Outbreak: UNDEAD..

the gamemaster's companion

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Table of Contents

Outbreak: Undead.. Gamemaster's Companion

So, you've gone online and taken the SPEW-AI, you've created your characters and you've picked your standard zombie type. Now it's a matter of deciding what kind of game you want to run. Playing a zombie survival simulation creates a unique set of challenges, given our examples in popular culture. Nearly every single zombie outbreak scenario we have been presented has the scope of the outbreak entirely beyond the control of the characters. Zombies become less like monsters in encounters like other role playing games (opponents that simply must be defeated), and more like an unstoppable force of nature the characters are forced to contend with. With such an invincible threat, the means of constructing an effective scenario becomes less clear. Sure, you can design one where the players kill all the zombies and they're home free (such as a small town, or isolated camp in the woods), but more often than not, they are just trying to survive, and when your goal is survival, what constitutes a 'victory' becomes pretty hazy. When one bite is enough to seal a character's fate, finding what makes a satisfying victory is difficult.

For this reason, we are highlighting a way that GM's can incorporate vignettes as part of a character's survival story, helping formulate it into an exciting campaign. Not only can players reach attainable goals that have exciting conclusions, but disastrous scenarios can be made more re-playable. In this guide, we have expanded the concept of the Scenario Point (SP) as a means of tracking a campaign's progress. The missions in the *Outbreak: Undead.. Core Rulebook* correspond to the benchmarks in a campaign that mark this progress, each granting a certain SP reward for their completion.

Almost as crucial, the factor of Risk is further expanded as well! A GM no longer has to wait to spend Risk on rolling Trailing Zombies rolls. There is now a whole new host of threats called 'Hazards' a GM can spend Risk on as their own resource to find new and exciting ways to confound the player characters in their desperate bid for survival. Like the Objectives mentioned earlier, these 'Hazards' will reference the *Outbreak: Undead.. Core Rulebook*, so you can use these as-is or you can use them as inspiration for Hazards of your very own! Subsequent publications will expand upon this guide and provide even more material. For these reasons, this essential guide is truly the Gamemaster's Companion!

What This Guide Is

This guide is intended to be a companion piece to the *Outbreak: Undead.. Core Rulebook*. All of the Objectives and Hazards presented in this guide can be referred directly to what can be found in the *Outbreak: Undead.. Core Rulebook*. It also serves as a framework by which to construct your very own Objectives and Hazards, unique to your campaign.

Scenario/Survival Points and Objectives

An Outbreak Scenario can use Scenario Points to track progress throughout the campaign. There are many options for how a player can complete a campaign and these take the form of 'Objectives'. Each Objective will reward the players with a certain number of Scenario/Survival Points (SP) in order to enter into a 'Finale' scenario and/or claim victory.

Objectives are divided into 'Primary Objectives' and 'Secondary Objectives'. A 'Primary Objective' will award a greater amount of SP upon completion due to their importance in the campaign. A 'Primary Objective' will either be set by the GM, determined randomly or be detailed in campaign notes. A GM may or may not reveal what these 'Primary Objectives' are, although they should be fairly obvious ones, which is one of the reasons they are so important. Other 'Primary Objectives' may not be as immediately obvious, but can be made more clear by means of clues or hints should the players look for them. Any 'Primary Objective' that should be made known to the players as public knowledge will be indicated as such. Otherwise, it is GM discretion as to whether or not players are told outright what their 'Primary Objectives' are. In the terms of the Core Rulebook, the 'Primary Objectives' are 'Victory Conditions' and the 'Secondary Objectives' are 'Victory Sub-Conditions'.

A 'Secondary Objective' will be an Objective that the characters decide to undertake, under their own volition, in order to determine what might be helpful to the overall completion of the campaign. While this creative flexibility is crucial and encouraged, the SP reward is typically much smaller. A typical use of 'Secondary Objectives' is to represent the consequences the characters must face to make up for failing a 'Primary Objective'; scrambling to accomplish several lesser objectives in

order to make up for failing an important one.

Rewards

Most Objectives produce an intangible SP reward for their completion, although some Objectives may reward 'Resource', information, or some other bonus for completion. An example of a typical bonus is the one provided by 'Search and Rescue' missions, which not only grant SP rewards, but increase Stronghold Population (Pop) as well. Such tangible rewards will be a part of a mission's entry in the *Outbreak: Undead* Core Rulebook.

Mixing and Matching Objectives

What is important for one campaign may not be as important to another. Any Objective can have the potential to be a Primary or a Secondary Objective, depending upon what the ultimate goal is. This provides multiple avenues for both storytelling and victory. A few 'Scenario Objective Trees' will be provided in order to detail how you can string together Primary Objectives in different ways, even if the ultimate goal is the same. Typically

the ultimate goal is dictated by what sort of Primary Objectives and SP totals are necessary in order to claim it. Many Objectives can even be a Finale mission in-and-of themselves, although some lend themselves to more dramatic conclusions than others. Guidelines for making an Objective into a Finale will be listed in the entries themselves where appropriate, otherwise it's up to the GM to create their own, or utilize the ones available in this manual.

An important note to make is that players can tackle multiple Objectives at once. It is entirely possible that in the process of claiming a 'Primary Objective' that they accomplish multiple 'Secondary Objectives'. Therefore a 'Primary Objective' may earn many more SP than the entry itself states.

Outbreak Level (OL)

Some Objectives award SP based on, or have requirements that are modified by Outbreak Level (OL). These represent the increase in difficulty of some of the Objectives, as well as weighing the potential reward for accomplishing them.

Outbreak Level 0 (OL 0)

Some Objectives can be claimed at 'OL 0'. This means that characters who qualify for the Objective before the events of a zombie outbreak can claim the SP rewards as a Primary Objective, even if it was taken at their own volition, and not assigned or randomly determined, as a campaign Objective. This is to reward whatever advantages a character based on a player might have from real-world preparedness and skill. Objectives claimed at OL 0 are almost exclusively the right of characters based on players, although under some circumstances, Template Characters may claim them as well. Some discretion may be needed to determine if an Objective that can be claimed at OL 0 would benefit a character in the current campaign. If it wouldn't, then a character may not claim that Objective's reward at OL 0. Most Objectives with the 'Preparedness' or the 'Accumulation' descriptor can qualify for being claimed at OL 0, although some discretion is to be used as to what a player has that can be retroactively converted Resource, Food, Fuel ,etc. that the Objective requires.
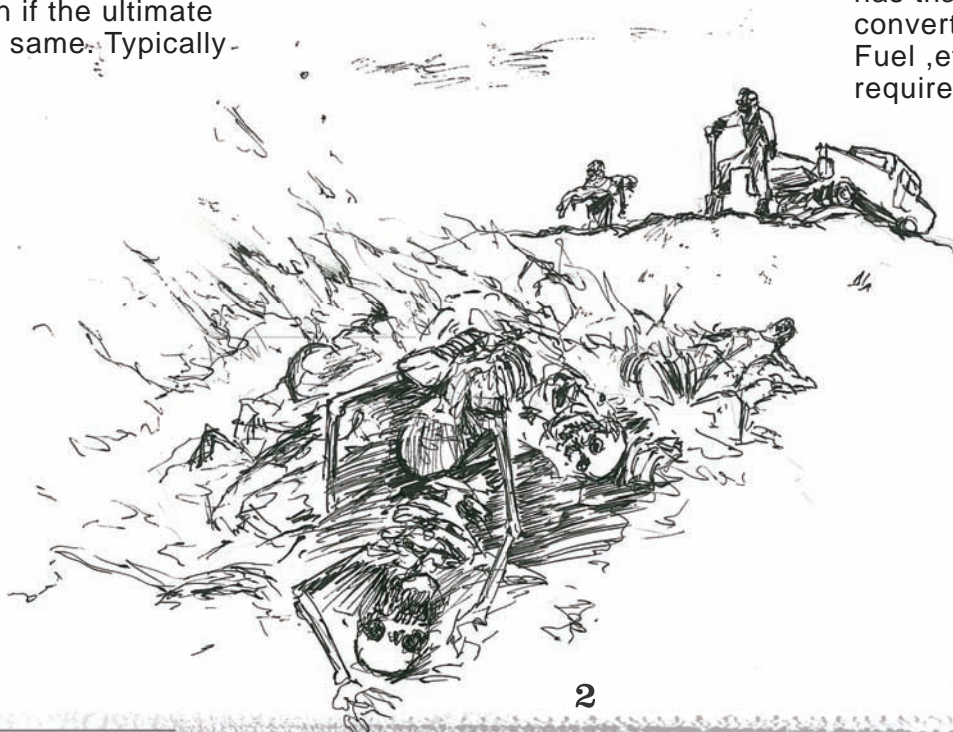
Campaign Scale

The type of game you wish to run can vary wildly in scale and scope. It can involve entire cities or can take place within a single building. It depends upon the length of time your players wish to play. Quick games have the benefit of having fast resolutions and being rapidly paced, exciting events. Longer campaigns are more story-driven, complete with character arcs and plot twists and can build up to dramatic finales. A gauge for determining how large to make your game is how many SP your players need to earn. Now, the risk is that just getting a certain amount of points is not exactly the most narrative way to accomplish this, and for those looking for an appropriately dramatic finish, this may leave something to be desired. This is why we've included several 'Finale' Objectives that have the required SP in order to trigger the events they represent.

Keep in mind, as with anything we present here, these numbers are merely a framework. A GM can structure a campaign in such a way that the amount of SP that could cause a victory to have a higher or lower SP total to trigger. The estimates here are just to give a GM an idea as to how many Objectives' worth of SP they need to factor into the campaign construction.

General Campaign Scale SP Goals

Casual Game (1 session) ~50 SP
Often just a finale scenario all by itself, such as the 'House on a Hill' scenario.

Short Game (1-2 sessions) - 100 SP
This is a game that lasts for a weekend or a long session of intense gaming. It often features one prolonged objective with a few Secondary Objectives along the way.

Mini Campaign (5-10 sessions) - 150 SP
Most campaigns that are available for purchase fall into this category. They are short campaigns that have built within them multiple story hooks to catapult it into a longer campaign if all the players wish to continue playing.

Medium Campaign (11-25 sessions) - 500 SP
These are inventive campaigns that feature a strong cast of characters that face multiple perils. Expect these campaigns to last several months to a year or so. There is tremendous storytelling potential here, but be sure to have plenty of replacement characters on hand, as players will rarely have characters that last from start to finish.

Long Campaign (indefinite) - ~1000 SP
This is epic storytelling. The story can span years of time and span across continents or even globally. They often have many exotic themes other than a small rag-tag band of survivors that is the most popular choice among players. Such themes would include being members of an elite paramilitary unit or crack research team dispatched to handle outbreaks wherever they occur around the world. These are campaigns that go on for an indefinite period of time, lasting over a year at times. This requires a dedicated group, and strictly for scheduling purposes, the number of players is recommended to be no more than 5, as the logistics for keeping the schedules for more than that will prove a hindrance.

Scenario Construction Method or "Modes"

There are multiple ways to construct a scenario for *Outbreak: Undead*. In a world overrun with zombies, when death is such an ever-present threat, it is often difficult to determine what sort of scenario you, as a GM, can run that will prove challenging and provide a satisfying conclusion. For this reason, we have provided four different frameworks that can be used to utilize the many scenario options presented in the *Outbreak: Undead Core Rulebook* and its supplements.

Story

In this method, a game is a narrative tale about a few survivors pitted against impossible odds in order to survive the undead. The GM picks a Primary Objective and is given absolute liberty to weave an exciting tale where the players are a cast of characters in said story. There is little in the way of structure, but it more than makes up for it in narrative potential.

Finale

This method sticks closely to this particular guide. It uses a 'Finale' that is the endgame scenario that characters can trigger once they've earned enough SP. It helps to choose the Finale first and determine what objectives best fit reaching such a goal. These are called 'Primary Objectives'. Supplementary objectives (called Secondary Objectives) can be taken upon player initiative in order to add some variety, as well as to allow them a means to make up for failing any Primary Objectives or just because it gives them some breathing room by giving them a little extra SP here and there. A GM has their few chosen Primary Objectives and they but they are encouraged to have their campaign's potential Hazards purchases determined randomly.

SP as a Bankable Resource

Another option of using SP that is similar to using SP as a Victory Condition is using it as a bankable resource that characters accumulate and strategically store. This is done in order to spend them on a specific Finale. In this method of play, a party of characters can accumulate SP normally, but characters can decide to 'Bank' it if they rest or are at a Stronghold. This SP cannot be spent or penalized by normal means. Banked SP can only be spent on triggering Finale scenarios or penalized by Hazards with a 'Catastrophe' descriptor. There is a limit to how much SP characters can bank in this way. At a Stronghold, the amount is equal to the Stronghold Level. Outside of a Stronghold, is generally up to GM discretion, but it helps to use: Structure + DoS in a 'Survival, Hide, Sneak, or Endurance' check as a framework. This limit is how much they are able to bank at a time, not how much they can have banked total.

Random

This method is exciting for both players and GMs as it leaves scenario construction largely up to chance. Table (1.1) can be used to generate random Primary Objectives. It is up to the GM to take these random objectives and weave them together into a coherent narrative. The GM is better off keeping these objectives a secret and reveal them as the events unfold. As a way to compensate for not being able to pick objectives, a GM is allowed access to the full catalog of Hazards a region will allow. The players will be constantly on their toes and will never know what to expect next.

General Objectives for Outbreak: Undead..

These are Objectives that strike a good balance between action and preparedness. There is a decent amount of these that can be claimed before the characters even begin the campaign to reward a player's real-life preparedness. Most of them require the completion of missions as described in the *Outbreak: Undead Core Rulebook* in order to claim the SP rewards. Others add additional flair to existing missions and encounters. These Objectives are the most flexible and ubiquitous, as they can be included as an additional Objective to nearly any mission the characters undertake.

As a Gamemaster's tool, these Objectives are extremely useful as narrative milestones that characters can reach. The fluid nature of these Objectives, and the ability of so many to be taken as both 'Primary Objectives' and 'Secondary Objectives' means that using them as storytelling tools for campaign progression is extremely simple.

Armed and Dangerous
Preparedness

All characters in the party carry both firearms and melee weapons with a combined Lethality gear bonus equal to or greater than +100 (use close range Lethality for ranged weapons).
Primary: +25 SP
Secondary: +10 SP

Armored Transport
Construction, Vehicle

Characters must successfully accomplish a 'Reinforce Vehicle' mission as detailed in the Core Rulebook (pg. 409) OR they must obtain a vehicle with 5 Structure or more.
Primary: +25 SP
Secondary: +10 SP

Arson
Demolition, Fire

Characters must set ablaze one building. This requires Time to set the fire as well as several CU worth of Fuel. The chance of success is 15% per CU of Fuel used - 5% per Structure.
Primary: +25 SP
Secondary: +5 SP

Bait/Noisemaker
Construction, Zombie

Characters find out what distracts the attention of zombies and exploit this knowledge by manufacturing equipment that disorients

them. Complete a 'Bait/ Noisemaker' mission as described in the Core Rulebook (pg. 445).
Primary: +10 SP
Secondary: +3 SP

Beacon
Construction, Electronics

The only way that people will know that there are other survivors is to construct a beacon to lead them to you. Characters must construct a 'Beacon' as described in the Core Rulebook (pg. 384).
Primary: +35 SP
Secondary: +15 SP

Documenting
Survival, Zombie

A character must make a Perception check to document the outbreak. This will require the use of a camera or a video camera (applying Degradation with each attempt at this mission). Artist/Photographer/ Writer/Videographer types may add their Type bonus to see if this mission is successful. This mission can be taken multiple times, but must apply to different subject matter. This is subject to interpretation by the GM.
Primary: +10 SP
Secondary: +2 SP

Enemy of my Enemy
Diplomacy, Survival

Even a dangerous group of Vigilantes can eventually be brought to reason. In these harsh times, the survivors can take every ally they can get. Characters must successfully use 'Emp - Diplomacy' to persuade a Vigilante group to leave the characters alone.
Primary: +40 SP
Secondary: +25 SP

Escape
Survival, Travel/Navigation

Characters must successfully

accomplish an 'Escape' mission as described in the Core Rulebook. As a Finale, either an exceptional distance or a means of transport must be made available. For this reason, a GM can combine the requirements for the 'Transport' Objective and either the 'Pathfinder' Objective or 'Ultima Thule' Objective.
Primary: +15 SP
Secondary: +5 SP

Fortify
Construction, Stronghold, Structure

Complete a 'Fortify' Stronghold Upgrade as described in the Core Rulebook (pg. 390).
Primary: +10 SP
Secondary: +5 SP

Hallowed Ground
Construction, Morale

A safe place to rest the weary soul must be constructed. Characters must construct a 'Sanctuary' Stronghold Upgrade as described in the Core Rulebook (pg. 398).
Primary: +15 SP
Secondary: +10 SP

Lay of the Land
Navigation, Survival

Characters must accomplish 3x OL Scout missions as detailed in the Core Rulebook (pg. 375). These missions can be piggybacked on each other or be taken independently.
Primary: +30 SP
Secondary: +10 SP

On the Offensive
Combat, Survival

The characters must complete an 'On the Offensive' mission against either zombie or Vigilante opponents as detailed in the Core Rulebook (pg. 372).
Primary: +30 SP
Secondary: +15 SP

Pathfinder
Travel/Navigation

Travel to a destination that is 10 miles away per OL without using established roads. Typically this is added to the requirements of another Objective, but this can be an Objective all its own. This typically represents either treks through the wilderness or requiring to take a road that is so off the beaten path because all main roads are choked with baracades, abandoned cars (or worse).
Primary: +25 SP
Secondary: +10 SP

Research
Research, Zombies

The characters must accomplish a 'We Know This Much' mission as described in the Core Rulebook (pg. 399). This Objective can be claimed multiple times earning SP, each time a 'We Know This Much' mission is accomplished.
Primary: +15 SP
Secondary: +5 SP

Rescue
Finale

The characters catch wind of a rescue that will come if they can survive long enough. Characters get 1 SP per Time. The amount of SP required for a Rescue is based on the length and scale of the campaign.

Running Out of Time!
Finale

The time for action is now! Characters only have a limited window to act before their chance of success has passed. Characters lose (1d6 SP -1 per OL). This puts extra urgency on OL 1 and OL 2 scenarios which are generally zombie-light. Typically this is feature that is paired with another Objective. By giving an ordinary Objective a Time

constraint, it becomes a Finale scenario. If the characters ever reach 0 SP, the Objective that this Finale is paired with will automatically fail and Morale will be reduced by d6.

Search and Rescue
Survival

Accomplish a 'Search and Rescue' mission as detailed in the Core Rulebook (pg. 377). Instead of rescuing people that will eventually become Population, characters can rescue specific individuals if it better helps the narrative of a story.
Primary: +25 SP
Secondary: +10 SP

Sentimental Value
Morale

Accomplish a 'Sentimental Value' mission as described in the Core Rulebook (pg. 380).
Primary: +15 SP
Secondary: +5 SP

Supply Raid
Accumulation, Survival

The characters must undertake a 'Supply Raid' mission as described in the Core Rulebook (pg. 381). This can be taken multiple times, but subsequent attempts will only grant the SP reward of a Secondary Objective.
Primary: +15 SP
Secondary: +5 SP

Transport
Travel/Navigation, Vehicle

A specific means of transport is required in order to reach a destination. A specific category of vehicle must be obtained and utilized (i.e. car, truck, boat). This may require a 'Repair Vehicle' mission in order to make the vehicle usable as described in the Core Rulebook (pg. 410).
Primary: +30 SP
Secondary: +10 SP

Survivor
Survival

Survive for 25xOL consecutive periods of Time outside of a Stronghold.
Primary: +25 SP
Secondary: +10 SP

Silent and Deadly
Combat, Survival

Accomplish a mission without generating any Noise.
Primary: +25 SP
Secondary: +10 SP

Stronghold Level/ Resource Accumulation Objectives

These are objectives that are colloquially called 'Fetch Quests'. They involve gathering a certain amount of materials to claim a larger reward. As essential as they are in this setting, they can border on the tedious. For this reason, pick from this list sparingly and always allow these missions to be accomplished in the background of more exciting events. Accomplishing these Objectives are lengthy tasks, so it is often from this list that the best common thread between game sessions are maintained in terms of story and long-term goals. This also makes these missions ideal Victory Conditions, although they make less exciting Finales. However, due to their importance, they often carry the heaviest SP reward for their completion.

Partial Credit

Unlike other Objectives presented in this guide, Resource Accumulation Objectives have the benefit of being cashed in early for partial credit if characters feel they have enough gathered to progress. This may be true, as having some things is certainly better than having nothing, and getting partially there will still allow some benefit. If the characters have gathered or reached half (rounding up) of whatever it is that the Objective requires, they may turn in the Objective and claim half of the SP reward.

If this is done for an Objective that is considered a 'Primary Objective', it is not so simple. Characters count as having 'Aborted' the mission as described in the Core Rulebook (pg. 359) and must apply the results of rolling on the table accordingly. Partial Credit on a 'Secondary Objective' requires no further penalty.

Characters may not retroactively gain the remaining SP they are owed later, even if they accomplish the Objective after having turned it in. Once the Objective is turned in, it can no longer be worked towards as a Victory Condition or Victory Sub-Condition. This is, of course, at GM discretion.

Many Objectives will have parameters for earning SP throughout a campaign by gathering a specific kind of object or material. These cannot be taken at Partial Credit, as they are continually granting rewards regardless of whether or not the characters hit the target number that grants the large SP reward indicated in the entry.

Alarm System
Construction

Installing an early warning system allows for better defense. Characters are required to construct 'Tripwire Alarms' as described in the Core Rulebook (pg. 396). Since layers of security are beneficial, this Objective can be claimed multiple times.
Primary: +10 SP
Secondary: +3 SP

Ammo Dump
Stronghold

Gathering stockpiles of Ammo is now even more crucial than before. Each CU of Ammo gathered will grant an SP reward based on whether the Objective is Primary or Secondary. Only ammo that can be used in firearms a character actually has will count towards this Objective. Stockpiling 100 CU of Ammo will grant an additional 500 SP.
Primary: +3 SP per CU of Ammo
Secondary: +1 SP per CU of Ammo

Emergency Supplies
Accumulation, Survival

Gather 5 Food and have 3 CU of Generic Resource per character and Stronghold Population. Backpacks and other Cargo-carrying gear will also be required. This can be claimed by players at OL 0 if they have access to the supplies when OL 1 hits.
Primary: +50 SP
Secondary: +25 SP

Food Supply
Stronghold

Gathering Food will grant an SP Reward based upon whether this is a Primary or a Secondary Objective. To take this as a Secondary Objective, Food must be in fairly short supply already. As a Primary Objective, it means Food and water are in very short supply. If a location has 'Viablity' of 4 or more, chances are, this Objective cannot be taken as Food will alrerady be readily available.
Primary: +5 SP per Food
Secondary: +1 SP per Food

Fortress
Stronghold

Reinforce any Location or Stronghold to Structure 10. This can be claimed by players at OL 0.
Primary: +50 SP
Secondary: +10 SP

Fuel Dump
Stronghold

A Stronghold must have the ability to store large amounts of Fuel safely. Each unit of Fuel gathered will grant an SP reward based on whether the Objective is Primary or Secondary. Gathering 100 Fuel in this fashion will grant an additional 500 SP.
Primary: +3 SP per Fuel
Secondary: +1 SP per Fuel

Pantry Raid
Accumulation, Preparedness

Accumulate 50 Food. This can be claimed by players at OL 0.
Primary: +100 SP
Secondary: +50 SP

Weapons Cache
Accumulation, Preparedness

Accumulate 20 CU worth of firearms with a combined total Lethality of 500 (use highest Lethality for each individual firearm). Compound hunting bows and crossbows can also count in addition to firearms towards this total. This can be claimed by players at OL 0.
Primary: +100 SP
Secondary: +50 SP

Diplomatic Objectives

These are Objectives for more advanced Gamemasters to utilize, as they deal extensively with human interaction. Encounters with Vigilantes and Survivors is one thing, but these Objectives assume there is not just a random scattering of surviving humans trying to get by; but other, organized groups like those of the player characters that operate independently of the player characters. These other social groups have cultivated their own cultural identity and carved for themselves their own existence from the shattered ruins of human civilization. A Gamemaster is encouraged to spend more time writing such a campaign by creating other Strongholds populated by non-player characters who have their own agenda. While a realistic and exciting element, creating such a large campaign can be a daunting one. For this reason, it is recommended that first-time or newer Gamemasters not utilize these Objectives until they and their players have a stronger grasp on the rules and flow of gameplay.

Establish Communication
Diplomacy, Electronics

Characters must establish a means of mid to long-distance communication with other Strongholds or outside organizations. This is typically done by means of a telegraph signal using Morse Code or radio transmission, although more exotic or elaborate means are possible, such as bringing a cell phone tower on line. This may require special equipment or a 'Repair - Electronics' mission.
Primary: +40 SP
Secondary: +20 SP

Peace Treaty
Diplomacy - Coax

By means of 'Emp - Diplomacy', establish a good relationship with another Stronghold or organization. This may be contingent upon completing another Objective with a Mission requirement as a prerequisite. In a similar fashion, completing such missions could add bonuses to the required 'Emp - Diplomacy' check for this Objective.
Primary: +30 SP
Secondary: +10 SP

Peacekeepers
Diplomacy - Any

Keeping the peace is a crucial part of your survival. You are surrounded by terrified people who are at their wit's end. Each successful Diplomacy check will grant SP based on whether or not this Objective is Primary or Secondary.
Primary: +1d3 SP per DoS
Secondary: +1 SP per DoS

Combat Objectives

The most dangerous and exciting Objectives are those earned in combat. They require the destruction of the player's enemies or a very specific kind of enemy. Many combat-related missions are also part of this category. These missions are without a doubt the most flexible as 'Secondary Objectives', allowing players to earn SP during the course of virtually any other Objective. The only problem is that prolonged combat is never a good strategy, so the SP rewards are disproportionately small, save for the most crucial and dangerous of opponents. While it seems advantageous to have these as 'Primary Objectives', most of them grant the Gamemaster the ability to deploy more dangerous opponents more frequently, hence the importance of their destruction.

Combat objectives can be claimed multiple times.

Bell the Cat
Combat, Construction, Strategy, OBM

A terrifying threat has been stalking the survivors. It is dangerous, but thankfully, not self-aware. Attaching a noise-making device will go a long way towards avoiding a potentially life-threatening encounter. Characters must complete a 'Bell the Cat' mission as described in the Core Rulebook (pg. 369).
Primary: +25 SP
Secondary: +5 SP

Birds of a Feather
Combat, Beast

Defeat a swarm of Raptors with a combined Size equal to 5xOL. If this is a Primary Objective, then the 'Raptors' Hazard is now available to GMs.
Primary: +10 SP
Secondary: +3 SP

Dust to Dust
Arid, Combat, Zombie

Defeat 10xOL Husk zombies. If this is a 'Primary Objective', then the 'Husk' Hazard is now available to GMs.
Primary: +5 SP
Secondary: +3 SP

Hunter
Combat, Zombie

You make it your goal to go out of your way to eradicate as many threats as possible. Each opponent slain will grant SP equal to (Size x opponent Perception Level). This cannot be a Secondary Objective.
Primary: special
Secondary: n/a

The Iceman Goeth
Cold, Combat, Zombie

Defeat 10xOL Frozen zombies. If this is a 'Primary Objective', then the 'Frozen' Hazard is now available to GMs. This can only be in regions or locations that have the 'Cold' environmental feature.
Primary: +5 SP
Secondary: +3 SP

Keeper of the Keys
Combat, Zombie

Defeat a Chamberlain zombie. If this is a 'Primary Objective', then the 'Chamberlain' Hazard is now available to GMs.
Primary: +5 SP, +d3 DoS for next 'Per - Search' check
Secondary: +3 SP, +1 DoS for next 'Per - Search' check

Keelhauled
Aquatic, Combat, Zombie

Defeat 10xOL Drowned zombies. If this is a 'Primary Objective', then the 'Drowned' Hazard is now available to GMs.
Primary: +5 SP
Secondary: +3 SP

Legendary
Combat, Night, Zombie

Defeat 10xOL Vampire zombies. If this is a 'Primary Objective', then the 'Vampire' Hazard is now available to GMs.
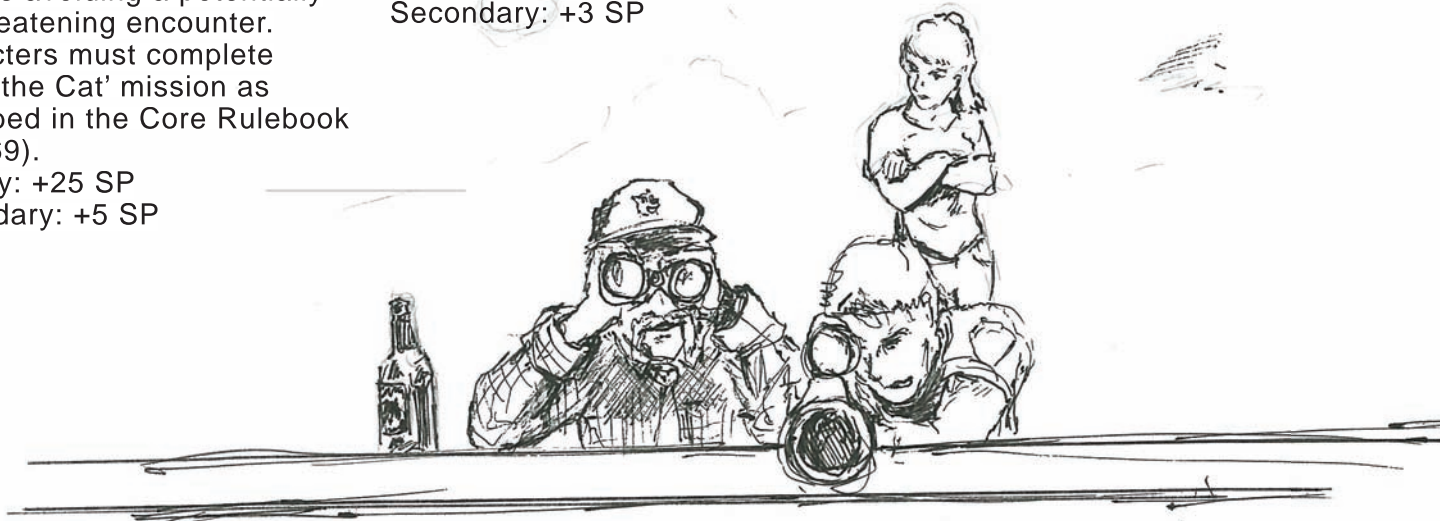Primary: +5 SP
Secondary: +3 SP

Liposuction
Combat, Zombie

Defeat a Glutton zombie. If this is a 'Primary Objective', then the 'Glutton' Hazard is now available to GMs.
Primary: +5 SP
Secondary: +3 SP

Night Hunter
Combat, Night

Survive or win 10xOL Encounters taking place during Night periods of Time. Night periods of Time between 4, 5 and 6 will count as 2 Encounters for the purposes of tracking the progress of this Objective. If the time of the month is during a new moon, then this is increased to counting as 3 Encounters.
Primary: +15 SP
Secondary: +5 SP

Peace and Quiet
Combat, Morale

Defeat a Banshee zombie or 5xOL 'Chatterbox' zombies. If this is a 'Primary Objective', then the 'Banshee' or 'Chatterbox' Hazard become available to GMs. (Chatterbox zombies can be found in Outbreak: Undead Annual vol.1)
Primary: +5 SP
Secondary: +3 SP

Put to Sleep
Beast, Combat

Survive 3xOL Encounters with Hellhound and/or Hellcat Beasts. If this is a 'Primary Objective', then the 'Wolf Pack' and/or 'Hunting Cat' Hazard is now available to GMs.
Primary: +10 SP
Secondary: +3 SP

Rage
Combat, Zombie

Defeat 10xOL Ghoul zombies. If this is a 'Primary Objective', then the 'Ghoul' Hazard is now available to GMs. If the Ghoul zombie is the one determined to be 'Standard' for this scenario, then the Primary SP reward is 25 SP and the Secondary SP reward is 1 SP per OL.
Primary: +5 SP
Secondary: +3 SP

Rest in Peace
Combat, Morale, Zombie

Defeat a Familiar Face zombie.

If this is a 'Primary Objective', then the 'Familiar' Hazard is now available to GMs.
Primary: +5 SP
Secondary: +3 SP

Road Warrior
Combat, The Living, Vigilante, Travel/Navigation

Successfully defeat Vigilantes while travelling either on a road or through territory controlled by known Vigilante groups.
Primary: +40 SP
Secondary: +15 SP

Rude Awakening
Combat, Zombie

Defeat 10xOL Sleeper zombies. If this is a 'Primary Objective', then the 'Sleeper' Hazard is now available to GMs.
Primary: +SP
Secondary: +3 SP

Save the Children?
Combat, Morale, Zombie

Defeat 10xOL Urchin zombies. If this is a 'Primary Objective', then the 'Urchin' Hazard is now available to GMs.
Primary: +5 SP
Secondary: +3 SP

To Slay the Beast
Combat, OBM, Zombie

Defeat the One Big Monster. Not having to avoid such a dangerous monster will make surviving much easier, so more effort can be focused elsewhere.
Primary: +40 SP
Secondary: +25 SP

Titan
Beast, Combat, Zombie

Defeat a Titan.
Primary: +50 SP
Secondary: +25 SP

Ursa
Beast, Combat, Zombie

Defeat an Ursa.
Primary: +30
Secondary: +15

Zombie Horde
Zombie

Defeat Zombies during a continuous encounter with a total combined Size of 10xOL. These zombies can have arrived after initial deployment and can be of any kind of zombie.
Primary: +25 SP
Secondary: +10 SP

Zombies
Combat, Zombie

Defeat 25 Standard Zombies. This Objective can be claimed multiple times. If this is a Primary Objective, the required number of Standard Zombies to defeat is multiplied by the Outbreak Level.
Primary: +25 SP
Secondary: +1 SPxOL

Hazards

Hazards are a new feature that allow a GM to utilize Risk in different ways other than just using it for Trailing Zombies rolls. It allows them to throw any number of obstacles in the way of the players. Some Hazards remain in play and allow a GM to deploy Special zombies or add Templates to opponents in an Encounter by spending Risk. It adds a tremendous variety to scenarios and allows players to face new challenges. They can also alter the landscape of the Encounter. Some Hazards are so intense that they can alter the scope of the outbreak itself, but those typically require a tremendous amount of Risk to be paid, but their effects can sometimes plague the characters for days.

Some Hazards are labeled as 'One Use Only' in which case, they represent one-time effects that come into play. Once such a Hazard is played, then a new Hazard is chosen to replace it. This can either be done randomly or it can be picked from the list. The same Hazard that was once used can be selected again if chosen randomly, but if picking from the larger list, it is recommended that a GM choose a different one to replace it with before picking the same one again. A general rule of thumb is that a GM can pay 1 Risk to retain a 'One Use Only' Hazard, unless it states otherwise in the entry. This cost can be cumulative for each time a GM wishes to retain it instead of discarding it for a new one after use. Some landscape-altering Hazards and location features can allow certain 'One Use Only' Hazards to be retained without requiring extra Risk to be spent. Such features and Hazards can also alter the Risk cost of certain kinds of Hazards that are 'One Use Only'.

If a Hazard and an objective are in contradiction, the GM can either roll a new Objective or a new Hazard.

Some Hazards offer a chance at avoiding a penalty, a small obstacle, or just add Difficulty, however, some have an unavoidable consequence having been encountered. These consequences will be in italics underneath the description. Those Hazards that remain in play throughout the campaign will be labeled as such. These landscape-altering Hazards often require enormous amounts of Risk to be used, but the danger they represent certainly requires it. The "R" entry is the amount of Risk that must be deducted in order to trigger the event. If no such entry exists, then it can be played whenever appropriate.

The Logic of Risk

The idea behind Risk is sometimes difficult to wrap your mind around. This is especially the case when Risk is used to spend on Hazards that can best be described as an "Act of God". What this is supposed to represent is not that a GM is able to dole out these Hazards as some vengeful deity. It represents that characters, being forced into actions, must perform their missions in less favorable conditions. Even if these conditions are clearly beyond the character's or GM's control or power, a character would normally have the option of finding ways around them under ideal circumstances. Risk is basically a debt paid due to lack of strategy that is only redeemed by making certain sacrifices that put them more at the whims of the forces of nature or other dangers.

Spending SP to Reduce Risk

Players have the option of sacrificing some of their progress to make a dent in the Risk pool of a GM to hopefully prevent some larger catastrophe. At the end of each period of Time, after an E% is made, characters can spend 1 SP in order to reduce Risk by 1 per DoS in either a 'Per-Search, Survival, Navigation, Hide or Sneak' check. This is a dangerous gamble, but if it keeps a GM from being able to play the most deadly of Hazards, the cost is often worth it. Failing this check will add additional Risk equal to 1 per DoF. For narrative purposes, it helps to have the players who are undertaking this describe what sort of strategy they are attempting in order to accomplish this. Being unable to come up with a decent explanation as to what they are attempting to do and how, should disqualify them from being able to take this option. For instance, if a character wishes to 'Hide' from a particular threat represented by a Hazard, force the players to tell the GM where and how.

Zombie Deployment

Some Hazards will allow for Special zombies to be deployed. Under the *Outbreak: Undead Core Rulebook's* normal rules, Special and Template zombies are played with certain amounts of DoS in an Encounter check (E%). When using SP and Risk, a GM has the option of strategically deploying them whenever appropriate as Hazards. When using SP, any Encounter can potentially have Special zombies, but each Special zombie is deployed by spending 5

Risk - 1 Risk per DoS in the Encounter check they are to be deployed in. This means that it is often advantageous to wait until you get an E% with enough DoS to make deploying a dangerous Special zombie cheap. The existing E% table can be used as-is and the DoS in an E% can simply be the threshold that will allow a GM to make such purchases with their pool of Risk, but it is sometimes advantageous of players to allow GMs to play them whenever appropriate. If a GM wastes too much Risk on deploying Special zombies, then the characters will often be in better shape, then again, certain Hazards make playing specific kinds of Special zombies much cheaper. Thankfully, the Hazards themselves often require a hefty Risk cost to even play, and even then, it is only for a certain duration of Time or within the confines of a specific area.

Hazard-Specific Descriptor

Some descriptors are not shared with Objectives or Skills. They are strictly for GM reference and have additional special rules, unlike most descriptors which merely describe what category the Objective or Skill falls under.

Challenge - A 'Challenge' descriptor indicates that a Hazard forces a specific kind of check to avoid the effects that are listed in the Hazard's entry. Either that, or it somehow increases the Difficulty of a check the characters are already taking.

Encounter - An 'Encounter' will alter what is encountered with an E% by either upgrading opponents or even going as far as to add new opponents to the E% table. Those Hazards often come with the heftiest Risk price, however.

Horror Trait - This functions like the Horror Traits as listed in the "Zombies" chapter, only they typically only apply to only one or a few of the opponents in the encounter as opposed to a blanket trait that all the opponent share throughout the campaign.

Region/Location/Environmental Feature - This Hazard can only be played if characters are currently at a certain location or region with the proper Environmental Feature. The entry will not say "Region/ Location", it will instead be the descriptor required in order for the Hazard to have any effect.

List of Hazards

Armed - 2R
Hazard - Zombie, Horror Trait
Play when E% is made with enough DoS to play a Template zombie

One zombie is clutching a gore-covered Melee weapon that they have managed to retain just enough sentience in order to use. One Standard zombie per 2R spent on the cost in this encounter has the 'Advanced Weaponry' Horror Trait and will be armed. Special and Unique zombies can have them too, but the Risk cost is multiplied by their Size.

Armored - 2R
Hazard - Zombie, Horror Trait

Play when E% is made with enough DoS to play a Template Zombie

One Standard Zombie has the remnants of protective gear strapped to them which regrettably includes a helmet and/or bullet proof vest. That zombie counts as having +3 Defense. This can apply to other Standard zombies in the same Encounter if the GM pays an additional 2R apiece. Characters get +1 Resource for killing such zombies if they do not flee the encounter.

Balancing Act - 4R
Hazard - Challenge, Navigation

Play when E% is made at 4 DoS or greater

Zombies can only be avoided by walking along the edge of a fence or wall or shimmying from one point to the next by means of a wire or rope, as all other methods to avoid the zombies are too risky. Characters can only evade this encounter by making a 'Per - Balance' or 'Str - Climb' check. Failing this will trigger a Zombie Encounter with the characters that fail the checks, which the other characters who passed can voluntarily enter. The zombies get a surprise round and characters get -10 SP.

One Use Only

Banshee - 10R
Hazard - Zombie, Morale

Add 'Banshee' to the available Special zombies. They can be deployed for 1 less Risk.

Barricades - 1R
Hazard - Challenge

One location requires that characters breach through barricades in order to perform any 'Search' checks. This process will likely generate Noise, depending upon what tool is used to attempt a Breach. This will also add +1 Difficulty to a subsequent 'Per - Search' check made at that location.

This can also be used to increase the Difficulty of a 'Per - Navigation' check by 1.

-d6 SP
One Use Only

Biohazard - (special)
Hazard - Zombie
Play after any successful All Out Defense mission.

Reduce Stronghold Viability by 1. The zombie corpses now litter your Stronghold and some now occupy vital areas and threaten the health of your population (such as in crops or in water supplies). A Disposal mission must be accomplished. Proper disposal requires 1 Time per Viral of the zombies in the last encounter. Resource can be spent to reduce this Time requirement by 1d3 per Resource spent. The Risk cost is equal to 10 - current Stronghold Viability.

Carelessness - (Special)
Hazard - Challenge

A Gamemaster may make an additional E% during the same period of Time by spending 1 Risk. This can be repeated, but each attempt will cost an additional Risk (1R for first, 2R for second, 3R for third, etc). This Hazard can be played for free if players perform an action during a period of Time that is nowhere near convential wisdom dictating as being a wise decision.

Chain Link Fence - 2R
Hazard - Challenge, Urban

Play after a failed 'Per - Navigation' check

Unless all the characters pass a 'Str - Climb' check, or one of the characters has 'Bolt Cutters', the characters are slowed considerably as they are now in between a chain link fence and a horde of pursuing zombies. Failing the required check or failing to have the proper gear, another E% must be made immediately and the characters get -5 SP. The Risk cost is reduced to 1R in 'Biome - Urban' locations.

Charnel House - 5R
Hazard - Morale

Play in 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.

One Use Only

Creeping Death - 1R
Hazard - Zombie

Deploy one zombie as a 'Crawler'. It can be deployed normally as per 'Crawler' rules or can replace any zombie that was killed in a previous round. Zombies killed by 'Headshots' cannot be replaced in this way.

Deus Ex Machina - Special
Hazard - Special, Catastrophe
Play after any 'Catastrophe'

This is the reverse of the ability of SP to 'Reduce Risk'. The Risk cost of this Hazard is special. It can reduce SP equal to the Risk paid to play this Hazard. However, this represents the characters relying upon luck instead of planning, so the 'Catastrophe' rolled in order to play this Hazard will instead count as a 'Headshot' by some extraordinary means that will be beyond the character's control (as implied by the name of this Hazard).

Down, Not Out - 2R
Hazard - Zombie
Play after character kills a

Zombie

One zombe the character just killed is not yet dead. Deploy a 'Crawler' zombie in place of the zombie just killed by a character. If killed in melee combat, a Crawler will immediately enter a 'Grapple' with the character. Zombies killed by 'Headshots' cannot generate Crawlers with this Hazard.

Drowned - 10R
Hazard - Zombie, Aquatic

Add 'Drowned' to the available Special zombies. Standard zombies can be upgraded to Drowned for free at locations featuring a large body of water nearby.

Escalation - (100xOL)R
Hazard - Global, Finale

The Outbreak has gotten larger in scale and becomes an even greater threat. Increase Outbreak Level by 1 to a maximum of 4. The Risk cost is the target Outbreak Level, not the current one. Pick or randomly determine a new set of Objectives and a GM gets additional Hazards to have access to (although they do not have to be played immediately). The amount of Hazards a GM can have in this way can only have a total Risk cost of (25xOL)R.

Endless Horde - 25R
Hazard - Zombie, Finale
Biome - Urban

The zombies are so great in number that it is ludicrous to try and fight them beyond the few that lie in your immediate path. No Objective rewards may be claimed for killing any kind of zombie and each Zombie Encounter drains 1 SP per level of Standard Zombie Speed and Perception. Noise will not contribute to Risk while this is in play, as the players have already alerted the attention of every nearby zombie, which could be hundreds (if not thousands) of zombies. This Hazard cannot be trumped by an Objective that requires the killing of Standard zombies. If such an Objective is rolled or chosen, it must be replaced unless the setting is not a 'Biome - Urban', in which case it is at GM discretion as normal. A successful 'All Out Defense' will negate this Hazard and require a GM to pay the 25R to trigger it again.
Remains In Play

Familiar Face - 5R
Hazard - Zombie, Morale

Add the 'Familiar Face' template to any one zombie in an encounter. Determine randomly which of the characters knew the former human. Also determine by rolling a d6 how much Difficulty is added for attacking them, to represent the closeness of the relationship. If this roll is a 1, a GM may play this Hazard again in a different Encounter.

One Use Only

Frozen - 10R
Hazard - Zombie, Cold

Any Standard zombie in an Encounter can be upgraded to a 'Frozen' for free in an environment with the 'Cold' Environmental Feature. The Risk cost is reduced by the Environmental Modifier of a location with the 'Cold' Environmental Feature.

Ghoul - 10R
Hazard - Zombie

Add 'Ghoul' to the available Special zombies. They can be deployed for 1 less Risk.

Glutton - 10R
Hazard - Zombie

Add 'Glutton' to the available Special zombies. They can be deployed for 1 less Risk.

Grotesque - (Special)
Hazard - Zombie, Template

When a successful E% is made that indicates a 'Template' can be deployed, any Standard zombie in an Encounter can be upgraded to a Grotesque for a cumulative 1R (1R for first Grotesque, 2R for second, 4R for third, 6R for fourth, etc).

Husk - 10R
Hazard - Zombie, Arid

Any Standard zombie can be replaced by a 'Husk' in an environment with the 'Arid' Environmental Feature. The Risk cost is reduced by the Environmental Modifier of a location with the 'Arid' Environmental Feature.

Hunting Cat - 10R
Hazard - Zombie, Beast

Add 'Hellcat' to the the available Special zombies. They can be deployed for 1 less Risk.

Interruption - 3R
Hazard - Challenge

Characters are cut short while attempting to do an action. If the characters fail an action that can be repeated, they

cannot repeat it and the GM makes an E% check.

Killing Fields - 5R
Hazard - Zombie, Morale

This location is full of carnage, undisposed of zombies mingle with inanimate corpses and those that twitch sporadically. Going through these grounds 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 sea of dead and gore.

One Use Only

More Difficult Than it Looks - (Special)
Hazard - Challenge

Any check can be increased in Difficulty by 1 before a check is made. The cost of this is a cumulative 1R for each point of Difficulty to increase. A Gamemaster may substitute any Hazard generated randomly for this one and it can be retained without paying any additional Risk.

More Than You Can Chew (Special)
Hazard - Zombie
Play after characters decide to stay and fight zombies

A zombie encounter is far more threatening than initially thought. A GM can deploy more Standard zombies as if a new zombie encounter has taken place. If characters destroy all the zombies before this effect comes into play, then this hazard has no effect and the Risk spent is wasted. The cost to play this Hazard is 5R - 1R per round delayed before this comes into effect to a minimum of 1R.

Nightmare - 15R
Hazard - Zombie, Beast

Add 'Nightmare' to the available Special zombies. They can be deployed for 1 less Risk.

One Big Monster - (special)
Hazard - Special

Add the One Big Monster template to any available zombie or zombie subtype. The Risk cost is a base 15R, but add 2x the base Risk cost of a Special zombie or Beast zombie if adding an OBM template to it instead of adding it to a Standard zombie.

One Horse Town - 8R
Hazard - Zombie, Beast

Deploy one 'Nightmare' in an Encounter.

One Use Only

Pestilence - 1R 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.

Rain Check - 3R
Hazard - Challenge, Rain
Play when characters attempt 'Stronghold Upgrade' missions

Foul weather plagues the characters. It should be appropriate for the season and hemisphere as to what that condition might be. Characters must add the Environmental Modifiers to not only the Objective checks for their Stronghold Upgrade missions, but the required Time for their completion is increased by Environmental Modifiers as well. This Hazard

cannot be used in any region that has the 'Arid' Environmental Feature.

One Use Per Environmental Modifier

Raptors - 5R
Hazard - Zombie, Beast, Challenge

A flock of Raptors begins to 'Pursue' the characters as described in their entry in the *Outbreak: Undead Core Rulebook* (pg. 180).

Roadblock - 5R
Hazard - Challenge, Navigation

Any Urban Location or Biome that has an Environmental Modifier of +2 or more Travel using vehicles greater than Size 3 is impossible past this location. Encountering this Hazard in while in a vehicle of Size 3 or greater will penalize the characters 5 SP per Size of the vehicle above 2. Riding animals are exempt from this Hazard.

One Use Only

Sociopath - 10R
Hazard - The Living, Vigilante

One Vigilante group is particularly deranged, utterly uncaring about others. They count 'Diplomacy - Coax/Plea' as "n/a" and have +4d6 Attack.

Storm Brewing - 10R
Hazard - Challenge, Rain, Wind

A storm begins to hit and rain and wind are now something the Survivors need to contend with. This will remain in play for 10 Time per Environmental Modifier and all Hazards with 'Rain' and 'Wind' descriptors are free of cost for the duration of the Storm and can be retained for free.

Trailing Zombies - (special)
Hazard - Zombie

Whenever characters return to a Stronghold or fail a 'Per - Survival' check, a Gamemaster may trigger an immediate Encounter with 1d6 Standard zombies per R spent on this Hazard which follows the rules of an 'All Out Defense'. A Gamemaster may play this Hazard on characters that succeed a 'Per - Survival' check, but the Risk cost is equal to the DoS in the 'Per - Survival' check. Gamemasters will still have to reduce their Risk to 0 as per normal Stronghold rules once the characters survive a resulting 'All Out Defense' mission. This Hazard will always be available to the Gamemaster, regardless of the scenario.

Tensions Flare - 5R
Hazard - Diplomacy

There is strife in the Stronghold. Make an 'Emp - Diplomacy' check in order to calm the Population or lose 1d3 Morale and no Population can become a Mobilized Work Force. The Risk cost of this is reduced to 0 if any Population died during an 'All Out Defense' or any player characters died in the previous mission.

Trapped! - 1R
Hazard - Challenge

Characters attempting to flee an Encounter add +1 Difficulty to the required subsequent 'Per - Navigation' check. Despite being 'One Use Only' this Hazard can be reclaimed after being played by paying 1 Risk per DoS in the 'Per - Navigation' check this alters. If this reduces the Risk cost to 0 or less, then the GM can reclaim it for free and play it again in subsequent turns.
One Use Only

Unstoppable Force - n/a
Hazard - Special

Characters are facing a danger they cannot hope to stop or prevent. It is only a matter of time. If characters are facing such a peril, then each Time will add 1d3 Risk per OL. A GM is also allowed to choose a Finale objective and a Hazard that costs 25 Risk or greater if they haven't yet already to represent what 'Unstoppable Force' is threatening the characters.

Ursa - 20R
Hazard - Zombie, Beast

Add 'Ursa' to the available Special Zombies. Only one example of this Beast will be available at a time unless the GM pays an additional 20R.

Vampire - 15R
Hazard - Zombie, Night

Add 'Vampire' to the available Special Zombies. They can be deployed for 1 less Risk inside buildings and interior locations, but cannot be deployed outside during Day periods of Time. During periods of Time at Night, they can replace Standard Zombies on an E% table for free.

Vermin - 1R per Stronghold Viability
Hazard - Zombie, Beast, Challenge

Vermin have overrun your Stronghold. They devour 1d6 Food and reduce either Stronghold Structure by 1 (in the case of termites or some similar pest) or they reduce Viability by 1. For 10R, Vermin can be added to the available Special zombies and can be deployed for 1 less Risk.

Vigilantes - 15R
Hazard - The Living, Vigilante

Your actions have alerted ruthless Vigilantes nearby. Add 'Vigilantes' to the E% table. Their position on the Encounter table can be upgraded by 1 DoS per 15R spent.

Wall of Mourning - 4R
Hazard - Morale, Urban
Biome - Urban

The characters pass an old barricade, building or wall that is literally wallpapered with "Missing" posters and abandoned shrines with wilted flowers and candles burned down to the stump. Characters
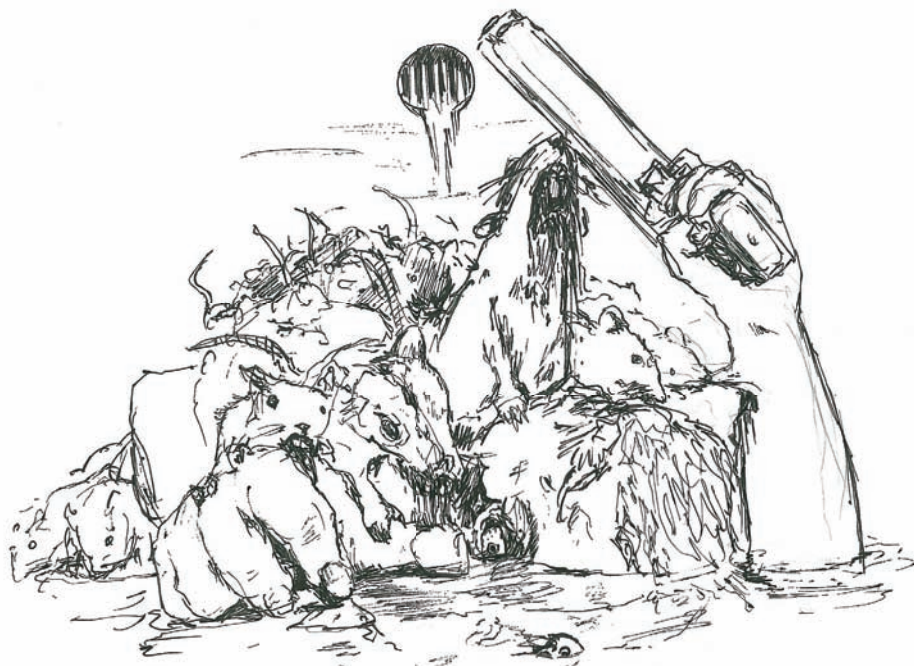
must either fail an Empathy check or pass a Willpower check or lose 1 Morale.
One Use Only

Zombie Wall - 5R
Hazard - Zombie
Play any time during a Zombie Encounter

The advancing undead form a wall, preventing easy escape. The E% that must be made after the characters flee a Zombie Encounter counts as being automatically successful with 1 DoS per OL. Characters may attempt to avoid this new Encounter normally.

This can also be used to delay the characters' ability to 'Flee' a zombie encounter by 1 Turn, should they normally be able. If during this extra turn, zombies are positioned in such a way as to prevent the players from 'Fleeing', then the characters will still be unable to Flee, but the GM will not need to spend Risk in order to do so (as normal rules will prevent the characters from 'Fleeing').

Table 1.1
Random Objective Table

d%	General	d%	Combat	d%	Stronghold Lv. Resource Acc.
1-5	Armed and Dangerous	1-5	Bell the Cat	1-2	Alarm System
6-10	Armored Transport	6-10	Birds of a Feather	2-12	Ammo Dump
11-15	Arson	11-15	To Slay the Beast	13-25	Emergency Supplies
16-20	Bait/Noisemaker	16-20	Hunter	26-40	Food Supply
21-25	Beacon	21-25	Legendary	41-60	Fortress
26-30	Documenting	26-30	Liposuction	61-70	Fuel Dump
31-35	Enemy of My Enemy	31-35	Night Hunter	71-85	Pantry Raid
36-40	Escape *or* Fortify	36-40	Peace and Quiet	86-100	Weapons Cache
41-45	Hallowed Ground	41-45	Put to Sleep		
46-50	Lay of the Land	46-50	Rage		
51-55	On the Offensive	51-55	Rest in Peace	d%	Diplomatic
56-60	Pathfinder	56-60	Road Warrior	1-35	Establish Comm.
61-65	Research *or* Rescue	61-65	Rude Awakening	36-65	Peace Treaty
66-70	Running Out of Time!	66-70	Save the Children?	66-100	Peacekeeper
71-75	Search and Rescue	71-75	Titan *or* Ursa		
75-80	Sentimental Value	75-80	Dust to Dust, Keelhauled, *or* The Iceman Goeth*		
81-85	Supply Raid				
86-90	Transport	81-85	Keeper of the Keys		
91-95	Silent and Deadly	86-90	Zombie Horde		
95-100	Survivor	91-100	Zombies		

*Dependng upon geographic region

Table 1.2
Random Hazard Table

d%	Hazards	d%		d%	
1-2	Armed	31-32	Familiar Face	61-62	Rain Ceck
3-4	Armored	33-34	Frozen	63-64	Raptors
5-6	Balancing Act	35-36	Ghoul	65-66	Roadblock
7-8	Banshee	37-38	Glutton	67-68	Sociopath
9-10	Barricades	39-40	Grotesque	69-70	Storm Brewing
11-12	Biohazard	41-42	Husk	71-72	Trailing Zombies
13-14	Carelessness	43-44	Hunting Cat	73-74	Tensions Flare
15-16	Chain Link Fence	45-46	Interruption	75-76	Ursa
17-18	Charnel House	47-48	Killing Fields	77-78	Vampire
19-20	Creeping Death	49-50	More Difficult than it Looks	79-80	Vermin
21-22	Deus Ex Machina	51-52	More Than You Can Chew	81-82	Vigilantes
23-24	Down, Not Out	53-54	Nightmare	83-84	Wall of Mourning
25-26	Drowned	55-56	One Big Monster	85-86	Zombie Wall
27-28	Endless Horde	57-58	One Horse Town	87+	Roll Twice More**
29-30	Escalation	59-60	Pestilence		

**Ignore further results from this

Outbreak: UNDEAD..

the gamemaster's companion

This guide assists Gamemasters in setting up Scenario Point constructed campaigns, which give players goal-oriented objectives and easily trackable progress for a campaign of any scale. Included is a detailed guide to structuring missions, multiple sample Victory Conditions and Victory Sub-Conditions, as well as entirely new ways to spend Risk points on new 'Hazards' that GM's can utilize to create new challenges for players and thwart their best made plans.

The element of chance and surprise is now possible for both Gamemasters and Players, as a scenario's objectives can now be generated at random, while still allowing tremendous narrative and storytelling flexibility!

This guide is a perfect companion piece to the **Outbreak: Undead.. Core Rulebook**. It gives Gamemasters a whole new arsenal of scenario constructing tools that more fully utilize the concepts presented in your other *Outbreak: Undead* books!