

Outbreak Undead.. Second Edition House on the Hill

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# The House on the Hill

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# Introduction

The undead have ravaged the world. Now, for you and your group, each day is a fight to survive. Supplies are getting harder and harder to come by, forcing you to venture further from the safety of your Stronghold and into the isolation of the rural landscape. While out one day, you stumbled on a horde of infected, who immediately started to pursue you. The horde of hungry dead have set upon you, and an isolated house sitting alone atop a large hill serves as the only place around to make a stand. Will you be able to survive the nightmare of the **House on the Hill**?

The classic scenario gets an update! House on the Hill serves as a fantastic introductory Scenario for **Outbreak**: **Undead.. 2nd Edition** for 3-6 player characters, or an intense but fun distraction from an ongoing campaign. This scenario requires a copy of the Outbreak: Undead.. 2nd Edition Core rules.

## **Getting Started**

House on the Hill is prepared and setup differently depending on whether it is being played as part of a campaign, or as a stand alone scenario.

If House on the Hill is being used as a part of a greater ongoing campaign, there is very little additional setup required. Characters will have access to the gear and kits, they have on them and available at the time the at the time the Gamemaster (who will start with their existing Risk () pool), introduces the scenario.

When playing House on the Hill as a one-off scenario, you want to create a baseline for everyone to use. In this way, characters are permitted to select up to ••••• worth of Gear and start with + 200 for the purposes of Resource Catalog purchases and the use of Tactics. The Gamemaster will be able to start with 100 in order to activate Hazards/ Upgrades or use on Deployment.

Characters may also select 3 options from the following list to determine starting **CP** as described in the Gamemaster's Companion.

- Health
- Wisdom
- Power
- Sense
- Devotion
- Determination

This will provide both players and the Gamemaster with basic tools needed to participate in and successfully run the House on the Hill Scenario.

## **The House**

The house featured in this Scenario is not necessecarily the same house as in



- House on the Hill -

the original scenario, but is intended to be any simple, lone home situated atop a hill. Gamemasters are encouraged to come up with their own unique floor plans for the house to keep things interesting and unexpected, as well as to freely modify the Points of Entry as they deem appropriate. All other Scenario vital details for the Location are provided here.

## **Location Attributes**

For the purposes of this Scenario most Location or Stronghold related Attributes can be safely ignored outside of Structure and Size. Options are provided to allow for a Gamemaster to randomly determine the base values or to use a flat pregenerated number instead.

Structure - 5d5! (20) Size - 2-3 (2)

Each point of Structure Bonus (the 10s digit of the Structure score) of the House will increase the Deployment cost by 1 per point, add to {Breach%}, and serves as a cap to the Barricade Levels that can be applied to any given Point of Entry. In this way a lower Structure rating will make the Scenario much more

difficult, while too high a rating may reduce the tension of the situation.

Regarding the Size entry, this will be used to determine how **{Search%}** attempts are made to find supplies (which will be covered in the Resource Catalog section on pg. 7). This is designed for one-off instances of the Scenario as characters in an ongoing campaign can use the Core Rules for conducting **{Search%}** in any given Location.

## **Points of Entry**

One of the biggest factors in this Scenario are the available Points of Entry that are featured throughout. A Point of Entry is what an Opponent will make a **{Breach%}** against. Details on the different types of Points of Entry and a recommended configuration has been provided.

*Recommended Configuration* - One exterior door (front) and 3-5 windows minimum. Specifically, there should be a single Point of Entry per character participating in the Scenario. Internal rooms can be laid out in any configuration, and these can potentially play into the strategy the characters employ.

#### A NOTE ABOUT "THE HOUSE" FEATURED IN THE SCENARIO

Though a number of details related to the house in question are provided here in the supplement. Gamemasters are highly encouraged to modify these as needed to suit their desires. A prime example of this is to use your own house or the very location that the game takes place in for deeper immersion if you like. This can be especially fun for a one-off Scenario. making it suitable for a party game.

This is not meant to simply be a superficial change for the sake of narrative, but can also have mechanical implications as well. Adjustments to the suggested Point of Entry options, the Structure of the Location, the exact type of Location, and so on will all potentially make changes to the viable Hazards. Upgrades, and perceived difficulty of the Scenario as a whole.

In this way a simple Scenario can provide a variety of potential results that will keep you engaged for multiple runs.

Additionally one room where at least one wall is an exterior wall is undergoing renovations. Any attempts by Opponents to enter through this area will not require a **{Breach%}**, however it will add **Breach%**, however it will add **Breach%**, bowever it will to the Dice Pool of Opponents (or characters) attempting to do so.

## **Barricades**

The best way for characters to prolong their survival is to reinforce the Points of Entry with a Barricade to keep the undead out as best as they can. Each Barricade Point will have a **1 5** and have the Resilience (X) rule, where X is the Structure Bonus of the house itself (So generally Resilience **1 2**). If a point of entry had no Barricade Points, then it can be entered with a Move action.

A **{Breach%}** can be made against a Barricade using any of the following: **{Brawl%, Grapple%, Melee Attack%}**.

#### **Built Barricades**

"Building Supplies" can be used to Barricade a Point of Entry. Each purchase from the Resource Catalog for these will cost **+ 50** and grant a character enough supplies to increase the Barricade value of a Point of Entry by 1. The process requires a Hammer and **\$\$5** with **{Craft/Construct/Engineer%}**, and the Point of Entry cannot have Opponents actively making a **{Breach%}** against it. Barricades made from Building Supplies are destroyed when compromised.

#### **Obstruction Barricades**

The tables, chairs, refrigerators, etc. can be moved in front of Points of Entry to provide Barricade: +1 by passing a **{Lift/Pull%}** to move and secure them. Reaching the Point of Entry will count as having the object secured into place. The size of the objects will determine the effort required, though characters can work together on this. Obstacles such as stairs can add or more to these checks at the Gamemaster's discretion.

Moderate Size - Chairs, Tables, etc. will allow 10' of movement Large Size - Cabinet, Fridge, etc. will allow 5' of movement

Placing Obstruction Barricades can be done even when Opponents are trying a **{Breach%}**, but will add per Opponent. When compromised these will count as "Toppled" and can be replaced again with **(+)** in another **{Lift/Pull%}**.

#### Doors

A door may, at Gamemaster's discretion, feature deadbolts which will act as a Barricade: +1, but will act like a "Built" Barricade on a successful **{Breach%}**. Opponents may freely enter any Door with Barricade: 0 without the need for a **{Breach%}**.

Holding a door will effectively add +1 to the Resilience value per character if they contribute at least one to a {Lift/ Pull%} to hold it in place.

A Gamemaster can modify the difficulty of the Scenario by including more or less objects that can be used as "Obstruction" Barricades. or adjusting the Capacity of the "Building Supplies" found on the Resource Catalog. Adding to these will stand to reduce the difficulty while limiting them can add to the difficulty players will face. It is strongly recommended that a GM include at least 1 item per Point of Entry that can be used.

#### Windows

While these are not the fastest way for Opponents to enter a Location, characters would still do well to ensure that the windows of the house also maintain some kind of Barricade. Any Opponent that starts their Turn within 5' of a window with Barricade: 0 may freely enter the house, but will add for for doing so as they crawl through. A **{Breach%}** can be made against this Point of Entry using any of the following: **{Brawl%**, **Climb%**, **Melee Attack%** 

### **Resource Catalog**

The characters will be able to rummage through the house in an attempt to find gear and kits. Characters can get access to the items on the Resource Catalog normally using **{Search%, Spot/Listen%}** to unlock the associated Levels, and purchases are made with + as normal rolling for Depletion to see when entries become exhausted.

All options listed for Level 0 can be acquired without the need for an {Search% Spot/Listen%} or to unlock. This Level has been added to help accommodate various aspects of this Scenario, specifically the rules for Barricades, and to help provide the sense that this Location was undergoing renovations either before or after the outbreak swept across the globe. All other **Resource Levels** will require **\$5** per Resource Level to unlock. A {SC%} for Search will require **3 1** per Size of the house, so generally can only be done when an entire "wave" of zombies is defeated or if the character is not Engaged with an opponent.

#### **Resource Levels**

Lv.O Crowbar (1), Hammer (1), Hacksaw (1), Old Shovel (1), Small Tool Kit (1), Rope (1), Building Supplies (15) Lv.l Lighter (1), Duct Tape (1), Service Uniform (1), Work Clothes (2), Cigarettes (2), Flashlight (3), Liquor (3), Heavy Coat (5), Old Leather Gloves (5), Clothing (7)

Lv.2 Emergency Rations (2), Small Canteen (2), Cookware (3), Duffle Bag (3), Kitchen Knife (5), Medium Backpack (5), Canned Fruit (5), Canned Stew (5)

Lv.3 Axe (1), High-Quality Machete (1), Medium First Aid Kit (1), Antibiotics (1), Prescription Painkillers (1), Low-Quality Multitool (1), Wooden Baseball Bat (2), Hatchet (2), OTC Painkillers (2), Gauze Bandage (5)

Lv.4 Sleep Aids (2), Opioids (3) Lv.5 12 Gauge Shotgun [Empty] (1), 30-06 Rifle [Empty] (1), 9mm Pistol [Loaded] (1), Heavy Rifle Cartridges (1), 12-Gauge 00 Buckshot (1)

Gamemasters should feel free to modify the Resource Catalog as they see fit. This is a good way to add variance to the Scenario.

Additionally. Levels 4-5 of the Resource Catalog are normally only available on Successful "Supply Run" Missions. For a one-off this should be overlooked allowing {Search%} to unlock these Levels.

## Story Hooks & Scenario Modifiers

- The house is a distant relative's and the PC seeks refuge. This could reduce the cost of a Familiar Face Upgrade to 15 (or +10 for players) regardless of Outbreak Level. A character who has this close a relationship with the owners will start with access to Resource Level 1 as if it were Resource Level 0.
- A truck is being worked on in the garage attached to the house. The person who lives here desperately tries to get it to start and offers the characters a ride if they hold the undead off long enough. Best used with the Secondary Objective of "Transport" with the "Running Out of Time" modifier attached.
- The hill is a good vista and the surrounding area can be can be seen for many miles in every direction. The characters intend to make this a Stronghold or rendezvous point for local rescue efforts but must clear the hill of any undead in order to begin the process of establishing a Stronghold. Best used with the Primary Objective "Zombie Horde".
  - The former inhabitant of the House is known about town as a bit of a kook, but through some personal dealings, one or more of the PCs were at least friendly with them preoutbreak. It is known to few that the person was a loner, but is also prepared for a long haul siege, however cannot possibly defend the house on his own. They may give the characters valuable supplies in exchange for helping defend the home. This can add +5 to the Capacity of all Firearm and ammunition related entries on the Resource Catalog.

Note: Any beneficial situation like the ones described above can allow a GM to require a character to sacrifice one or more Gestalt Levels in order to take advantage of them. This will be especially true if this scenario is part of a larger campaign.

## Gamemaster's Section

This section contains information that is for the Gamemaster's eyes only. While a GM could show previous sections to their players (with a little risk of spoiling some scenario elements), advance knowledge of this section will rob the scenario of its surprise and excitement. It contains many options and ideas that a GM can use to customize and modify the Scenario to better suite their desired narrative.

## **Objectives**

Objectives are a great way to structure this Scenario whether it is a one-off or integrated into a bigger campaign. This will provide the characters with both a sense of accomplishment and a source of the which can be used in the Scenario or saved for a longer campaign.

Time: Survive at least 820

#### **Primary Objectives**

Primary Objectives serve as a good benchmark for overall success. Should the characters accomplish these Objectives they will have survived the House on the Hill.

Running Out of Time - Characters only have a limited window to act before their chance of success (and in this case survival) has passed. Typically this is a feature that is paired with another Objective. If the threshold for this is not met, then the paired Objective automatically fails and Morale will be reduced by d5! should the characters survive. If attached to a Primary Objective add  $\div$  **100**% to the reward, and if attached to a Secondary Objective add  $\div$  **25**%.

#### To Slay the Beast **160**

Defeat the One Big Monster. Not having to avoid such a dangerous monster in the future will make surviving much easier, so more effort can be focused elsewhere.

#### Zombie Horde

#### +100

Defeat undead during a continuous Encounter with a total combined Size equal to 10x0L. These undead may have arrived after the initial Deployment and can be of any type of undead.

#### Secondary Objectives

Secondary Objectives provide a good source of additional + that can be given to the characters over the course of the Scenario as an added bonus for a major feat. These can be claimed multiple times.

Liposuction + 10 Defeat a Glutton zombie

Peace and Quiet **+ 10** Defeat a Banshee zombie

*Rest in Peαce* **+ 10** - Defeat a Familiar Face zombie

Zombies

Defeat 10 Standard Zombies

## **Outbreak Level**

The primary function of the Outbreak Level (OL) in this Scenario is in relation to the bonus () on successful **{Encounter%}** as outlined in the Core Rules. Provided is the recommended OL, but it can also be modified to adjust the difficulty or better integrate the scenario into an ongoing campaign.

Outbreak Level - 2

## **Opponents**

In this Scenario the Standard Opponents will be zombies. In fact, as a Gamemaster we encourage you to not have any Living Opponents in this Scenario at all. While any kind of zombie can be used for this purpose, the quickest option for a oneoff would be to use the general "Infected" template provided in the Core Rules.

#### Template Zombie Upgrades

As with other Encounters, Template Zombies can also be featured in this Scenario. While a Gamemaster is welcome to modify these with any of the options provided in the Core Rules or other supplements, a small list of recommended options has been included for quick play.

- Grotesque
- Familiar Face

#### **Unique Zombies**

This Scenario can also make use of Unique Zombies. Here is a small list of recommended Unique Zombie options for quick play.

- Glutton
- Banshee
- 0.B.M. (Finale Option)

## Deployment

The Scenario starts with the player characters just inside the house near the front door with 2d5! + 2 Infected on the outside of the house. New opponents

start "Out of Bounds" and must pass a {Breach%} using {Navigation%} in order to enter the map at a Point of Entry on the exterior of the house (which may very well require another {Breach%} to get through). When undead enter the map, start with the front door moving clockwise to additional Points of Entry to give a roughly even distribution. This will also add a sense of being surrounded as the situation escalates, increasing tension.

## **Encounter Checks**

At the end of every Round the Gamemaster will make an {Encounter%} using the normal rules to see if additional zombies are added to the ongoing Encounter in the following Round. New undead entering as a result of a successful {Encounter%} will start "Out of Bounds" like the initial undead in the Encounter. You may use the following Encounter Table for spending on Opponents.

#### Scenario Encounter Table

Cost	0
<b>(+)</b>	d
	1
$\oplus \oplus \oplus$	1
$\oplus \oplus \oplus \oplus$	0

pponent 3 Infected Template upgrade Unique Opponent B.M.

This allows the Gamemaster to have some degree of control over the pacing of the Scenario based on their choices on {Encounter%}.

## Hazards

Outside of the various options available to Gamemasters when it comes to purchasing Upgrades for the Opponents in the Scenario, the option also exists to activate an assortment of Hazards that can add more complexity and depth to an otherwise straight forward hack-andslash outing. The most obvious options will be the possible Location based Hazards, in this case those featured on the "Residential Home" entry in the Core Rules, but there are some additional options that could be fun to experiment with. The following list of recommended Hazards found in the Core Rules are great additions to the Scenario for a little more flavor.

- Infected
- Tragedy
- Unsanitary

## DELAY

#### 15

Characters find out that they are in an increasingly hopeless situation. Characters must survive an additional **3**, effectively allowing the GM 3 additional **{Encounter%}** to potentially deploy more opponents to further strain supplies.

## **Optional Rules**

The following rules are completely optional, but can be an interesting way to add a further dash of spice to the proceedings and keep the characters on their toes.

#### **Supply Drops**

Every time a Unique Zombie is killed, the killing character gains **+50** that can *only* be used to make purchases from the Resource Catalog. Template Zombies (being any zombie that has been Upgraded) will also grant a similar bonus, but only grant **+15**. These cannot be saved and must be used immediately or be discarded (though characters may make use of **+** they already have to acquire more expensive Gear with this



bonus). They can also be used to purchase items that are already exhausted on the Resource Catalog except for "Building Supplies". Any weapons, tools, or ammo are restricted to Rarity: 2 (see Core Rules for additional details on Rarity). Firearms are further restricted with Rarity: 4.

Supply Drops are somewhat of a metagame concept, since most zombies won't be carrying around much of use under most realistic circumstances...but it is a fun game mechanic!

#### Deconstruction

Characters will have the option to use tools to tear up some of the house in order to generate new "Building Materials" if they should so desire. Deconstruction requires a Crowbar or Sledgehammer and **%15** with **{Craft/Construct/Engineer%}** to generate enough Building Materials to apply a Barricade to a Point of Entry, but doing so will reduce the total Structure of the Location by 1d5! each time it is done; which in turn, lowers the Structure Bonus over time, effectively reducing the defensive potential of the Location in exchange for the ability to reinforce a specific point of entry.