Combat - Combat with firearms, thrown weapons or any other weapon that puts distance between the player and their target. The percentage chance of causing a kill with this kind of combat is determined by the character's Ranged Attack and the weapon's Damage Range minus the target's Defense.

Resource - The basis of an economy based on scavenging; Resource represents the equipment gathered during searching or looting that can be traded in for gear depending upon where the survivors search.

Resource Catalog - A method of keeping track of what has been made available to purchase with Resource that has been found during the course of a search. The items on the Resource Catalog are subject to Degradation to determine their availabilty for purchase.

Rest - Taking no actions during a period of Time. Encounter checks are still made, but zombie's do not add their Hearing or their Vision sense to the percentage chance of the E% success. This may decrease the Difficulty of 'Str - Endurance' checks, but only if voluntarily resting, and not forcing themselves to stay awake instead of making a 'Per - Survival' check.

Revolver - A mechanism for small arms that uses rotating chambers to load and fire the rounds within them. This delivery system is rugged, easy to maintain and will rarely jam. This is extremely common in larger caliber weapons where the size of the round makes magazine delivery systems less effective. Allows a player to re-roll the 'ones' die once per shot they fire when making checks in ranged combat.

Rifle Weapon - This is a medium to long ranged firearm that requires two hands to use.

Risk - The risk of having zombies follow you back to your Stronghold. You roll 1d6 for each point of Risk accumulated throughout a mission to determine the Trailing Zombies roll for 'All Out Defense' missions.

Science (Sci)- A value from 1 to 10 that determines a Stronghold's capacity to manufacture, maintain, and practice medicine on its population. This value cannot exceed a Stronghold's Population value. Science is one of the values added to determine a Stronghold's level.

Secondary Skills - These are general bonuses a character gets for having a particular skill. Unlike the skills they are attached to, Secondary skills are always applied and can be combined with other similar skill bonuses.

Severe Damage - When wounds are so severe that they leave permanent injury, it is considered to be severe damage. What constitutes severe damage is dependent upon what kind of damage the character takes.

Sense Level - This is the general level of a zombie's available senses. It's equal to their Perception level multiplied by their number of available senses. This is used by The Living as well.

Skills - Additional rules that apply to character that represent training or an innate ability that a character has. They add bonuses to SPEW attributes under certain circumstances or provide some other kind of bonus.

Slashing Weapon - This is any weapon that uses a cutting edge to cause open, gaping wounds and can potentially dismember a target if sharp enough. Weapons of this kind are able to cause more damage, but typically require some skill to use properly. These weapons lose their effectiveness rapidly when the cutting edge becomes dull, so are subject to Dulling.

SPEW - An acronym for the core statistics: Strength, Perception, Empathy, and Will and are the main statistics that a player references when making checks.

Staunched - Any Open wound that has been treated enough to prevent constant blood loss, but the wound has not yet fully healed. An Open wound that is Staunched will not cause damage to a character during Natural healing.

Strength (Str) - One of the core SPEW attributes: Strength is measure of a character's physical strength and endurance. This is used for grappling, climbing, and other Strength Checks.

Standard (zombies) - A zombie nomiated as being the Standard for the Outbreak scenario will be the most common form of zombies encountered. It is also the kind of zombie that templates are applied to. Standard zombies will all have an average Strenth, Speed and Sense Level. These

zombies contribute directly to the percenage chance of an Encounter check (E%).

Stronghold - Any location that is deliberately constructed or later modified for the purpose of defense. For the purposes of Trailing Zombies rolls, any location settled upon to rest is considered a Stronghold, even if only for a single night.

Stronghold Level - A Stronghold has a level from 1 to 60 that is determined by adding the following values together: Viability, Population, Science, Culture, Structure, and Morale. Some factors can reduce or increase this level, but the level of the Stronghold determines how well the general population is prepared to return the world to its former state pre-zombie apocalypse. A Stronghold's level is also the number the Trailing Zombies roll has to beat in order to force the players into an 'All Out Defense' scenario. Reaching a target level is a possible victory condition for an Outbreak Scenario.

Structure Class or Structure (Stronghold) - A ranking from 1 to 10 that indicates the natural defensibility of a location. This number is typically static, but can be increased by a vigilant patrol or reinforcing the perimeter. Both require a stable population. Undefended locations can only ever have a Structure Class of 6 at most.

Structure (Vehicle) - This is the durability of a vehicle to be able to withstand impact and physical damage, as well as how well protected any passengers are.

Template Character - Characters who are not based on the player. They are generated by distributing stat points and choosing a type rather than the talents and abilities of the player. Not every Outbreak Scenario has Template Characters; likewise, an Outbreak Scenario can have nothing but Template Characters.

Tertiary Skills - These are bonuses that a skill adds that apply only when a character remains stationed at a Stronghold. Typically, this will take the form of bonuses to a Stronghold's Viability, Culture, Science, Structure or Morale.

Time - A span of time that is anywhere from 45 - 90 minutes. There are roughly 20 periods of Time that make up a single day. At what point it becomes night depends upon the geographic region and the time of year.

Timetable - This is a list of events that the GM uses to keep track of multiple parties or specific events both within and beyond the character's control, and to track infection in players and general organization of important details as they occur in Time.

Trailing Zombies Roll - The total you get from rolling 1d6 per point of Risk accumulated throughout a mission is the Trailing Zombies roll. If this roll is greater than the level of the player's Stronghold then the players are forced to defend it against an 'All Out Defense'.

Type/Profession - A template character's 'Type' determines what kind of skills they have and what sort of profile bonuses or penalties they have based upon their profession.

Weight of Numbers Bonus - The bonus added to any Strength roll that can be modified with the addition of extra participants. This bonus is equal to +5 per participant (so +10 for two, +15 for three, +20 for four and so on). Typically, this is used in grappling with multiple participants, but it is used for any Strength check that uses multiple participants.

Willpower (Will) - One of the core SPEW attributes: A character's Willpower is a character's ability to withstand psychological strain and endure strenuous or tedious mental tasks.

Viability (Via)- A value from 1 to 10 that indicates a location's ability to be self-sustaining. It is one of the factors that determines a Stronghold's level. This is the most difficult Stronghold attribute to modify in an Outbreak Scenario.

Victory Condition - The event or goal once reached that the players can be considered victorious against the zombie threat. The Victory condition will alter the character's choice of missions significantly.

Victory Sub-Condition - Any goal or milestone that once achieved, brings the chararacters closer to the Victory condition. Typically, this involves a larger award of Gestalt dice.

Viral - The amount of exposure a character has to the zombie virus. The higher this total, the faster they will succumb to the infection. This number is subtracted from any natural healing rolls a player must make.

Zombie - A blanket term for any creature, human or otherwise, that has been reanimated by the zombie virus.

Zombie Kill % (ZK%) - the percentage chance of killing a zombie that combines the weapon's Lethality and the user's Ranged or Melee Attack value. Each point of a zombie's Defense will add +1 to the Difficulty of a ZK%.

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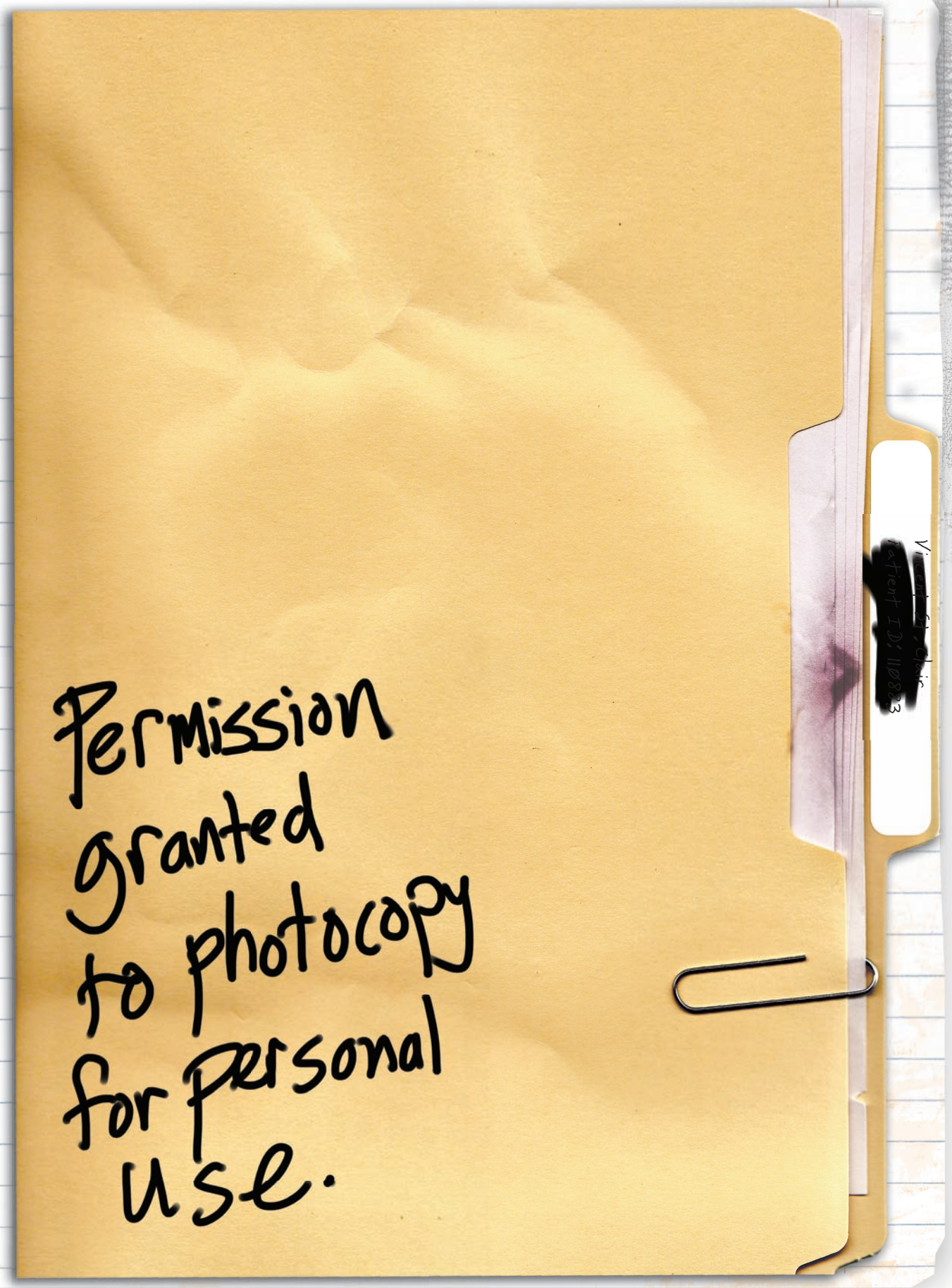
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Material for Photcopy


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granted
to photocopy
for personal
use.

Weapon/Tool: _____

CU: _____
FC: _____
Ammo: _____
Capacity: _____
Value: _____

Attack	Lethality	ZK%
+	Short =	
+	Med. =	
+	Long =	
Damage:____		

Defensive Weapon?: Y / N

Special Rules: _____

Clothes/Armor: _____

Defense	Armor bonus to Def.	Total Def.
+	Flesh =	
+	Impact =	
Bite Resist %:____		

Coverage Area: _____

CU: _____

Special Rules: _____

Name: _____
Gender: _____
Height: _____
Weight: _____
Date of Birth: ___ ___ ___ Gestalt Dice: _____

Melee Attack: ____ Base Defense: ___
Ranged Attack: ____ Full Defense: ___

SPEW - AI
STRENGTH • PERCEPTION • EMPATHY • WILL
ASSESSMENT INVENTORY

TEST RESULT FORM

Testing Center: [redacted]
Administrator: [redacted]
Date: [redacted]

The following information is to be used by the adminstrator for diagnostic purposes. It represents t... results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Strength: _____

Participant showed exceptional ability in STRENGTH in the following w...

skills _____

Perception: _____

Participant showed exceptional ability in PERCEPTION in the followin...

skills _____

Empathy: _____

Participant showed exceptional ability in EMPATHY in the follo...

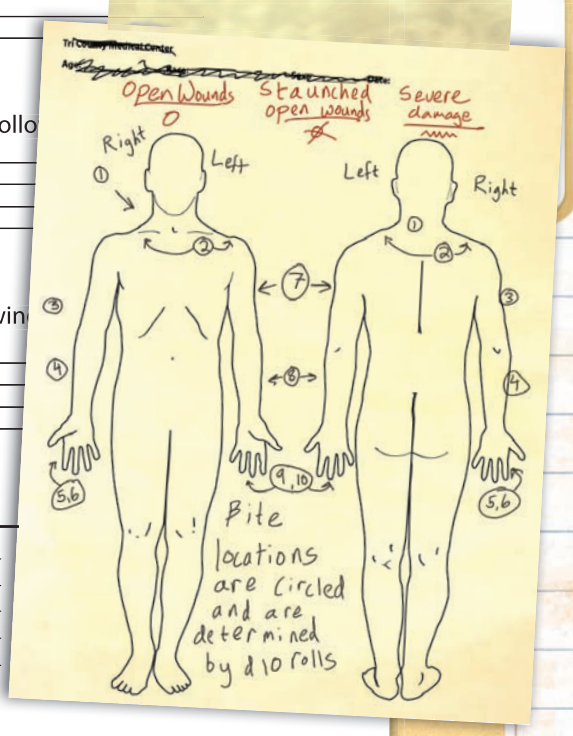
skills _____

Will: _____

Participant showed exceptional ability in WILL in the followin...

skills _____

Bite Resist % ___
Viral: ___
Health: ___



Equipment:

Name	Bonus	CU

STRONGHOLD RECORD SHEET..

Name of Stronghold: _____

Description: _____

_____

_____

_____

Location:

Number of floors: _____

Maximum Population: _____

Outbreak Level: _____

Viability: _____

UPGRADES/MODIFIERS

Structure: _____

UPGRADES/MODIFIERS

Population: _____

UPGRADES/MODIFIERS

Culture: _____

UPGRADES/MODIFIERS

Science: _____

UPGRADES/MODIFIERS

Morale: _____

UPGRADES/MODIFIERS

Additional Notes/Upgrades: _____

_____

_____

TIMETABLE..

DAY

TIME	PLAYER CONTROLLED EVENT	GM CONTROLLED EVENT
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

NIGHT

TIME	PLAYER CONTROLLED EVENT	GM CONTROLLED EVENT
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

DAY

TIME	PLAYER CONTROLLED EVENT	GM CONTROLLED EVENT
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

NIGHT

TIME	PLAYER CONTROLLED EVENT	GM CONTROLLED EVENT
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Notes

Good Luck, Survivor

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