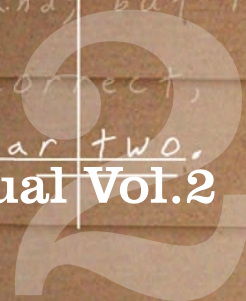


# Outbreak:

# UNDEAD

Annual Vol.2

So much time is slipping  
from me. Time blends  
together into an continua  
cycle of misery. The  
rotting wasteland, but if  
my counting is correct,  
this has been year two.





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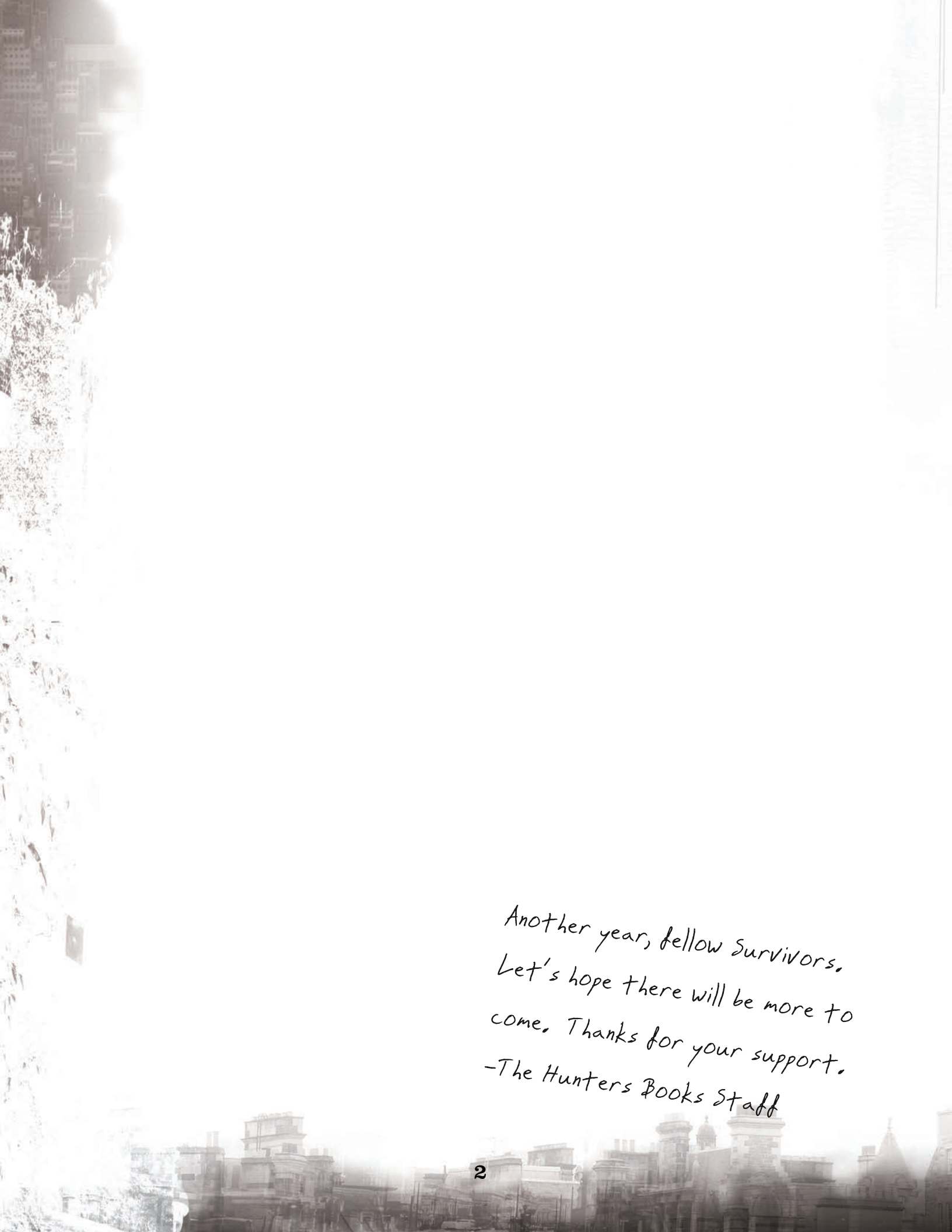
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Another year, fellow survivors.  
Let's hope there will be more to  
come. Thanks for your support.  
-The Hunters Books Staff

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# Introduction

Our second Annual: the benchmark of another successful year. As always, the thanks extends to you, our fans. We are hoping that this year's Free Content Friday lived up to your expectations and we're looking forward to writing more. However, after three years of production and two years of Free Content Friday, the quality of suggestions and talent and vigor of you, our fans indicate that it's time for us to open our doors a little more. This will be the last Annual that will feature material written exclusively by us, the creators of *Outbreak: Undead*. The upcoming year will be a big one. With the release of *Outbreak: Wild Kingdom*, *Outbreak: Deep Space*, *The Gamemaster's Companion* and a host of campaigns, starting with *White Out*, our enthusiasm and production is by no means diminished. We feel the transition of FCF from strictly us providing content to thank you for your support into one that also includes a celebration of the creative ability of our community will be one that will make for an exceptional 2012-2013. Thanks again Survivors and we look forward to the privilege of producing more for you in this upcoming year!

From the *Outbreak: Undead*.. Development Team,  
--Christopher J. De La Rosa, Ivan Van Norman, Robert B. Watts



Christopher De La Rosa



Robert Watts



Ivan Van Norman

# Types

## **The Rag and Bone Man..**

*First apperance FCF Vol. 019*

The Rag and Bone Man was once a fixture of city streets, trading bits of rags, bones and scrap metal to later sell to factories that would melt down into raw material. The niche for the Rag and Bone Man's industry existed because many people lacked the means to haul their own scrap away or transport such material away from their homes. A similar trait follows the homeless, who travel the streets picking through garbage for any recyclable materials to sell.

A true Rag and Bone Man, however, is one who makes a business out of this endeavor. In the event of a zombie apocalypse, a civilization can be brought completely to its knees. A person who dedicates their time to picking through ruins to find useful things to sell or trade is not only a viable profession, but in some cases a necessary industry in and of itself. A group of survivors will often find a Rag and Bone Man as a welcome sight as they can potentially barter with them

in order to find any supplies that the survivors themselves have been unable to find. Less scrupulous people would rob the Rag and Bone Man, but this would be akin to killing the goose that lays golden eggs. A Stronghold might find it in their best interest to provide amnesty and protect Rag and Bone Men, for giving them the ability to search the nearby area for useful supplies and offering their wares for sale or in exchange for a safe place to call home.



## Rag and Bone Man

The benefit of having a Rag and Bone Man operating nearby or out of your Stronghold is that they can shoulder some of the burden of keeping your supplies topped off and even find something unique or useful from time to time.

### Price

All Rag and Bone Man's services come at a price. They will require items of specific combined Value equal to the 'Value' in their entry in the book plus any relevant modifiers due to Outbreak Level. In most cases, this is not some ruthless profiteer at work. Very often, a successful Rag and Bone Man will have relationships with multiple Strongholds and they use what your characters pay them to barter with, or get supplies that may be harder for your own characters to get on their own. In a bizarre way, these people will act as a means of facilitating an economy that will not be based solely on things that are needed to survive. A Rag and Bone Man may have a special item or two that they carry around so they can potentially find someone who is willing to pay a high enough price for it.

Price can be reduced in Value equal to the Morale of the Stronghold and/or the DoS of an 'Emp - Diplomacy (Bribe/Barter)' check. If this reduces the Price to less than 1, then the Price is 1. This represents the Rag and Bone Man generally doing a favor.



Make note that DoF in a 'Emp - Diplomacy (Bribe/Barter)' check will increase the Price in the same way DoF will decrease it.

### Inflation

All Food, Weapons, Ammunition and Medicine have an increased Value for the purposes of trade as they are almost a guaranteed to be in the highest demand. Their Value for trade and purchase is increased by 1 per Outbreak Level. This includes the Value of items given to the Rag and Bone Man for trade, and not just items purchased from him or her.

### Special:

#### *The Cart*

The cart or vehicle of a Rag and Bone Man has the benefit of not depleting the resources of the Stronghold. All purchases made from the Rag and Bone Man will not add Degradation points to an item from a Stronghold Resource Catalog.

Each day (20 Time) one of the following options can be taken to characters interacting with a Rag and Bone Man.



## Storefront Options

- **Scavenge**  
Price: 2d6 Value  
Expand a Stronghold Resource Catalog as if the characters searched a specific location successfully as per a 'Raid' mission.
- **Restock**  
Price: 1d6 Value  
Remove 1d3 Degradation points from one item in your Stronghold Resource Catalog.
- **Rag and Bone**  
(Price: n/a) Exchange items with Value for raw materials (Generic Resource). 1 Value will be exchanged for 1 Generic Resource that can only be used for mission prerequisites.
- **Premium Item**  
(Price: Value of item x OL)  
Any one item with a Value can be purchased without it being on the Stronghold Resource Catalog. Only one example of such an item can be purchased. This can also be used to purchase a luxury item that will increase Morale by 1. In this case, treat the Value as being d3 for purposes of determining price.

## Diplomacy

- **Lay of the Land**  
1d3 Value  
This information can substitute the prerequisites for any Search or Raid missions.
- **Please Stay!**  
10 Value - Stronghold Morale  
A Rag and Bone Man is persuaded to stay at

the Stronghold to take advantage of another Storefront Option.

- **Trade Goods**  
X Value  
Voluntarily give items for purposes of trade for a specific item from another Stronghold without interacting with them directly. This will allow characters to make Purchases from the Resource Catalog of another Stronghold equal to the Value + Degradation on the Stronghold Resource Catalog.
- **Ferry**  
1 Value per 30mi + Environmental Modifiers  
A Rag and Bone Man is sometimes in possession of a cart or a transport vehicle to carry more cargo to sell. A party of characters can buy passage using the Rag and Bone Man's conveyance.

## Shelter

A Stronghold of high enough Stronghold Level can attract a Rag and Bone Man to take residence there. This will ensure a steady supply of resources in exchange for safety. This usually requires a good enough 'Emp - Diplomacy (Coax)' check or the fulfilling of some objective as set by the GM. A Rag and Bone Man that seeks shelter in a Stronghold will not need 'Please Stay!' to be attempted in order to take advantage of their services over multiple days. Although a Rag and Bone Man may abandon a Stronghold with low Morale.

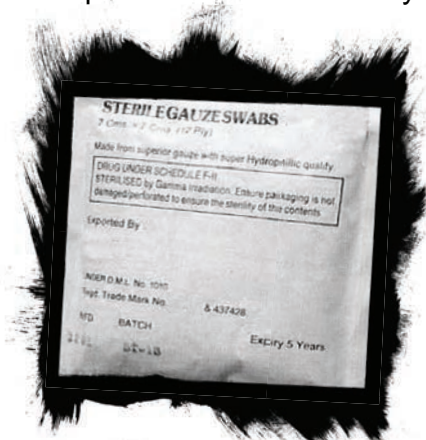
The Rag and Bone Man will stay another day if a check is passed with +10% success per Morale and +5% per Structure.

## Encounter

An Encounter with a Rag and Bone Man can be made if an Encounter Check is made with 5 or more Degrees of Failure.

## Hazardous Job

A Rag and Bone Man's job is very dangerous at times. Whenever an E% is rolled that turns up a result of a Rag and Bone Man, make another Encounter Check. If the check fails, the Rag and Bone Man is encountered alive and well. If the E% results in zombies, the Rag and Bone Man's corpse is found eaten, but the cart remains. The cart can be looted for 6d6 Resource that can make purchases without restrictions of specialty. If the E% results in Vigilantes, the Rag and Bone Man is found killed and his or her cart is thoroughly looted. Only 1d6 Resource is found and they obey the normal restrictions of specialization and rarity.



## To those who have been bitten:

I know how you feel. I was you once. I write this after having passed through that dark night of the soul; having stared into the face of death and known full well that you are going to be close companions soon. You are afraid now because you still believe that you have so much more to accomplish. So much more of life you had to live. How cheated you must feel knowing that your days are now cut drastically short. I am telling you now that you are correct. Your life has been cut short, and it is true that with more time that you could have maybe done a little more, but to say that that you have been denied the fullness of life, of what it has to offer. That is not true. I write this now, in my dying days, more full of life than I have ever felt. I look back at how I lived before I knew that I was going to die, and I actually mourn that more than anything. I thought I knew how to live and I thought I appreciated life, but that simply wasn't the case. I was surviving. I was not living. The difference between the two becomes so much more pronounced now that my days are fewer. My friends look upon me with pity, because I will soon die, but I can truthfully say that their pity means little, as it is I who pity them. When I pass, they will be forced to endure their lives still not yet knowing what it means to live. I am writing you this so that you can understand that what you have left of your life is a precious gift. Show those around you that you embrace your remaining days fearlessly. Believe it or not, they are looking up to you. They may be in your shoes at any given time and they are looking to you as to what they should expect. I am telling you now, that I saw a woman who was in my (well, our) current predicament and she embraced it courageously. She showed me that it was possible to look forward to your remaining days with a vigor that is not only commendable, but enviable. That is why I can write this to you now with the fullest of confidence. So please, for your friends and loved ones, hell, even your enemies, show them that you will not fear your fate. Embrace it, and you will find a strength that you never thought you had.

-John.

# The Living Dead

First Appearance FCF Vol. 024

Template Type added to any existing character Type

Under many Outbreak Scenarios, one bite from a zombie can signal the beginning of the end. However, certain strains of the virus allow a character to make use of their remaining time. A character can associate themselves with those that are likewise infected to make use of their remaining time. They are occasionally marked and live apart from the rest of the Stronghold, or choose voluntary exile. They may undertake special missions on behalf of the Stronghold in order to make the best use of their remaining time.

Bonus Skills: Heroic, Night Owl, Early Bird

## Special:

### *Fearless*

The Living Dead use mantras or prayers, or have otherwise rid themselves of the fear of dying. They embrace their remaining days without any fear. This renders The Living Dead immune to 'Panic'.

### *Living Martyr*

The Living Dead are living martyrs to their fellow survivors. Any grief they may feel is fleeting in the face of their bravery. The death of The Living Dead will not cause the loss of Morale.

The Living Dead choose one of

the following mantras to adopt:

**Zeal** - This Living Dead has dedicated themselves to eradicating as many undead as possible with their remaining days. The Living Dead that adopt Zeal are immune to Pain and get a +15 bonus to Melee Combat and Grapple checks. In addition to this, This character will earn 1 SP per zombie killed for their Stronghold.

**Magnum Opus** - This Living Dead has dedicated themselves to one final project to act as a culmination of their life's work; their single-minded devotion to their craft providing ample distraction from their looming mortality. This character can take any single 'Construction/Repair' mission and can cut the amount of Time needed to accomplish it in half, as the character will work tirelessly, foregoing sleep. Each Time spent on a 'Construction/Repair' mission will earn 1 SP for their Stronghold.

**Marathon** - The Living Dead chooses to spend their remaining time trying to reach a great distance, perhaps with a message or just to see how far they can go. They either have some way to communicate with their Stronghold or they already know what destination they are going to reach in advance. For whatever reason, arriving at the destination successfully will grant the Stronghold 1 SP per mile traveled to reach the destination. If they are acting as couriers, then they instead earn 15d6 SP

immediately upon arrival. The Living Dead travelling in this way can reduce any Difficulty to a 'Str - Endurance' check by 1 by taking d3 damage.

**Suicide Attack** - This Living Dead has decided to let their remaining time be dedicated to bringing his enemies as much mayhem as possible. A character must undertake a Demolition mission that can either be used as-is in the Mission entry of the *Outbreak: Undead Core Rulebook* or they can use it to take out large concentrations of zombies. In this case, the lone Living Dead can carry all of the Munitions and can undertake this mission alone or with other Living Dead 'Success' entry to include: "...or reduce Risk to 0 and grant 10d6 SP to the Stronghold".

**Trailblazer** - The Living Dead leaves the Stronghold with as many cans of spray paint or trail markers as they can carry. They spend their remaining time searching the ruins of civilization and marking them for the remaining Survivors to better know what's in buildings. The Living Dead takes a prolonged 'Scout' mission and instead of gathering supplies, he or she marks the building. Each mission success will not gather Resource, but will generate one 'Trail Marker'. Survivors can spend 1 Trail Marker during any mission to undertake a Scout mission with immediate success and without requiring any Time to be spent.

# Bestiary

## The Maneater

*First Appearance FCF Vol. 023*

Almost as if taking a note from the mindless zombie hordes around them, there are those that have quickly resorted to cannibalism. They are terrifying, often patrolling the ruins of civilization to capture human cattle. If they were to discover the location of your Stronghold, the results would be catastrophic. These are not rogue individuals who resorted to cannibalism early, this is much different. Culture devolves to such a point where it becomes socially accepted to eat your own kind; what was once taboo is now embraced as the new norm.



### Maneaters

Same as 'Vigilantes' except the following additional rules apply:

#### *Desperate Times*

Maneaters are rarely just a group of sociopaths. Instead, they are driven to cannibalism out of need, and the power of cognitive dissonance validates this gruesome act after the fact. Due to this, Maneaters can only be a part of Outbreak Scenarios at OL 3 or greater.

#### *Heartless*

Maneaters, now seeing all humanity as being various degrees of edible leaves very little that survivors can do to sway them. Maneaters

are immune to all forms of Diplomacy. This includes immunity from any Diplomacy methods or bonuses that are granted by a character's Type that may allow Diplomacy against Vigilantes.

#### *Cattle Rustling*

Maneaters will greatly prefer to capture survivors alive as opposed to killing outright, preferring to slaughter their "herd" as needed. Their weapons and tactics will reflect such motivations. Maneaters will provide a GM access to the following Hazards\*: Trapping, Capture Alive and Slaughter.

#### *Post-Traumatic Stress Disorder*

Characters that are rescued from a group of Maneaters will no doubt have been subjected to a level of horror that they dare never speak about. Unless a Stronghold has a 'Therapist/Social Worker' or 'Priest/Preacher/Rabbi/Monk' Type to help them cope (by passing the 'Empathy' check as per their Type's ability) the rescued character will take a permanent loss of 1d6 Empathy.

*\*Hazard on page 36*

# O.B.M.

## The Bone-Eater

First Appearance FCF Vol. 014

### OBM Template added to Hellhound

The Bone-Eater is a massive hound that has been twisted and driven mad by the zombie virus. It will attack, kill and eat indiscriminately both living and zombie alike. It appears to be living as its growth is not just constant, but rampant, even outgrowing its own skin at the joints (and even later, all over its body). It is so horrifying that even other Hellhounds steer clear, no longer recognizing it as part of their pack. This is even more evident when the Bone-Eater feasts upon them to fuel its own staggering growth.

Size: 2 (0 Base + 2 OBM)

Strength: 26 (10 base +4d6 OBM)

Damage: 3d6 (d6 base +2 DoS OBM in grapple)

Defense: G-0/R-2

Perception: High (Lv. 4)

Speed: Very Fast [Lv 5] (Level 4 base +1 OBM)

Empathy: n/a

Senses: V/S/H/L [20/40/20/20 = 100 E%]

(+L from OBM)

Viral: 1

Lair - Forest, Urban

Attacks - (0-3 DoS) Bite - 3d6 damage,  
4+ Flesh Tear (6d6 + 1d6 per DoS)

### Special:

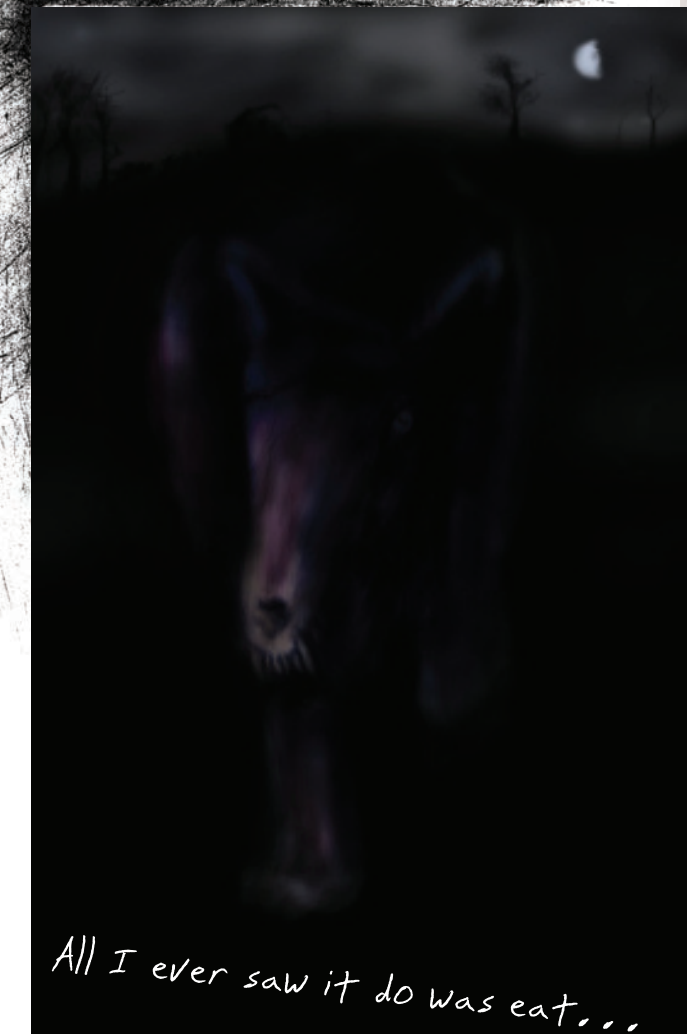
Stalker, Resistance - Shot weapons, Bane - Fire,  
Pounce, Track

### Indiscriminate Killer

The Bone-Eater will attack both The Living and zombie opponents, whichever is the closest target. They will also prioritize wounded and injured as targets over healthy ones.

### Insatiable Appetite

The Bone-Eater will never pursue survivors if any zombies or The Living were killed in the same encounter with it. It will stop to consume



the entire corpse. However, fleeing an encounter with The Bone Eater when there is nothing to consume will cause it pursue as per the 'Stalker' Horror Trait. Attacking a Bone Eater while it's eating will immediately provoke it to attack.

### Scent

See 'Insatiable Appetite' to see when to apply this Horror Trait. Otherwise, it is exactly the same.

### Unstable Growth

The Bone-Eater will gain some sort of random mutation or grow at a shocking rate. Every time an Encounter is made with The Bone Eater and it doesn't pursue as per Insatiable Appetite, it will acquire any number of traits based on what it ate. The Bone-Eater will count having eaten the corpse of any character, The Living or zombie opponent that was left behind when the characters flee. Consult the two tables on the right to see what sort of properties The Bone-Eater will have once it consumes a certain kind of opponent.

### Hunt in Packs

At +3 Size, as per their Unstable Growth Horror Trait, it will cease to travel in any pack and will become a solitary hunter.

### Terrifying

All 'Will - Resist Panic' checks are at +1 Difficulty when made against The Bone-Eater.

### Unstable Growth Table

#### When a zombie is consumed...

Roll a d10

1-4 - +1 Viral when The Bone Eater attacks

5-6 - +1 Grapple Defense (max +5)

7-8 - +5 Strength

9 - +10 Strength, -1 Defense (min 0)

10 - Horror Trait, +1 Size

#### When The Living is consumed...

Roll a d10

1-4 +1d6 per DoS for damage rolls

4-6 +1 Ranged Defense (max +5)

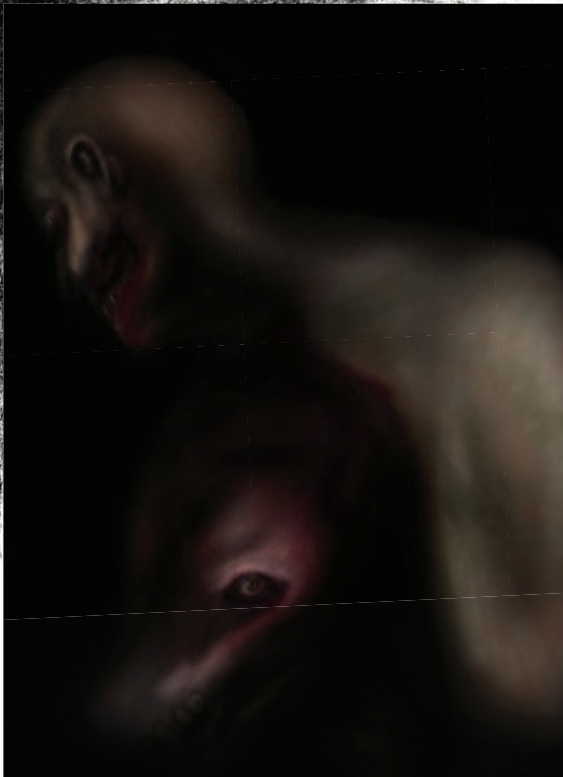
7-8 +5' Movement

9 +10' Movement, -5 Health (max +50' movement)

10 - Horror Trait, +1 Size

## Chimera

First Appearance FCF Vol. 014



### OBM Template added to Grotesque

Whatever cruel and twisted mind thought it a good idea to attempt to graft body parts together into a single functioning zombie organism surely got what they deserved... as there has been only one of these horrifying creatures ever seen. Presumably, the creator was killed. An odd side effect of the zombie virus is that organ and tissue, being largely useless, is startlingly easy to graft from zombie to zombie, even across species. This towering monster has had their flesh and bone carefully sculpted and surgically grafted to its body, the appendages and sometimes heads of zombie beasts into one terrifying creature.

Size: 3 (1 Base + 2 OBM)

Strength: 32 (15 base [or 2d6+5] +4d6 OBM)

Damage: 3d6 (d6 base +2 DoS OBM in grapple)

Defense: G-0/R-1

Perception: Low (Level 2)

Speed: Medium [Lv 3] (Level 2 base +1 OBM)

Empathy: n/a

Senses: L [20]

Viral: 1 (additional heads +1 apiece)

## Special

### Extremely Terrifying

+1 Difficulty to 'Will - Resist Panic' Checks base from the Grotesque 'Terrifying' Special Rule, and an additional +2 Difficulty due to the absolute horror of this monstrosity, for a total of +3 Difficulty to all 'Will - Resist Panic' Checks.

### Triple Threat

If multiple heads (to a maximum of 3) are grafted on The Chimera, this OBM gets an extra attack at a secondary and/or tertiary target of the GM's choice (for each head), every round of Grapple. This can be directed towards

the same target if there are no others to choose from. Penalties for attacking multiple targets are not applied, unless attacking more targets than there are heads on this OBM. The Chimera will count as 1 opponent per head for purposes of 'Weight of Numbers' bonuses. Each head attacks at Strength 20 + the 'Weight of Numbers' bonus and will (obviously) only inflict bite attacks.

### Senses

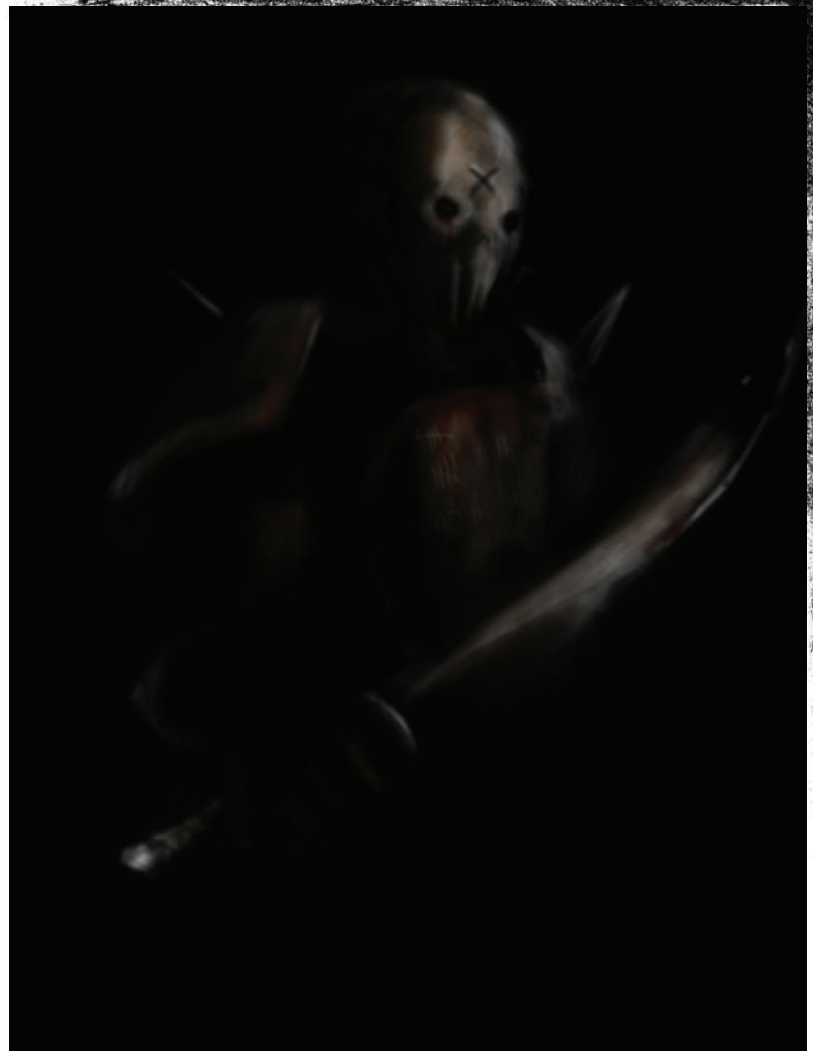
The additional heads may provide additional senses to the Chimera. Lifesense is the default, but each head can add either Vision, Hearing, or Scent.

## The Gladiator

*First Appearance FCF Vol. 014*

### OBM Template added to either Standard Zombies or Vigilante

In the outskirts of town there was once a stronghold that was home to the Lord of the Wasteland. The depraved and drug-fueled empire that the Lord of the Wasteland led must have eventually collapsed, as no one has seen or heard from the inhabitants in almost a month. This would normally be welcome, as the inhabitants of this stronghold were murderers, thieves and even rumored to be cannibals. They would pit their own population and captives in a gladiatorial match against pet zombies. For their own twisted amusement, they would watch as their own champions slew zombie after zombie, and with equal pleasure watch helpless captives with minimal weaponry and no armor whatsoever get devoured. It is here where The Gladiator is expected to have been created. The mysterious slaughter of the Lord of the Wasteland's stronghold has been tentatively linked to the new terror that stalks the ruins of the nearby town.



## **The Gladiator - Vigilante**

The Gladiator was a champion among The Lord of the Wasteland's warriors. In a drug-induced fury, he would cut down zombie after zombie as the crowd watched. After a while, with the help of the drugs and his already teetering sanity, his perception of reality completely shattered. This prevented him from being able to recognize human from zombie and his body has eventually become dead to all pain for the same reason. In a gory finale, he systematically murdered every inhabitant of the stronghold, although The Lord of the Wasteland was not counted among the dead. The Gladiator now wanders the streets seeking any challenger to his supremacy to cut them down with his savage homemade weapons.

Size: 3 (1 Base + 2 OBM)  
Strength: 45 (25 base +4d6 OBM)  
Damage: 3d6 (d6 base +2 DoS OBM in grapple)  
Defense: G-4/R-3  
Perception: High (Level 4)  
Speed: Fast [Lv 4] (Level 3 base +1 OBM)  
Empathy: 5  
Senses: V/H/L [15/15/15 = 45 E%] (+L from OBM)  
Viral: 0

### **Weapons - 2x Large Bludgeoning or Slashing weapons**

#### **Special:**

#### **Addiction 'Serious' - Drugs**

Constantly subjected to daily (or more) doses of performance enhancing/hallucinogenic drugs, this OBM will treat Opiates or Stimulants as 'Bait' when determining Encounters.

#### **Survivor Bane Weapon**

Large Bludgeoning or Slashing weapons. This OBM is deadly with both hands, and wields a massive weapon in each in order to be a more efficient killer. An attack or Grapple with 5 or more Degrees of Success will result in a grisly demise for the survivor they are attacking. All other characters in the Encounter must make a 'Will - Resist Panic' check.

## **Single Combat**

So used to engaging and killing a single opponent, once a randomized target has been picked, this OBM will pursue and attempt to kill this single target until he or she is utterly destroyed. Even if this OBM takes damage from other sources, he will still only go after his primary target. Once selected, that target counts as 'Bait' for the purposes of determining encounters. Only 'Bait: Drugs' can dissuade this OBM from attacking his primary target.

## **The Gladiator - Zombie**

The Gladiator is a zombie that was created as the ultimate arena opponent. The Lord of the Wasteland grew tired of the same zombie opponents being hacked down and butchered, only to be re-supplied by the captives who didn't stand a chance against them. He needed a true challenge for his warriors to up the ante. He created The Gladiator. He selected the largest and strongest zombie he could find (rumored to have been his favored living warrior that he deliberately slaughtered and infected specifically for this purpose). He then had armorers weld armor plating to the head and drilled armor directly onto its body, sending the securing bolts clear through the body of The Gladiator only to be fastened on the other side. This resulted in a zombie opponent that was virtually impossible to kill and insanely strong. It was only a matter of time before this monster got loose... or deliberately released.

Size: 3 (1 Base + 2 OBM)  
Strength: 40 (20 base +4d6 OBM)  
Damage: 3d6 (d6 base +2 DoS OBM in grapple)  
Defense: G-3/R-5  
Perception: Medium (Level 3)  
Speed: Fast [Lv 4] (Level 3 base +1 OBM)  
Empathy: n/a  
Senses: V/H/L [15/15/15 = 45 E%] (+L from OBM)  
Viral: 1



**Special  
Sentience, Resistance - (Shot weapons,  
Slashing Weapons)**

**Grafted Weaponry/Armor**

A Gladiator zombie has armor and weapons literally grafted to their body and are allowed to use them. The increased Defense is reflected in the profile. Grafted Weaponry will increase the Difficulty of Melee Attacks made against it by +3, as characters now have to dodge the swinging blades and spikes attached to the zombie's body. Unlike Defense, this cannot be lowered by any skills or abilities. It also allows a zombie to make Melee Attacks as per 'Sentient' rules.

**Bludgeons**

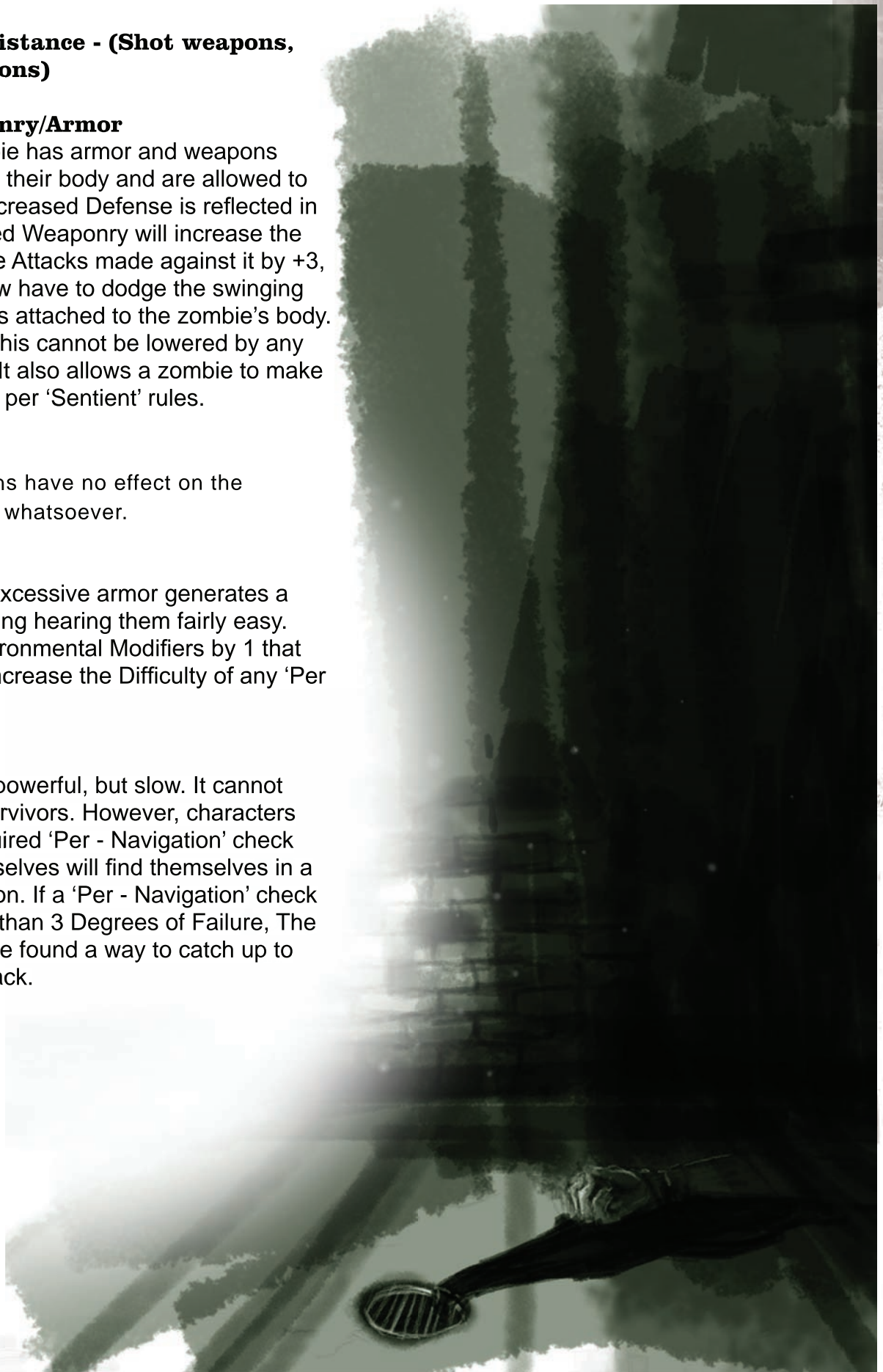
Bludgeon weapons have no effect on the Gladiator zombie whatsoever.

**Noise**

The Gladiator's excessive armor generates a lot of Noise, making hearing them fairly easy. Reduce any Environmental Modifiers by 1 that would normally increase the Difficulty of any 'Per - Listen' checks.

**Ponderous**

The Gladiator is powerful, but slow. It cannot pursue fleeing survivors. However, characters that fail their required 'Per - Navigation' check to re-orient themselves will find themselves in a dangerous position. If a 'Per - Navigation' check is failed by more than 3 Degrees of Failure, The Gladiator will have found a way to catch up to them and will attack.



# Lord of the Flies

First Appearance FCF Vol. 021

*OBM added to Glutton*

The Lord of the Flies is a putrid wall of decomposing meat. There are so many flies around it that the shape of the actual zombie cannot be accurately determined. Its stench is overpowering and its presence brings nausea and decay. The zombie itself may be resistant to decay, but the hundreds of pounds of meat it has consumed are not, and by nurturing this pestilent slurry in their distended gut is what makes the Lord of the Flies such a dangerous and disgusting opponent. Those zombies near the Lord of the Flies will be also be in advanced states of decay, heralding the presence of their great lord with their own fly-drone choked moans.

The Lord of the Flies counts as a 'Glutton' with the following additional rules:

## Special:

### *Vile Evacuation*

This replaces normal 'Evacuation' that Gluttons typically have. The Lord of the Flies nurtures within itself a far more nausea-inducing mixture of blood, bone shards, meat and maggots than the standard variety. It reduces BR% by 6d6 and it will inflict half as much damage to any character who is targeted with this

attack. This represents the biting insects, sharp bone shards and infectious juices that have been violently dispensed on the unfortunate character. The character and all of their worn or equipped gear will become 'Rancid'.

### *Cloud of Flies*

The Lord of the Flies has +3 Defense against Ranged Attacks due to the swarm of obscuring flies that covers its massive rotten body.

### *Biohazard*

If the Lord of the Flies is killed during an 'All Out Defense', the Stronghold must immediately make a separate 'Disposal' mission just to get rid of the remains of the Lord of the Flies.

### *Fly Children*

All zombies deployed in an Encounter with the Lord of the Flies will count as having an additional 'Rancid' Horror Trait.

*\*Hazard on page 35*



# Equipment

## For Your Health

*First Appearance FCF Vol.015*

The discussion of Zombie survival is a forum in which we explore our species' ability to withstand great dilemmas and challenges. While the acquisition of food, water, and safe shelter are the first needs of survival, long term needs start to become apparent as life drags on.

There are obvious detriments to neglecting specific vitamins, (such as scurvy) but a little known side effect of relying too heavily upon one form of nutrition is what is known as "Rabbit Starvation", which is where food is still being consumed, but the nutrition is so poor that the body will still be starved.

While in-game, we hardly recommend keeping track of a character's intake of nutrition, there are some abstractions that can be made about their health based on how characters gather their food. This can add another dimension to your game by forcing characters out of their comfort zone in order to acquire a wider variety of food.

If you, as a GM, find that your players have become complacent and that searching for Food is no longer a major necessity, consider the possibility of applying nutritional modifiers to their checks. Especially if players are only relying on one source

of food for too long. This can be the result of a 'Str – Endurance' check made after a certain amount of time has passed eating the same foods.

+1 Difficulty – 1 Week

+2 Difficulty – 10 Days

+3 Difficulty – 2 Weeks

+4 Difficulty – 1 Month

+5 Difficulty – 90 Days

Here is a list of some of the possible foods that could be lead to "Rabbit Starvation" at their most extreme. This is not to say that what we present is an immediate consequence, but such extreme side effects to having lopsided nutrition intake can be woven into your narrative as a GM to convey urgency to their need to seek new sources of food.

### Canned Foods

Most canned foods are either for the most part fruits, vegetables, or beans in some type of preservative fluid, usually syrup in the case of fruit. Only eating this type of food could potentially result in Diarrhea or High Blood Sugar if solely relied upon, with Diabetes being the most extreme result for those already sensitive to the sugar contents of foods.

### Lean Meat

This includes items like Rabbit, Chicken, and Black Beans (as well as Egg Whites). While only two of these come preserved, it should still be noted they can lead to Fatigue as well as hunger and nausea if relied upon too much, with weakness and death being the most extreme possibility.

### Sweets

It is likely that certain items will still survive after many other foods have expired: sweets and candy. While it is clear that too much of this food is not good for you, it should still be mentioned this is not a reliable source of nutrition and can lead to radical blood sugar problems with years of neglect.

A more immediate and common consequence is that a sugar high and subsequent crash can wreak havoc on a character's Perception with splitting headaches and drowsiness.

### Dried/Smoked Meat

Most of these foods (Jerky being the most common) are high in cholesterol and contain a high salt content. Relying solely on these foods often leads to Constipation, Lethargy, and High Blood Pressure. The worst result being a Stroke or Heart Attack.

# Exotic Weaponry

First Appearance FCF Vol.020

In the heat of battle, soldiers sometimes find better or more effective tools or ways to fight the enemy. The same is true in a post-apocalyptic world. There is no doubt that there are multiple, effective, zombie fighting weapons, and that new designs are constantly created. Here are some genius concepts that require a little elbow grease to create, but could be quite effective against the Undead...

## Double Barrel Pistol

Pistol combined with Pistol

Create Exotic Weapon - 'Double Barrel Pistol'

Prerequisites: Workshop (SU) with Acetylene Torch (3CU), 2 Pistols (non-revolver type), Mechanic or Construction Worker profession, 1 Generic Resource

Time: 1d10 Time

Objective: Chance of success is 10% per participating Population (Mobilized Work Force) plus 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. Craftsman/ Carpenter/Locksmith and Contractor/Construction Worker types may claim their bonus when making the check to determine this mission's success. Police or Military types assisting or attempting this

mission may add a one-time +5 bonus, which does not stack if there are multiples of these Professions attempting or assisting.

Success: A new 'Exotic Weapon - Double Barrel Pistol' is created with the following profile:

### Exotic Weapon - Double Barrel Pistol

Lethality: As Lethality of Pistol Cartridge Used (Small, Intermediate, Heavy) +20/15/10

Range: Reduced to 3'-15'/16'-30'/31'+

CU: 1

FC: As Pistols used

Capacity: As Pistols used (2x)

Value: 3x Value of 2 Pistols used (combined)

Damage: 2x Pistols used

Durability: Reduce Durability by 1.

Failure:

The Double Barrel Pistol is not created, and one of the Pistols and the Generic Resource used in attempting this mission are destroyed/used up. A 'Catastrophe' in this check will result in both Pistols being destroyed. This mission may be attempted again with the proper Resources.

Special:

*Powerful Recoil* - This weapon requires 30 Str to use two-handed, and 40 Str to use one handed to fire accurately.

*More Lead on Target* - This weapon has an increased Lethality due to its ability to put multiple shots on target in a shorter timespan. This increased Lethality is reflected in its profile.

*Double Ammo* - This weapon requires two Clips to be full of ammunition (per the Pistols used), but still only requires one Action to reload.

*Unwieldy* - This weapon can not be used 'Defensively'.

## Rake/Axe Trap

Rake combined with Axe.

Create Exotic Weapon - 'Rake/Axe Trap'

Prerequisites: Long Bludgeon or 2 CU item equivalent (Rake, Mop, Broom, etc), Small Slashing or Piercing Weapon or 1 CU item equivalent (Axe, Hatchet, Screwdrivers, etc), 2 Generic Resource (Duct Tape).

Time: 1 Time

Objective: Chance of success is 20% per participating Population (Mobilized Work Force) plus 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.

Craftsman/Carpenter/  
Locksmith and Contractor/  
Construction Worker types  
may claim their bonus when  
making the check to determine  
this mission's success.

**Success:**

You tape the axe to the rake  
and behold the glory of its  
simplicity. A new 'Exotic  
Weapon - Rake/Axe Trap'  
is created with the following  
profile:

*Exotic Weapon - Rake/Axe  
Trap*

Lethality: 50/-/-

CU: 2

Durability: Reduce Durability  
by 1.

**Special:**

*It's a Trap!* - This weapon  
may instead be laid on the  
ground and left as a Trap  
for zombies. Any zombie  
encountering it will face one  
standard attack against the  
Rake/Axe Trap using the  
Lethality of the Weapon and  
no other modifiers. There is a  
15% chance the Trap will 'Re-  
Set' itself after an encounter  
with an opponent. The Trap  
can be Re-Set by a character  
adjacent to it, at any time.

**Failure:** The tape ripped!

Half of the Generic Resource  
is wasted, and this mission  
may be attempted again  
with the proper Resource. A  
'Catastrophe' in this check  
results in either the Long  
Bludgeon or Small Slashing  
Resource being destroyed.  
This must be replaced prior to  
attempting the mission again.

**Pistol Bladearm**

Long Piercing Weapon  
combined with Pistol Weapon

Create Exotic Weapon - 'Pistol  
Bladearm'

Prerequisites: Workshop (SU)  
with Acetylene Torch (3CU),  
Pistol, Long Slashing Weapon,  
Mechanic or Construction  
Worker profession, 3 Generic  
Resource (Metals and Straps)

Time: 2d10 Time

Objective: Chance of success  
is 10% per participating  
Population (Mobilized Work  
Force) plus 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. Craftsman/  
Carpenter/Locksmith and  
Contractor/Construction  
Worker types may claim their  
bonus when making the check  
to determine this mission's  
success. Police or Military  
types assisting or attempting  
this mission may add a one-  
time +5 bonus, which does not  
stack if there are multiples of  
these Professions attempting  
or assisting.

Success: The blade is  
strapped to the forearm, while  
the hand of the user holds the  
grip of the Pistol creating an  
effective weapon for Melee  
with a readied Ranged weapon  
in emergencies. A new 'Exotic  
Weapon - Pistol Bladearm'  
is created with the following  
profile:

*Exotic Weapon - Pistol  
Bladearm*

**Lethality:**

Pistol: As Lethality of Pistol  
Cartridge Used (Small,  
Intermediate, Heavy)

Blade: 25/-/-

CU: 2

FC: As Pistols used

Capacity: As Pistols used

Value: 10xOL

Damage: Pistol - As Pistol  
Used, Blade 2d6

Durability: Reduce Durability  
by 1 for both Pistol and Blade.

**Failure:**

The Pistol Bladearm is not  
created, and either the  
Pistol or the Bladearm used  
in attempting this mission  
are destroyed/used up. A  
'Catastrophe' in this check will  
result in both the Pistol and  
the Bladearm being destroyed.

**Special:**

*Blade Danger* - Only one  
of these Weapons may be  
equipped at one time due  
to the danger of stabbing  
oneself in the heat of combat if  
equipped with two. Characters  
with the Martial Arts skill at  
Tier 4 or higher may ignore  
this rule.

Reload Danger - This Weapon  
can not be used in Melee  
whilst the Pistol is being  
reloaded.

*Super Effective Defense* -

This Weapon grants a bonus  
of +20% as opposed to the  
usual +10% when used  
'Defensively'.

## **Gear**

*First Appearance in FCF Vol. 021*

### ***AED - 'Automatic Electronic Defibrillator'***

CU: 2

+50% to 'Perception - First Aid' checks on patients suffering cardiac arrest. Must be purchased with 'Rare' descriptor, or raided from a 'Medical Facility', Police Station or Shopping Mall.

### ***Cleanser/Disinfectant, Industrial Grade***

CU: 1

Degradation: 1

This can be used to efficiently clean gear, but it is far too powerful to be used on humans or animals. Each use of this gear will count towards the 1 Resource per CU required to undertake a 'Sanitization' mission to clean equipment.

### ***Disinfecting Cleanser***

CU: 1

Degradation: 1

Each use of this gear will count towards the 1 Resource required to undertake a 'Sanitation' mission to clean a character.

### ***Multivitamins***

CU: 1

Degradation: 0.5

Negate the need for a 'Str - Endurance' check when eating the same type of food. If a character neglects to take them and is forced to make a 'Str - Endurance' check, the character counts as having had proper nutrition up until the point they needed to make the 'Str - Endurance' check for purposes of determining the Difficulty of the penalties associated with malnutrition.

### ***Haz-Mat Suit***

CU: 2

Defense: 2

Covers: all-enclosing

BR%: 30%

This all-enclosing suit will increase the Difficulty of all Perception and Strength-based checks by 1, but will render a character immune to the effects of the 'Rancid' Horror Trait. A character wearing this can still become Rancid, but they themselves will not take penalties for it until the gear is removed. A 'Sanitization' mission can be undertaken while this gear is still being worn.

# Missions

## Sanitization

*First Appearance FCF Vol. 021*

Prerequisites: Rancid gear or character, -2 Scenario Points

Time: 1

Resource: 1

Objective: Spend required Time and Resource cleaning

Success: Remove any 'Rancid' qualities a character or single CU of gear might have. Cleaning gear with multiple CU will require additional Time and Resource (1 of each per CU). When undertaking this mission on a character, increase the Time requirement from 1 to d3.

This mission can also be taken if a character wishes to make Natural Healing as if they had spent time in one higher level of sanitation ('Unsanitary' to 'Clean', 'Sanitary' to 'Very Sanitary' etc).

### Stronghold Upgrade: Sanitary Shower

Prerequisites: Viability 3, 5

Resource

Time: 10d6 Time

Objective: 50% + bonuses from 'Handyman' or some similar Type

Success: Create 'Sanitary Shower' in your Stronghold. A Sanitary Shower will reduce the Scenario Point penalty to 1 and reduce the Time requirement for any 'Sanitation' mission to (effectively) 0, although it is not instantaneous. A character will still need to spend several minutes for the Sanitary Shower to work. The Resource requirement still remains, however.



# Gamemaster's Toolbox

## New Handicaps and Ailments

*First Appearance FCF Vol. 015*

### **Constipation**

Players are considered in 'Pain' for the next D6+3 Time or until they have treated the symptoms with high fiber foods or medication.

### **Diabetes**

Players have both the 'Low Blood Sugar' and 'High Blood Sugar' Handicap, and may have to use either insulin or foods with high sugar content to treat it. If symptoms aren't treated within D3 Time of the failed 'Str - Endurance' check, they are automatically considered to have suffered a 'Catastrophe'.

### **Diarrhea**

Players must be 'Inactive' for D3+1 days while they suffer the effects of the illness. Extra water is needed as 'Dehydration' is a possibility. Players cannot be part of any missions or activities taking place in the Stronghold. This time can be halved with medication.

### **Gout**

This is a form of arthritis that is a result of diet, as a result of build-up of uric acid in the joints. Many different types of food, items like alcohol, red meat, sugary drinks, and liver can aggravate it. All outbreaks of Gout are extremely painful, and though most last only several days, severe outbreaks

can sometimes last several months if not years.

If players are including the items common to Gout in their diet, they must make a 'Str - Endurance' check at the end of the day adding +1 modifier for each day they continue to consume the food in question.

If not, they are subject to 'Pain' for the next D3 + 1 days as long as they cease eating the food that leads to the uric acid buildup.

### **High Blood Pressure**

Players suffer anywhere from a +2 to +5 difficulty modifier when making 'Str - Endurance' Checks, and if failed may result in 'Pain' until blood pressure is lowered.

The result of a 'Catastrophe' could be as mild as fainting or as extreme as heart failure.

### **High Blood Sugar**

Players must make a 'Str - Endurance check', adding a +1 difficulty modifier for each meal they have consumed that is a high sugar content up to that point. If failed, players suffer anywhere from a +1 to +3 difficulty modifier to all 'Per - Checks' for the next D10+5 Time as long as steps are taken to lower blood sugar, with a 'Catastrophe' leading to at the least

reduced healing capacity and the worst a coma.

### **Lethargy/Fatigue**

Players can only be 'Active' 4-6 'Time' before they require rest. They will need the full 8 (if not 10) hours in order to feel 'Rested'.

### **Low Blood Pressure**

Players must make a 'Str - Endurance' check to be 'active' with low blood pressure with a +1 difficulty for each 'Time' they continue to be active afterwards. A failure will result in a +1 to +5 difficulty modifier to all SPEW checks with a 'Catastrophe' leading to anywhere from fainting or death.

### **Low Blood Sugar**

Players must make a 'Str - Endurance' Check or suffer anywhere from a +1 to +3 Difficulty modifier to all 'Emp - Checks' for the next D10+5 Time as long as steps are taken to raise blood sugar. A 'Catastrophe' can lead to the same difficulty for all 'Per - Checks' or fainting/coma.



# Stronghold Upgrades..

*First Appearance FCF Vol. 017*

*In the world of Zombie Survival, one can never truly be safe. Security often comes in layers upon layers of protective systems, back-up plans, and obstacles designed to thwart an enemy's insistence on intruding. Survivors can choose between modern technologies and ancient technologies to help spot and fend off their would be attackers.*

## Moat

For added protection, it is decided a barrier protecting the exterior of the Stronghold should be created. This moat is typically a deeply dugout pit or trench protecting a strategic entrance, or evenly across all sides of a Stronghold.

### Prerequisites

2 Pop, 2 Resource

Time: 1d10 Time +  
Environmental Modifiers

### Objective

Chance of success is 10% per participating Population (Mobilized Work Force) plus 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. Craftsman/ Carpenter/Locksmith and Contractor/Construction Worker types may claim their bonus when making

the check to determine this mission's success.

### Success

A single moat is created deep enough to prevent a Size 1 creature from being able to escape without assistance if they fall into the moat. This mission will create a Moat for only one side of a Stronghold or structure. Additional missions may be undertaken



to create Moats on the other sides of the Stronghold or structure, or to create additional layers of Moats.

#### **Failure**

The Moat is not created (not dug deep enough or the walls strong enough), and half the Resource used to construct it is wasted. This mission may be attempted again with the appropriate Time and Resource.

#### **Special**

##### *Watertrap*

If an additional 1d10 Time is spent, and a reliable source of Water is nearby, the Moat can be filled with water to any desired depth.

#### **Spikes!**

After the successful creation of the Moat, if the Watertrap special rule is not taken, the Moat can be filled with sharpened spikes for an additional 2 Resource and 1d3+2 Time per Structure, following the rules of Spear Trap in the *Oubreak: Wild Kingdom* supplement.

#### **River of Fire**

After the successful creation of the Moat, if the Watertrap special rule is not taken, the Moat can be filled with ignitable oil/gas to make the Moat much more deadly. Any Zombie, Beast, or Living in this Trap when the the Trap is ignited and will become 'Engulfed'. The cost of this is 2 CU of fuel, and 1 Time. This

can be re-set with an additional 2 CU of fuel and 1 Time.

#### **Poisoning the Well**

A Moat may have a mix of zombie beasts and uninfected beasts. The zombie beasts will attack the uninfected ones and render them inedible as food. The chance of this happening is 5% per OL.

#### **Blight**

If the Moat is not one that is a River of Fire, then the moat will have to have the corpses cleaned out or burned with a 'Disposal' mission after an 'All Out Defense' mission. Failing to do so will reduce Stronghold Viability.



## Security Cameras

AKA Closed Circuit Television (CCTV)

For added surveillance, it is decided a visual security system monitoring the exterior of the Stronghold or Safehouse should be created. This is usually a series of cameras connected to monitoring Televisions in a control room or central location where they can easily be seen by someone 'On Watch' from the safety of the interior of the Stronghold.

### Prerequisites

3 Resource raided from a location containing 'Electronics' or 2 Video Cameras (of any type or size) and 1 Television set. 2 Generic Resource (wiring and mounting). Stronghold Science 2. 2 Population. Power or Batteries.

### Time

1d6+1 Time. -1 Time for each additional Generic Resource used, to a minimum of 1 Time.

### Objective

10% per Science of the Stronghold, plus 5% for each Population involved past the required 2. Characters with the Electrician Profession may apply their skill bonuses to this check as well. If a character with the Security Guard profession is making the check, or a member of the population in this mission, add an additional one time 5% bonus.

### Success

One wall or side of the Stronghold or Safehouse is now considered 'Monitored'.

The area 'Monitored' can be viewed as if the character were viewing the location from the position of the cameras.

### Failure

The cameras were not effectively mounted, the wiring was faulty, or some other unforeseen problem prevents the cameras from effectively monitoring an area. Half the generic resources are wasted. This mission may be attempted again with the appropriate time and resources.



### Special

#### *You Broke the One Piece!*

If a Catastrophe is rolled when attempting this mission, apply the results of normal failure, and one of the 'Electronics' Resource is wasted, and must be replaced prior to attempting this mission again.

#### *We Don't Have the Power!*

If the system is being run on Batteries, the benefits of this Security System only apply when the system is Powered. Thus, when the Batteries degrade, all benefits cease.

### *We Need Eyes Everywhere*

If all sides of a Stronghold or Structure are 'Monitored' via repeated successes in this mission, reduce Risk by 1d6 when making a 'Trailing Zombies' Roll during an 'All-Out-Defense' Mission. One Population must be dedicated to 'Monitoring' the system at all times (this can be done in shifts) in order for the reduction of Risk bonus.

### *Well Monitored*

Multiple Televisions can be linked to the system so that all cameras are 'Monitored' 100% of the time. Add 1 'Electronic' Resource or 1 Television for each Camera to gain access to this SR. Remove an additional 1d3 Risk from Trailing Zombie Rolls to this Stronghold or Safehouse. Again, a dedicated Population must be Monitoring the system.

### *We'll Just Observe*

A Recording Device (VCR, DVD-RW, Computer, Recordable DVR) can be added at the cost of 1 additional 'Electronic' Resource per Television. In game terms, recording is only useful if characters want to access the footage when there is not a dedicated population Monitoring the system, or if missed footage wants to be accessed again. Recordings can be set for 1 Time or 20 Time increments up to a max of 60 Time on one Recording Device. These recordings can be stored on their Compatible Recording Drives (CDs, DVDs, hard drives, etc) at a cost of 1 'Electronics' Resource for 3 Compatible Recording Drives.

# Medical Bay

*First Appearance FCF Vol. 013*

Bad things can happen out in the field. Be it a sprained ankle or multiple gunshot wounds, a well equipped Stronghold must be prepared for medical emergencies when its populace heads into dangerous territory on a regular basis.

## Prerequisites

- Stronghold Science Level: 3
- 12 Resource of gear gathered from a 'Per - Search' check or a mission success of a 'Supply Raid' mission from any of the following 'Medical Facility' locations: Clinic, Doctor's Office, Firestation, Hospital, Pharmacy, or Veterinary Hospital.
- 4 Generic Resource (eg: bed, sheets, large table that patients are placed on in order to be treated, etc.)

## Time

7d10 Time to construct

## Objective

Chance of success is 10% per participating Population (Mobilized Work Force) plus a bonus of 10% per additional Resource spent beyond what was required by the Prerequisite (Generic Resource only). No more than 1 additional resource per population mobilized to help complete this mission can be used in this way. Craftsman/ Carpenter/Locksmith and Contractor/Construction Worker types may claim their bonus when making the check to determine this mission's success.

## Success

A large room inside the Stronghold becomes a Medical Bay. Every 'Per - First Aid/Diagnosis' check

made while in the Medical Bay will gain an additional +25% bonus. Also, any 'Advanced Medicine/Surgery' checks will allow the Doctor/Surgeon types to claim their bonus to the check while inside the Medical Bay, and will also grant an additional +10% bonus to these checks.

## Failure

The Medical Bay is not created, and half the Resource used to construct it is wasted, but only from the Generic Resource used, not the resource gathered from medical facilities (as these materials are placed into the Medical Bay after its creation, not in building the room itself). This mission may be attempted again with the appropriate Time and Resource.

## Special

### *Medical Bay Resource Catalog*

The 12 Resource gathered from the medical facilities are not consumed in the construction of the Medical Bay. This resource gathered instead represents actual Gear, which forms a Medical Bay Resource Catalog. The Medical Bay Resource Catalog must be comprised of Healing Items or Gear that is medical in nature (eg: Antiseptics, Antihemorrhagic/Haemostatic Medicines, Blood Units, First-Aid Kits, Non-Adherent Gauss Pads, Penicillin, etc.), but instead of purchasing items like a normal Resource Catalog,

the Medical Bay allows for medicine mission options for purchase. This will degrade the supplies of the Medical Bay, representing the Resource used to purchase the mission option, as is determined by the GM based on severity from the following list of three options:

- Triage Missions: 'First Aid/Diagnosis' checks (eg: Heal Damage, Staunch Wound, Treat Burn/Frostbite) - *Degrades 2 Resource*
- Trauma Missions: More serious 'First Aid/Diagnosis' checks (eg: Bone Setting, Open Wounds from bullets or blades) - *Degrades 4 Resource*
- Surgery Missions: 'Advanced Medicine' checks (eg: Compound Fractures, Multiple Open Wounds, Deadly Poisons) - *Degrades 6 Resource*

### *Stocked and Replenished*

The Medical Bay Resource Catalog must be constantly re-stocked to retain its benefit to the Stronghold. If the total Resource in the Medical Bay's Resource Catalog ever falls below 5 CU of total Resource, the Medical Bay will no longer grant its bonuses to 'Per - First Aid/Diagnosis' or 'Advanced Medicine/Surgery' checks. The Medical Bay Resource Catalog is allowed to be over-stocked, and this is definitely encouraged.

**Well-Kept**

If the Medical Bay is cleaned with chemical cleaners (1 CU) on a weekly basis, it will count as a 'Sanitary' environment for purposes of Natural Healing.

**Spotless**

If the Medical Bay is cleaned with chemical cleaners (1 CU) on a daily basis, it will count as a 'Very Sanitary' environment for purposes of Natural Healing.

**Powered**

If the Medical Bay has access to 'Power' and is well lit by standing or overhead lighting, add an additional +10% to 'Per - First Aid/Diagnosis' or 'Advanced Medicine/Surgery' checks.

**Bicycle Driven Power Generator**

A quick and dirty way to get Power easily, which also happens to provide an aerobic workout simultaneously. This machine is simply a bicycle raised off the ground and connected to a generator/motor, which in turn is connected to a battery. When pedaled, the tire spins the generator/motor and charges the battery. The average person pedaling can produce approximately 15 Volts, or 40 Watts of Power; enough to power smaller devices, and/ or charge the batteries of said devices.

**Prerequisites**

Bicycle, Battery, Generator/ Motor, 2 Resource, 2 Population

**Time**

1d6+1 Time to create; Time spent charging

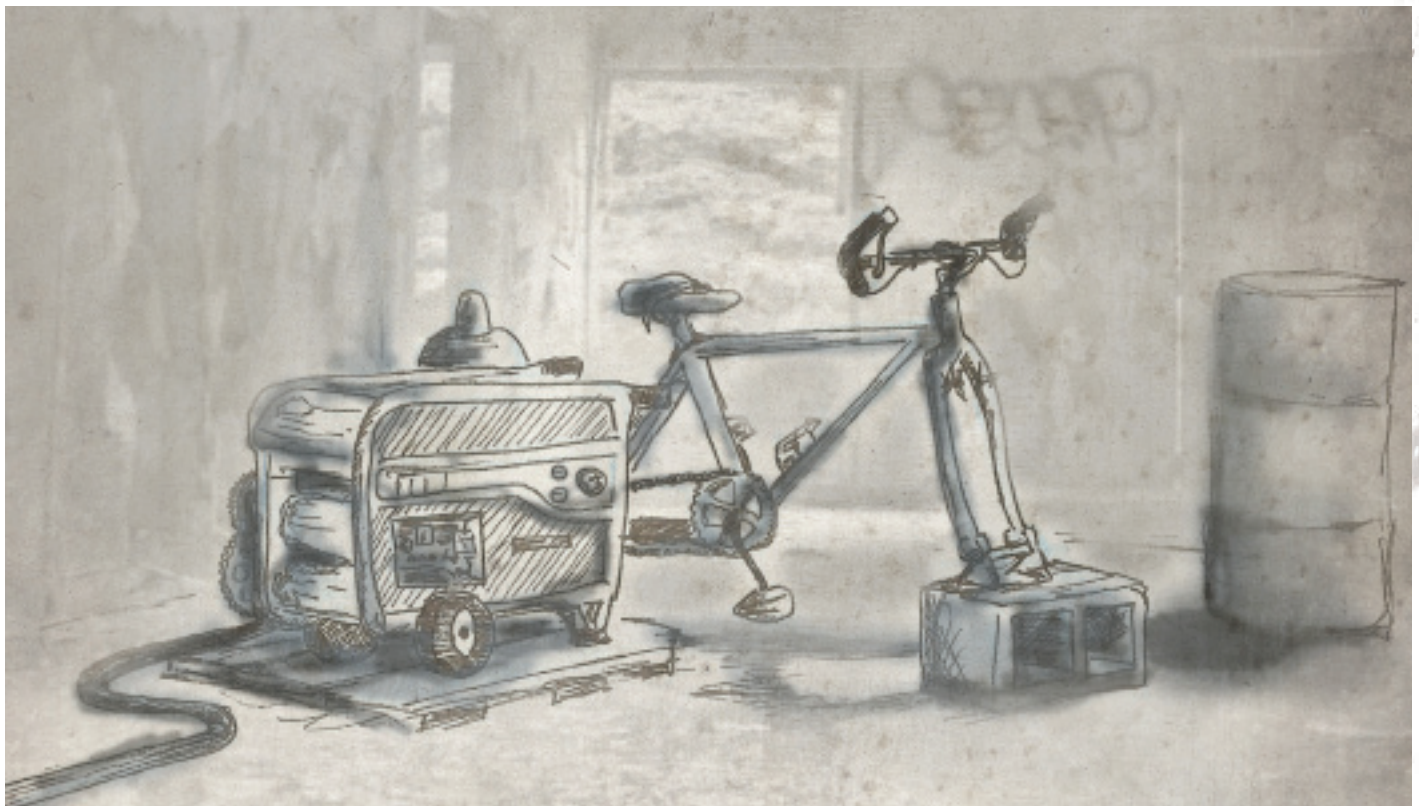
**Objective**

Chance of success is 10% per participating Population (Mobilized Work Force) plus 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. Mechanics may add their Perception bonus when making this check. The Electrician type can claim their bonus for the Objective of this check.

**Success**

A human powered generator is created which provides 'Power' when ridden, or charges a Battery. The Battery is treated as being charged normally



after d3 Time spent cycling and follows normal rules for Degradation. Power is provided for as long as the bicycle is ridden, but only for 1 device of 2 CU or smaller only.

### **Failure**

The creation of the Bicycle Driven Power Generator is unsuccessful. Half of the resource is wasted. This mission may be attempted again with the appropriate Time.

### **Special**

#### *Pedal*

Characters will be required to make checks as if they were riding a bicycle for every period of Time they wish to provide Power as described by the Universal Special Rules for vehicles. The generator requires that the character maintain a 2 Vee speed in order to generate Power.

## **Secret Exit**

### *Secret Door, Sewer Exit, Unmarked Door*

It is deemed necessary to have an emergency exit from the Stronghold, should it ever come under attack. A secret door or hidden exit from the Stronghold is created, and kept secret from outside threats. Should the Stronghold ever fall to Vigilantes or hordes of zombies from a failed 'All-Out-Defense' mission, characters can use this exit to escape the Stronghold (if they can reach it).

### **Prerequisites**

2 Pop, 2 Resource

### **Time**

2d10 Time + Environmental Modifiers

### **Objective**

Chance of success is 10% per participating Population (Mobilized Work Force) plus 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. Craftsman/Carpenter/Locksmith and Contractor/Construction Worker types may claim their bonus when making the check to determine this mission's success.

### **Success**

A fake door, hidden exit, or secret route outside of the Stronghold is created. Characters fleeing a Stronghold after a failed 'All Out Defense' Mission may avoid an Encounter check for 1 Time if using this exit, as long as characters using this exit are not within close range of an enemy when exiting.

### **Failure**

The Secret Exit is not created, and half the Resource used to construct it is wasted. This mission may be attempted again with the appropriate Time and Resource.

### **Special**

*For Emergency Use Only*  
The Secret Exit may be either locked (mechanically or electronically), and/or alarmed with + 2 Time and Resource.

#### *Everyone, This Way!*

Combined with the 'Emergency Drills' mission, Population may be trained to fall back to the Secret Exit, however, they will not leave the Stronghold through this exit unless they are escorted by a character. If a Population leaves the Stronghold in this manner, each population that does so becomes a 'Survivor' as detailed in the 'Call-to-Arms' mission, however, each population must have at least two (or more) handicaps applied to their template (at GMs discretion).

#### *Run for Your Lives!*

Population escaping the Stronghold through the Secret Exit while in Panic (or who become panicked immediately after) will become a 'Panicked' Living instead of a 'Survivor' and will flee the Stronghold's location in a random direction. A GM is encouraged to base this on the Morale of the Population at the time of escape. Lower morale Population are more likely to flee instead of listening to orders. A 'Rescue' mission must be taken in order to save the lost Population. If this is not done within 5 Time - OL, then the Population counts as either being killed or having fled beyond the reach of the characters.

# The Safehouse

*First Appearance FCF Vol. 016*

The survivors decide to create a safehouse that can provide shelter should the characters get stranded outside their Stronghold. The Safehouse can serve a number of purposes depending how it's stocked and supplied as well as how frequently it is used.

## Requirements

10d6 Time

10 Resource - 1 per Structure of the location

## Objective

Either a 'Per - Construction' check as per equipment manufacture missions, or making 'Per - Survival' checks at the desired location.

## Success

The Safehouse is created. Characters may now use it as a resting point without requiring a 'Per - Survival' check. Characters have the option of making a 'Per - Survival' check anyway which will reduce Risk by 1d3 per Degree of Success.

## Failure

The Safehouse is not sufficiently defensible, hidden or is too accessible by outsiders. The mission fails. A 'Catastrophe' in the objective will increase Risk by 1d6 and will disqualify this location as a potential Safehouse unless it is Structure 6 or higher.

## Special

### Specialization

A successfully established Safehouse can add one specialization to it. Consult the individual entries to determine what additional prerequisites are required to specialize a Safehouse. Even if no specializations are taken, the Safehouse still functions normally as per the 'Success' entry of this mission.

### 'All Out Defense'

An 'All Out Defense' mission triggered at the Safehouse will consider the Safehouse to be a 'Stronghold', but the amount of Time to destroy all the zombies is reduced by half. Retreating from the Safehouse as a result of a failed 'All Out Defense' will require the Safehouse to be rebuilt.

### Looted

Each time the Safehouse is re-entered, make an E%. If it indicates Survivors are encountered, any Food and



1d6 CU worth of gear kept at the Safehouse will be gone. If Vigilantes are encountered, the Safehouse will still be functional, but it will have been looted completely. Encountering Zombies or failing the check will indicate the Safehouse remains intact and undiscovered. Note that despite that an E% is used to determine if the Safehouse is 'Looted', this does not mean they actually encounter them in the process of doing it. It just means that sometime between uses, the Safehouse was broken into or discovered and supplies were taken in accordance with the kind of people who were indicated by the E% result.

A GM can come up with creative ways to indicate what happens from other results of an E%. For instance, a Shattered can vandalize the Safehouse with insane writings or leave behind

strange effigies, an OBM could leave a grim calling card or have left corpses of those who stayed in your Safehouse without your knowledge, which calls into question the security of the Safehouse to begin with.

## Options for Specialization

### Burrow

The Survivors have gone through great lengths to make sure that they are the only ones who know the location of their Safehouse. This makes it unlikely that the Safehouse will be raided, but it also makes it more easily forgotten. The sometimes labyrinthine routes to reach it preclude it from being used in dire emergencies.

### Looted

The Burrow Safehouse ignores the 'looted' rule,

as it is far too hidden to be stumbled upon by accident.

### Laying Low

This Safehouse is so well hidden that it offers a place to hide to let danger pass. Time spent in a Burrow will not increase Risk, even though the characters are operating outside of a Stronghold.

### Directions Required

Survivors that did not construct the Safehouse may not be able to find it, even with instructions. The first time any character attempts to use a Burrow Safehouse will require a 'Per - Navigation' followed by a 'Per - Search'. This is increased in Difficulty by 1 per successful Encounter check made during the previous 20 Time. If characters have used this Safehouse before, they will not have to do this unless they fled from the results of a successful E% during the previous Time, but they only require the 'Per - Navigation' check and do not require the 'Per - Search' check.

### Storehouse

The Storehouse is a Safehouse that is specifically geared towards keeping valuable supplies decentralized, so that should a Stronghold fall the Survivors are not completely without resources. Alternatively, should a Stronghold remain intact, a Storehouse can provide valuable as a way of restocking supplies without venturing all the way back to a Stronghold.





**Investment**

Survivors must 'invest' a certain amount of Resource when creating this Safehouse. This functions as Generic Resource in a Stronghold, but it can only be used to purchase items and only at that particular Storehouse. The 'Invested' Resource can be replenished at any time by spending Resource on the Storehouse.

**Supplies**

The resources of the Stronghold are at the disposal of a Survivor that visits this Safehouse. A character may make purchases from a Stronghold Resource Catalog as if they were at the Stronghold. This will degrade the supplies normally.

**Contingency Plan**

Should a Stronghold be overrun and abandoned, the Survivors can immediately make purchases with the Invested Resource at a Storehouse. This purchased equipment will be there waiting for the Survivors when they arrive.

**Concealed**

For obvious reasons, this Safehouse is concealed from immediate view. Any checks made to see if this Safehouse is has +2 added to Difficulty.

**Outpost**

The Outpost is one of the most useful Safehouses that can be constructed. It is often a manned waypoint to direct refugees to the safety of a Stronghold. It also serves as a watchtower to serve as an

early warning to danger.

**Watchman**

A member of a Stronghold's Population can serve as a Watchman. They will act as the eyes and ears of the Stronghold from the relative safety of their Safehouse. They also serve as emissaries of the Stronghold to either direct or escort refugees. A Watchman's vigilance will add +25% to the chance of any Check made for this Safehouse. This watchful eye will also prevent this Safehouse from being 'Looted', although as per 'Meager Supplies' there may be a restriction on what can be kept at the Safehouse anyway.

**Refugees**

The Safehouse attracts refugees. Each 20 Time, make a check with a base chance of success based on the signal used. The different percentage chances are for OL1/OL2/OL3/OL4

**Signal - Radio**

25%/30%/40%/40% chance  
- Requires Batteries or some other power source.

**Signal - Pyre**

NA/30%/40%/40% chance  
- Requires 1 Resource/20 Time. Cannot be used during OL1

**Signal - Sign/Message**

40%/30%/10%/10% chance  
- Requires 3 Resource to construct

**Meager Supplies**

Due to the intentional design

to attract attention, keeping valuable supplies at this Safehouse is not typical or wise. If this Safehouse takes Outpost upgrades, no other type of upgrades can be taken unless the Safehouse is further specialized with 'Bunker'.

**Watchtower**

The vigilant watchman of the Outpost is able to relay danger by means of radio, or other means of signaling. This will reduce Risk by 1 Per DoS in a 'Per - Spot' check at a percentage chance of 25%. Any equipment that grants bonuses to 'Per - Spot' checks or items that reduce Risk can alter the percentage chance or increase the amount of risk reduced respectively can be used. A Watchtower can attempt to reduce Risk once per 5 Time. This upgrade can apply to other Safehouses without the 'Meager Supplies' rules taking effect, but the Safehouse loses any Concealment abilities it once had and the Watchtower ability can only be used once per 10 Time.

**Bunker**

This is a well-fortified position that operates outside of the Stronghold that is often constructed at a high ground or a choke point to maximize the defensibility of a position. All of a Bunker's upgrades require that at least 1 Population is stationed there or one character. They will still count towards the Stronghold Level, however.

### *Sniper's Roost*

See entry in 2010-2011 Annual. Survivors that have a route that has a stop at a Bunker will be able to have Free Kills they can use as if they had taken advantage of a Sniper's Roost mission.

### *Defense*

A Bunker will be able to reduce Risk considerably by dispatching the wayward Zombies that stray too near as well as thwart vigilantes. A Bunker will reduce Risk by (d6+OL) before any Trailing Zombies Roll is made.

### *Last Stand*

Characters or Population stationed at a Bunker can try to buy as much Time as possible for other Survivors. Before a Trailing Zombie roll is made, the Survivors can sacrifice their Bunker in order to reduce Risk and potentially save the Stronghold from harm. A noisemaker or bait must be used. Risk is reduced by 1d6 per Population stationed at the Bunker. The Population there will be killed and the Bunker overrun and destroyed. If characters are at the Bunker, the Last Stand can be a dramatic event where 1 Risk is reduced per Time the characters survive the zombie onslaught (as in House on the Hill scenario from the GenCon Premier Pack). If the characters survive long enough to reduce Risk to 0, then the characters have defied the odds and the Stronghold is saved and the surviving characters live to fight another day.

However, the Bunker will be so compromised that it will cease to be useful to its original capacity and must be abandoned and will still count as being destroyed.

### **Shelter**

Instead of being a shelter against zombies or a place to store supplies, the Safehouse is specifically established in order to provide a shelter from the elements.

### *Insulation*

Reduce Environmental Modifiers due to Temperature

### *Survival Gear*

The Shelter is built to accommodate the particular difficulties of surviving in the wilderness. Some of these accommodations are gear that are too large to be man-portable, such as furnaces, generators as well as consumable survival gear that can be used to supplement incidental needs. Grant a gear bonus of +10 to 'Per - Survival' checks when using this kind of Safehouse as a base of operations.

### *Furnace*

1 Resource must be spent every 5 Time. All 'Per - Survival' checks made during this time will be increased from +10 to +20. Some sort of fire starter must be used.

### *Generator*

1 Fuel per 10 Time must be used, but increase the bonus of the 'Per - Survival' checks from +10 to +40 during those periods of Time.

### *Refridgeration*

A functioning generator or electricity is necessary. The Safehouse can now be used to purchase Food with Resource at the rate of 1d6 per Resource instead of the normal d3 as a wider selection of food is available with this improved ability to store food that would otherwise spoil.

# Resource Catalogs part II

First Appearance FCF Vol. 018

## Restaurant

Degrees of Success for 'Per - Search' - Name of item that can be purchased - (Degradation)

- 1 - Food (Perishable see WK) (2), Small Slashing Weapon (5).
- 2 - Food (Perishable) (3), S 'SI' Weapon (5).
- 3 - Food (Perishable, Non Perishable) (4), S 'SI' Weapon (5), Fire Extinguisher (1), Alcohol (4), S/M 'Pi' Weapon (5).
- 4 - Food (Perishable, Non Perishable) (4), S 'SI' Weapon (5), Fire Extinguisher (1), Alcohol (3), S/M 'Pi' Weapon (5).
- 5 - Food (Perishable, Non Perishable) (5), S 'SI' Weapon (5), Fire Extinguisher (1), Alcohol (4), S/M 'Pi' Weapon (5).

Any generic Resource from this location can be made into kitchenware for a Stronghold. At OL 2 and beyond, no perishable food will be available. It will instead have rotted and will likely fill the area with its stench.

## Electronic Store

Degrees of Success for 'Per - Search' - Name of item that can be purchased - (Degradation)

- 1 - S 'SI' Weapon (3).
- 2 - S 'SI' Weapon (3), Batteries.
- 3 - S 'SI' Weapon (3), S/M 'Pi' Weapon (1), Batteries, RC Toy Car.
- 4 - S 'SI' Weapon (3), S/M 'Pi/BI' Weapon (1), Batteries, RC Toy Car.
- 5 - S 'SI' Weapon (3), S/M 'Pi/BI' Weapon (1), Batteries, RC Toy Car, Super Glue.

Any generic Resource from this location can be made into Electronic or Entertainment resources for a Stronghold.

## Home/Appliance/Kitchen Stores

Degrees of Success for 'Per - Search' - Name of item that can be purchased - (Degradation)

- 1 - Clothing (2), S 'Pi/BI' Weapon (1).
- 2 - Clothing (2), S 'Pi/BI' Weapon (1), Furniture (2).
- 3 - Clothing (2), S 'Pi/BI' Weapon (1), Furniture (2), S/M 'SI' Weapon (2).
- 4 - Clothing (2), S 'Pi/BI' Weapon (1), Furniture (2), S/M 'SI' Weapon (3), Heavy Boots (1), Duffle Bag (1), Helmet (1), Bayonet (1).
- 5 - Clothing (2), S 'Pi/BI' Weapon (1), Furniture (2), S/M 'SI' Weapon (3), S/M 'SI' Weapon 'Battle Ready' (1), Heavy Boots (1), Duffle Bag (1), Helmet (1), Bayonet (1), Rifle (1), Trench Spike (1).

## Warehouse

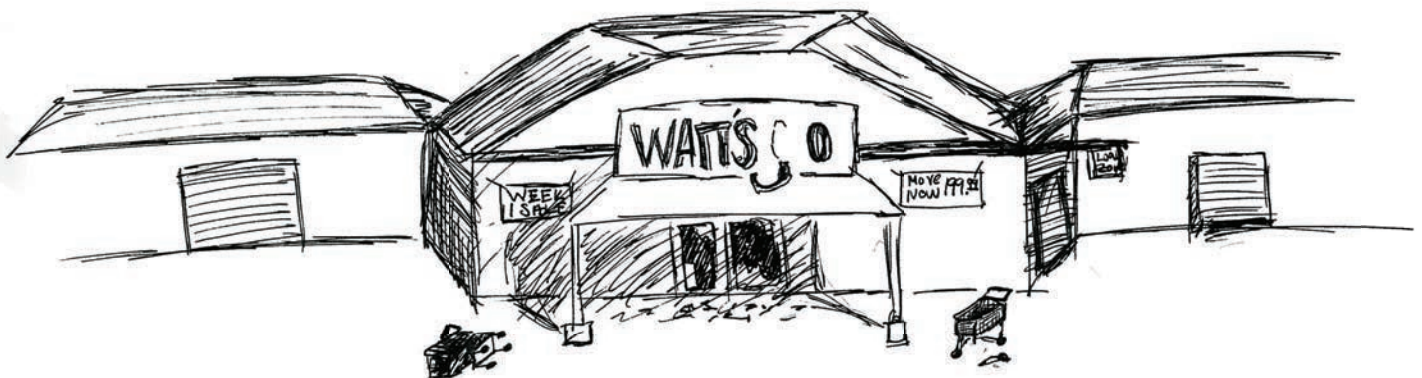
This is a unique raiding situation as most of the time it is difficult to distinguish what is inside a warehouse until one is inside of it. Because of that, we recommend you roll on a table and inside will provide D10+10 Resource worth of what is inside the warehouse. It will require at least 1Time to open enough of the boxes to determine what the warehouse contains.

The warehouse contains a nearly inexhaustable supply of whatever is in there (assuming it's not burned, or looted by multiple people). This can either do one of two things:

- Remove Degradation points from any object in your Stronghold Resource Catalog that could feasibly be found in a warehouse.
- Make purchases at a warehouse of the items found within it without it reducing the Degradation when it is placed in a Stronghold Resource Catalog.

### Warehouse

100% - Paper	40-44% Hardware and Tools
95-99% Toys and Novelty	35-39% Industrial Machinery
90-94% Movies and Games	30-34% Home and Garden
85-89% Wiring and Consumer Electronics	25-29% Food (Perishable)
80-84% Furniture	20-24% Food (Non Perishable)
75-79% Perfume and Beauty Products	15-19% Fishing and Sport
70-74% Fashionable Clothing	10-14% Firearms (no ammo)
65-69% Large Electronics (TV's, Fridges, Hot Tubs)	05-09% Megastore Distribution center (Every Item on the list)
60-64% Pet Supply	02-04% Fuel (Gasoline, Propane, Etc)
55-59% Kitchen Ware	1% Ammo
50-54% Books	
45-49% Cars	



## Horror Traits

*First Appearance FCF Vol. 021*

### Rancid

A zombie is so putrid and their bodies so wracked by rot that they almost fall apart. While this makes them weaker, it also makes them more vile to face. A zombie with the 'Rancid' Horror Trait will count as a 'Grotesque' but will also force a character to make a Willpower check (with bonuses from the 'Billy Goat' skill) or they will vomit due to the the incredible stench. The effective range of this ability is 25'. This Horror Trait can be taken multiple times, each time taken, it will increase the range by 10' and will increase the Difficulty of the 'Willpower' check by 1.

A character that vomits because they failed the Willpower check will require 1 additional Food for that day to replenish the lost nutrition. It will also stagger a character, and require a Panic die to be rolled as if they are 'Panicked' until they leave the effective range of the Rancid zombie. This does not combine with actual 'Panic'. A character wearing a 'Gas Mask' or have their face and eyes protected in some similar fashion will be immune to this effect.

Characters can also become 'Rancid' by Grappling with these zombies. A character will become 'Rancid' if a 'Rancid' zombie grapples with a character and gets 1 or more DoS. Each DoS will allow a GM to make either the character 'Rancid' or one CU of their worn or equipped gear 'Rancid'. While 'Rancid' or in possession of gear that is Rancid a character will attract a cloud of flies and their own stench will be unbearable. This stench and swarm of flies will add +1 Difficulty to all checks until 'Sanitized' and a character will always count as having been in a 'Highly Unsanitary' environment for purposes of Natural Healing.

## Hazards

Instead of using Risk to generate zombies during an 'All Out Defense', a GM can opt to spend Risk during a mission to create new challenges for player characters.

### Name of Hazard

Risk cost

Any categories the Hazard may fall under

Any other rules/restrictions on a Hazard's use

### Charnel House

5 Risk

*Hazard - Morale*

*Any Interior Location*

This building was used as a makeshift storage for corpses before being abandoned. With reeking bodies stacked several high, the muffled moans of zombies, rendered immobile from the weight of the other bodies piled on top of them can be faintly heard. Going through these buildings is very risky. A Zombie Encounter will result in twice the number of Standard Zombies. Passing through without a successful E% will require the characters to make a 'Willpower' check or lose 1 Morale as they survey the corpses piled on the floor that is slick with gore. 'Rancid' Hazards do not cost additional Risk to deploy when deployed in a Charnel House.

### Pestilence

1 Risk per zombie

*Hazard - Zombie, Horror Trait*

This particular group of zombies has maintained heat, enough to have their bodies become a breeding ground for disease and flies. All zombies in this encounter have +1 Viral. Biologically alive and Gluttons can have this played on them for no additional Risk cost.

### Rancid

3 Risk

*Hazard - Zombie, Horror Trait*

All zombies in an Encounter have the 'Rancid' Horror trait or will increase their existing 'Rancid' Horror Trait as if they had taken it an additional time.

## Lord of the Flies

20 Risk

*Hazard - Zombie, OBM*

The 'Lord of the Flies' OBM is now capable of being encountered with 5 or more DoS in an 'E%' check.

## Trapping

5 Risk

*Hazard - Vigilante*

Play when an E% is successful with 5 DoS or more

The survivors have fallen into a trap that injures severely and sets off an alarm of some sort. One random character in a party takes 4d6 damage and will require either a 'Per - Balance' or 'Strength' check in order to prevent Vigilantes from arriving in time to capture them. Failing to pass this check will initiate a 'Surprise' round with the Vigilantes. Succeeding in the check will still require a 'Per - Navigation' check as if the Encounter was fled from.

## Capture Alive

10 Risk

*Hazard - Vigilante*

Play when characters flee an Encounter with Vigilantes

Characters that flee an Encounter with the Vigilantes will risk capture. Randomly determine one character to be targeted for capture. This character must pass a 'Str - Endurance' check or a 'Per - Hide, Sneak' check or be captured. This character will take 2d6 damage. Other characters take an Empathy check, passing this check forces the characters to remain in the Encounter to attempt a rescue. Failing the Empathy check will cause the character to abandon the captured character, with hopes that they can rescue them later. The Stronghold will lose Morale as if the character had been killed.

## Slaughter

Risk cost is special

*Hazard - Vigilante, Cannibalism*

Play when a character is captured by Vigilantes. Characters that have the misfortune of being captured have the chance of being killed. This will occur in an amount of Time based on how much Risk the GM pays. The base Risk cost is



100. This can be reduced by 1d3 Risk per Time the slaughter is delayed.

## Starting Locations

*First Appearance FCF Vol. 022*

Sometimes a GM needs a little help coming up with good starting locations for multiple players, and/or justifying a reason for the players being congregated together as they are. Sometimes players will want to start in locations that are either less than ideal, or alternatively, too strong for a GM's chosen 'Standard' zombie type. Sometimes a GM purposely wants to place players in a less than ideal starting location to jump right into the horror element. The following are examples of sample starting locations for players, with a Scenario Point or Risk modifier based on how useful the location (or potential Stronghold) is to the characters. GM's are encouraged to use the examples below as a baseline to award Scenario Points (or add additional Risk) for their own unique starting locations as they see fit.

Scenario Points are added to Starting Locations based on the Outbreak Level and general level of detriment to the players; essentially the more dangerous the Starting Location becomes, the more Risk the GM can add to their dice pool to represent this. Inversely, SP is automatically added for players in Starting Locations that are more beneficial to players, representing the advantage these locations have due to better starting equipment and/or being a more secure

Stronghold. GMs can, of course, choose to not grant additional SP or take additional Risk for their pool as they see fit.

### Outbreak Level 0

Outbreak Level "0-1" represents the initial onset of a zombie outbreak. At OL 0, there is no real evidence that the population is in danger and represents actual disaster preparedness instead of a stage where zombies or panicked civilians are any real threat. Upon the first encounter with the zombies, the Outbreak Level is at Lv. 1 for all intents and purposes.

## Good Locations

*(for players)*

### Survivalist's Home, Urban

OL 0-1: +5 SP  
OL 2-4: +5 add'l SP per OL

A self-made survivalist has prepared for the breakdown of society. Their home is well stocked with food and containers of water. This home will almost always include at least one (if not more) Firearm(s) and assorted Melee weapons, not to mention Tools and other important gear such as camping equipment or a stash of generic resources. +5 additional SP for each additional OL to represent being better equipped in a world with fewer and fewer resources (reflected above).

### Survivalist's Home, Rural

OL 0-1: +15 SP  
OL 2-4: +5 SP per OL

As 'Survivalist Home' but players have the advantage of being in a more remote location, and thus a better position. Distance and time become their allies against the approaching zombie hordes.

### Tactics and Training Weekend Resort

OL 0-2: +20 SP  
OL 3-4: +25 SP

You and your buddies go away for a weekend retreat up in the woods for exercise and recreation by learning how to shoot guns and learn military tactics from seasoned professionals. Guns included! Due to being in seclusion, this can start at any OL, but add an additional +5 SP for OL 3 & 4 due to players starting with weapons at a time when very few others have them (reflected above).

### Military Base

OL 1-4: +35 SP

No better place to be! That is...until they leave you behind. GM's choice of weapons and equipment remaining at the base, but there will be no exclusion for Rarity. If the Military sent out a beacon letting civilians know this is a safe area, you can expect the zombies to not be far behind...

## Average Locations

(for players)

### Character's Home, Urban Post Major Sporting Event, Downtown

OL 0-1: +0 SP/0 Risk

OL 2: +5 Risk OL 3: +10 Risk

Your standard starting location for most parties. Suggested reasons for mass congregation of players at OL 0/1: Party, Intervention, Sharing of news about strange happenings, Funeral, Lan Party, Game Night, Bachelor/Bachelorette party. As OL increases, and supplies decrease, the Risk bonus goes up.

## Bad Locations

(for players)

### Hot Tub

OL 0-1: +15 Risk

A group of friends have gathered for a pool party. The noise of the party prevents the characters from hearing when a lone zombie crashes through the backyard gate, or climbs and falls over a low wall.

### Hot Tub, while naked

OL 0-1: +20 Risk

Players find themselves at a new age party at night in a large open backyard. They all sit naked in a hot tub 100 yards from the house with little cover in between. Zombies decide to attend as well. Good luck...

OL 0-1: +25 Risk

While walking to their cars in the parking structure across from a large arena, post game, the players crowd the sidewalks filled with people, while the roads are clogged with cars as people try and get home. Alternatively, have players start in the arena and add an additional +10 Risk.

### Major Music Festival

OL 0-3: +30 Risk

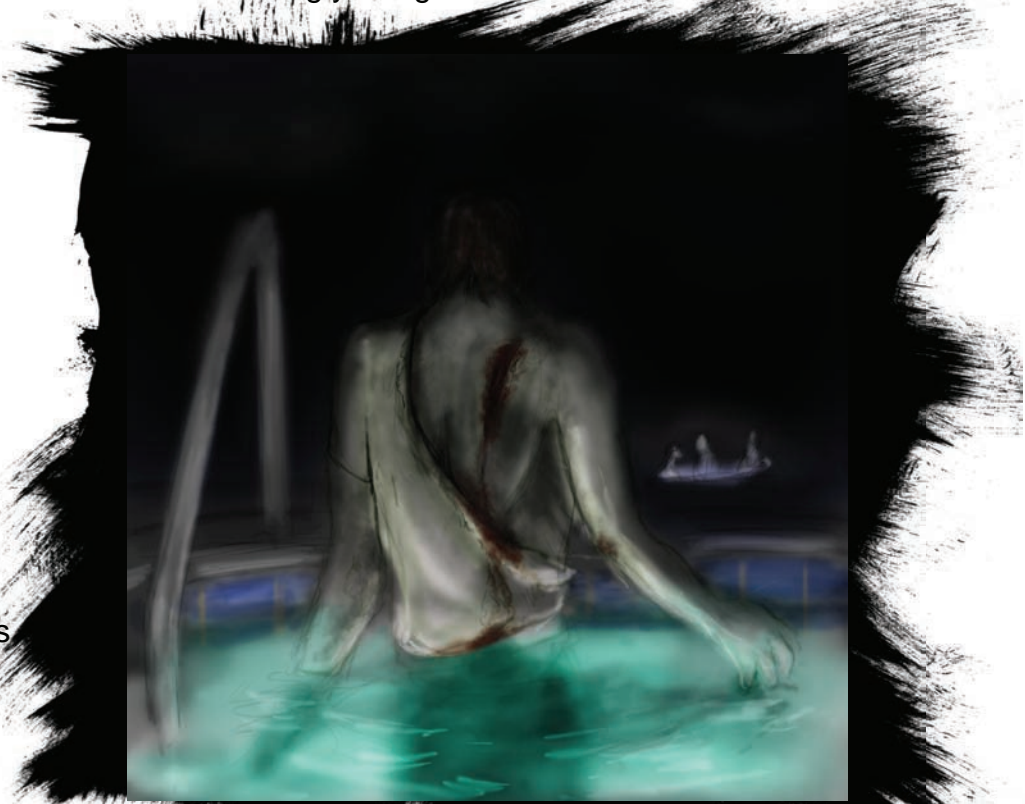
Out in a remote region far from safety and security, and surrounded by thousands of onlookers enjoying the concert, the players are unaware that one of the seemingly 'drug-

fueled' party-goers has suddenly turned this fun atmosphere in a very deadly killing ground. Due to the often remote locations of these festivals OL can range from 0-3 to represent the virus taking time to reach the player's location.

### Major Theme Park Resort

OL 0-3: +30 Risk

Surrounded by a large crowd of people on a hot summer day, players find themselves pushing through throngs of suddenly panicked park-goers. OL can theoretically increase from 0-2 if players are distracted by rides/events and have been secluded in the park all day.





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# Outbreak: Undead..

## Annual vol.2

### Another year of compiled digital content!

From August 2011 to August 2012, Hunters Books has continued its tradition of providing all of digital content distributed as part of Free Content Friday into one volume. This can benefit new players to catch up on what they've been missing and for veteran players to have a quick reference of the material they've faithfully downloaded each month, re-edited and categorized for ease-of-reference.

#### This annual includes:

- **New Missions**
- **New Types**
- **New Opponents**
- **New Hazards**

