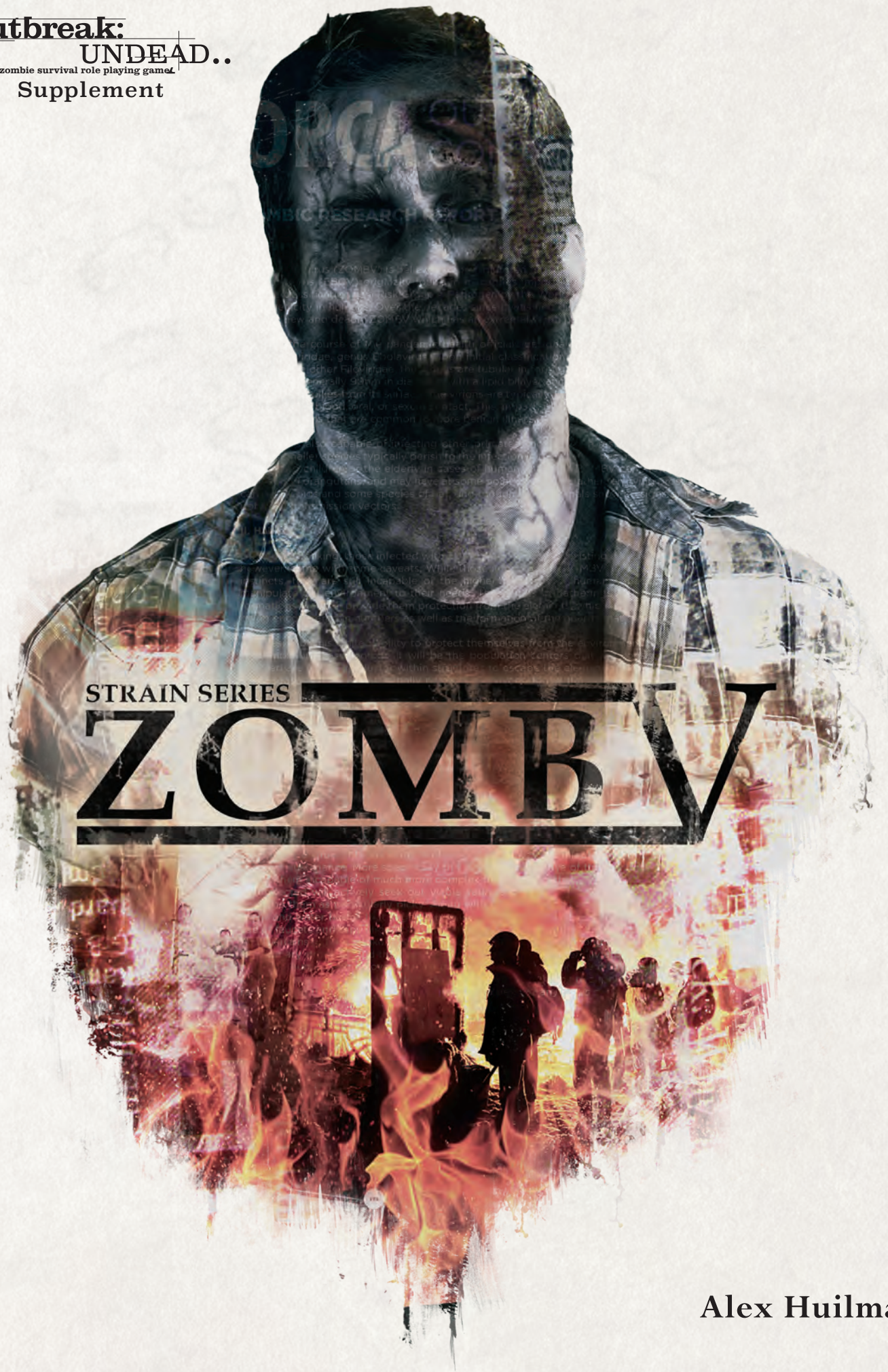


Outbreak:
UNDEAD..
zombie survival role playing game
Supplement



STRAIN SERIES

ZOMBV

Alex Huilman

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ZOMBV

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Outbreak: Undead.. Zombie Survival Role-Playing Game 2nd Edition

Strain Series: ZOMBV

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INTRODUCTION

What is The Strain Series

Outbreak: Undead.. has historically been a ‘settingless sandbox’ style of game, acting as a foundation upon which a Gamemaster may create any kind of outbreak they desire. In this way it serves as a toolkit capable of spanning the wider spectrum of the zombie survival genre. This does, however, require that a Gamemaster apply more effort in the preparation of a longer campaign by requiring them to build up their own world in which to run their games (or adapt as best they can from their personal fandoms).

There are times when a Gamemaster would rather make use of an existing setting and predefined opponents. Something that allows them to weave in their own stories without the worldbuilding normally required to present a believable environment that exists beyond the characters themselves. Or perhaps they would appreciate a trove of details from which they can be inspired and further cultivate their own vision.

The Strain Series intends to provide that exactly. Through this supplemental series we will explore in detail different strains of infected, and provide an assortment of potential settings and opponents suitable as the basis for both one-shot scenarios and long term campaigns. Regardless of your preferred approach, these books will present you with a framework on which you can craft your tales of survival.

WHAT IS ZOMBV?

ZOMBV can serve as the backdrop for any number of scenarios, both officially released by Hunters Entertainment or otherwise. The Standard Infected presented in this setting are a unique variation of biologically alive opponents, a theme that has become more

popular in modern zombie culture. These Infected share a few common threads with the “Feeder” type of Undead featured in the Gamemaster’s Guide, which could serve as a good option for a potential divergent Patient Zero strain of the primary virus featured in this supplement should a Gamemaster desire to explore this option.

The background lore for how the world reacts and adapts to the outbreak as it progresses in severity to the state of being a global pandemic provides both story hooks for characters to pursue as well as interesting consequences that would be outside the control of most characters in such a situation. In this way Gamemasters can inject a greater sense of scale into their games, allowing players to feel a connection to the greater world around them.

Ultimately this supplement should provide aspiring Gamemasters with a sense of how the core rules of *Outbreak: Undead.. 2nd Edition* can be shaped and molded into a unique and interesting setting, and grant additional insights on how to build and structure scenarios. Players shouldn’t feel left out, however, as much of the content included within the early pages is still suitable for them. A cast of new template characters as well as new gear options will provide even more possibilities to those looking to enhance their survival experience, in this or any other setting.

It is our hope that everyone can find value in the information contained within this book.

Materials for Play

To make use of this supplement you will need the following items:

- *Outbreak: Undead.. 2nd Edition Survivor’s Guide and Gamemaster’s Guide (Core Rules)*
- A copy of *Outbreak: Undead.. Strain Series: ZOMBV* (this book)
- A selection of dice compatible with the d5! system
- Pencils for taking notes and recording characters
- Character sheets for all players, available for download at huntersentertainment.com

No additional content will be expressly required, though other supplements, game resources, and accessories can provide added depth if desired.

Governments the world over were all woefully unprepared for the escalating situation, near as I could tell from the reports I heard. It didn't take long for news abroad slowed to a trickle, but before all communication went dark, things did not seem to look too good at all. So, if anyone reads this and they're entertaining the idea that the grass is greener elsewhere, I hate to break it to you...
It's probably fucked everywhere.

Spring used to be a time of beginning, everything bright, green, new, birds chirping, bees buzzing, all that shit. I mean, it still is that way, but I don't care about it the way I used to. No one does anymore, really. Why am I even bothering to write any of this? I guess for posterity, but that seems laughable now.

At first, it all seemed like another run-of-the-mill flu season. A bit late, if the experts were to be believed. Things really went south a month into it. We were told that the screening, whatever tests they do to predict what strain of flu would be the *it* strain this season was way off, so the vaccines that were prepared and administered were basically useless. It didn't take long after that announcement that people started catching on that things were rapidly getting worse.

It was April 23rd when I first saw reports to confirm what we all knew. But seeing things in black and white like that gave a crawling dread license to move into a full on sprint. We had all seen it at least once, least knew someone who seen the "infected" as they were called, fall into comas in droves. The comas were sudden, but brief. I saw it too, not first-hand initially. I'll never forget the day for the rest of my miserable life. The living room flooded with the glow of the TV, all the other lights were off, like we were trying to hide. Jack's incense smoke filled the house and gave the news on the screen a haze, made it feel less real but there it all was right in front of us... but I digress.

Hospitals were being overwhelmed. They tried to have remote triage centers in at Millbank High School, but it was all going to hell so fast. Everyone knew by now it wasn't the fucking flu, even if their "wrong strain" story were true. The lie was made clear when the reports started coming in that this was far from a local, regional or even a national story. This was international. Soon, the TVs were mostly useless, the media infrastructure was too burdensome to maintain; Radios became the most reliable source of info, near as we could tell. We heard stories of the escalation and heard just how fast things went to hell. That's when panic started to take hold. Once the public lost its mind, it finally felt like the end was near.

I remember catching a report on the radio. I think it was early the morning the U.S. Press Secretary announced the formation of a new emergency agency after the repeated failure of the CDC and USAMRIID. They called it ORCA, the Outbreak Response Containment Agency. They administered and directed the (surely by now) dwindling resources of critical agencies to contain the spread of the outbreak.

The National Guard and Coast Guard were directed to aid local law enforcement and officials. Air traffic was halted, but that was to be expected at this point. The phrase "too little too late" comes to mind.

W.H.O. DENIES CLAIMS OF DANGER

Panic increases as public demands answers in wake of the death of a student at Vista Academy of Science.

WORTHINGTON, Ohio - Officials with the World Health Organization W.H.O. released a statement rejecting rumors that an eighth-grade student who died on Thursday died of the same highly contagious illness that has already claimed the lives of several thousand worldwide. The organization has been accused of being complicit in the cover up by downplaying the extent of the virus's spread worldwide at the behest of governments, including China, Italy, Egypt, and Sweden. Caution is still necessary as details emerge about the death. Parents are urged to watch for signs of potential sickness in their own children. The boy, whose identity is being withheld, was a student at Vista Academy of Science in Worthington.

A public relations officer for Vista Academy of Science told the news outlet that the boy went from the school bus directly to the school clinic, and was then transferred to an area hospital where he died. Hospital officials did not disclose the exact illness, but

ORCA RELIEF CAMP OPENED IN CH

After many months of growing tensions and strained infrastructure, Ohio sees its first ORCA facility open in downtown.

United Press

CHICAGO, IL - The news was not without its own controversy but once open, the Chicago ORCA camp was quickly flooded by people left in a state of desperation, and confusion. This is far from unusual as every major city has dealt with this increasing pressure before the staff grew accustomed to the influx of people and resources. The optics are still not good, however. The once picturesque downtown quickly began to resemble a war ravaged hellscape. Reasons are still unclear as to why this facility was strained more than most upon its opening.

Chaos followed the announcement - rioting and looting quickly became endemic only serving to make matters that much worse. Assaults became so common it was hard to tell if they were due to the infected or just people turning on other people in a bid for their own survival. "It all was becoming something of a blur by this point, and a lot of the time is still fuzzy for me - not being able to sleep will do that to you, harder to form long term memories like that, it just becomes a series of flashes." one resident is quoted as saying, who wished to remain anonymous.

Eventually, the city was declared and the

OSAMRIID who operation granted authorization to use lethal control under condition of anonymity by the issuing officers. The cityscape was transformed into literal warzones.

ORCA continues their efforts in the area, and across the country, but rumors abound that some of the camps are falling. Some say due to the numbers of people and lack of crucial supplies, but others who spoke on condition of anonymity having escaped such zones say they have been broken by waves of the infected.

It isn't too far fetched, I got the hell out of the city for a reason.

Everything I heard suggests that nobody else was faring much better. Admittedly, though, reliable information was getting really hard to come by regarding anything outside the immediate area

I managed to catch an emergency ORCA broadcast sometime in late April, they were calling all this a new virus they named Zombic virus, or ZOMBV.

If the shoe fits, I suppose. Safe zones had reportedly been established by the military and evacuations of healthy civilians were to begin across the country. To be honest, I never made it into one of the camps to see if there was any truth to all of that, but I can't imagine it is any worse for them than we have it out here. I hardly suspect it would be much better.

I found this journal in the Eagle Gas station.

Not a bad idea, so I'm going to add what I can.
Maybe someone will find it all worthwhile some day.

It has been 456 days since the outbreak. I've been
keeping track since the first wave showed in Denver.

ORCA camps are all disbanded. I haven't seen any along I-70
from Colorado to Ohio. I'm not sure if any of those "safe zones"
ever really existed either. It all happened so fast and now the
whole damn world is upside down.

Better off accepting that this is all there is.

For now, anyway

Survive!



Chapter 2

PLAYER RESOURCES

The following chapter provides a collection of player resources that are viable not just in the setting of the ZOMBV Pandemic, but in any game of Outbreak: Undead.. equally. In this way this chapter can be seen as an extension of the core rules providing additional options for surviving through the outbreak. While some entries featured throughout this Chapter will note a specific relation to ZOMBV, these can generally be adapted to work in the context of another setting with minimal effort.

CAST

The following Template Characters have been provided as options for players who want to quickly jump into the setting, or any other setting, and prefer not to use the “Create Yourself as a Character” option (or to have as backup characters in the likely event of their own terrible demise). Alternatively, Gamemasters can make use of these Templates as NPCs in their unfolding stories.

Sweetie,

If you are reading this you know we are gone.
Things were getting so bad here we had to leave.
It breaks my heart that we had to go without you.
We have gone to the camp in Chicago. Please,
please try to get there so we can all be moved
to a safer place and be together again! I will be
worrying about you until I see your face again.
You are my heart and we love you so much!

Stay safe! Loving you always,
Mom



RIOTS RAGE THROUGHOUT AUSTIN



*Tire fires are lit in protest and in anger for being denied access, the orders to remain in their own homes have largely been ignored.
Photo Credit Max Creed*

Downtown is in shambles after the USAMRIID center is shut down.

By Scott Allen Sparks

DALLAS, TX - In what has become a sadly predictable outcome, the closing of the relief center in Dallas, Texas has temporarily displaced the estimated 3,000 refugees under their immediate care. The explanation was given that a new government agency was meant to displace the USAMRIID's presence but the rollout was massively delayed and the infrastructure that was meant to be utilized has had their supply chain long since collapsed.

The generators that once filled the city with their low drone now only sputter intermittently as the enormous fuel caravans that fed them have not only slowed to a crawl, the noise has made the generator banks a prime target for attacks from the infected, who are drawn to the sound in staggering numbers.

Speaking with Captain Gabriella Santos gave a surprisingly candid assessment of how dire their situation was. Nonetheless she is confident that the contingent of National Guard left behind to defend the camp during the transitional period was enough. And while that interview was given only three days ago, her confidence seems well placed. While the riots raged by those who did not pass the preliminary medical screening, the inside of the camp was well enough in order.

Nonetheless, supplies are strictly rationed and a careful observation reveals that firefights are becoming less and less generous with their saturation of fire. While weapons free seem to be the standing order, many soldiers are still reticent to fire upon what appear to be unarmed civilians. The ammunition is saved for when the rioters attempt damage to those under their care or attack the personnel or materiel of the camp itself. The wreckage of at least two spotlights and one outpost just outside the walls show what level of devastation the rioters are capable of with just crude weapons, incendiaries and sheer numbers.

CONT'D B2

PAUL

In the days preceding the fall Paul was the owner of his own company, specializing in finishing carpentry in and around Ohio. He was also an avid gun enthusiast and devoted to his family and loved ones, in particular to his significant other Jennifer and her son Dakota. These are all things that would come to serve him well once ZOMBV devastated the world. His primary concern is keeping the family he has with him safe, and if at all possible tracking down any of the rest of his loved ones in hopes that they may have survived the initial collapse.

Age

42 Years

Traits

Abilities:

- Animal Handling (Dog) - Tier 1 (Survivor's Guide, pg. 38)
- Concealment - Tier 1 (Survivor's Guide, pg. 42)
- Craftsman (Carpentry) - Tier 2 (Survivor's Guide, pg. 42)
- Damage Threshold - Tier 2 (Survivor's Guide, pg. 43)
- Gunslinger - Tier 1 (Survivor's Guide, pg. 44)
- Iron Will - Tier 2 (Survivor's Guide, pg. 44)
- Mule - Tier 3 (Survivor's Guide, pg. 46)
- Pugilist - Tier 2 (Survivor's Guide, pg. 46)
- Resourceful (Carpentry) - Tier 2 (Survivor's Guide, pg. 46)
- Training (Vehicle) - Tier 1 (Survivor's Guide, pg. 50)

Disadvantages:

- Addiction (Tobacco) - Tier 2 (Survivor's Guide, pg. 51)

Supported Skill(s)

{Brawl%, Calm Other%, Composure%, Construction/Engineering (Carpentry)%, Pilot%, Ride%, Stealth%}

Gear

- Clothes - Jeans and Shirt (Survivor's Guide, pg. 185)
- Boots, Work (Survivor's Guide, pg. 185)
- Heavy Coat (Survivor's Guide, pg. 185)
- Duffle Bag (Survivor's Guide, pg. 185)
- Multitool (Survivor's Guide, pg. 161)



STORY HOOKS

Weapons Cache: While not always carrying them on his person, Paul maintains a small collection of firearms at his home that can be acquired with the investment of a "Supply Run" Mission with an additional Time requirement of ⌚1d5! and granting the GM an additional ⚠️10. This will provide the following additional firearms to the group - Beretta 9mm, Ruger 308 Rifle, Sig AR 556, Bursa 380, Browning Buck Mark 22lr.

Missing My Girls: Paul has three daughters that were not with him when the pandemic kicked off and he is highly invested in tracking down his girls. This can be accomplished by engaging in a "Search & Rescue" Mission with an additional Time requirement of ⌚2 and granting the GM an additional ⚠️25.

NAME: Paul

PLAYER: _____

CAMPAIGN: _____

S.P.E.W. Attributes

| Strength | Perception | Empathy | Willpower |
|----------|------------|---------|-----------|
| 3 0 | 2 7 | 3 2 | 2 9 |
| BONUS | BONUS | BONUS | BONUS |

CHARACTER RESOURCES

| | | |
|-----------------|---------------|-------------------|
| Survival Points | Gestalt Level | Competence Points |
| | 5 | |

Skills

BASIC SKILL CHECKS

| Advancement | 1st | 2nd | 3rd | 4th | 5th |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| {Balance%} | | | | | |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| {Brawl%} | | | | | |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| {Climb%} | | | | | |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| {Composure%} | | | | | |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| {Dodge%} | | | | | |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| {Endurance%} | | | | | |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| {Expression%} | | | | | |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| {Grapple%} | | | | | |

TRAINED SKILL CHECKS

| | | | | | | | | | | | |
|--|--------------------------|--------------------|--|--|--|--|-------------------------------------|-------------------|---|--|--|
| | <input type="checkbox"/> | {Bow%} | | | | | <input type="checkbox"/> | {Frm.(Long G.)%} | | | |
| | <input type="checkbox"/> | {Calm Other%} | | | | | <input checked="" type="checkbox"/> | {Frm.(Pistol)%} | 5 | | |
| | <input type="checkbox"/> | {Diplomacy%} | | | | | <input type="checkbox"/> | {First Aid%} | | | |
| | <input type="checkbox"/> | (S){Barter%} | | | | | <input type="checkbox"/> | {M. Attack-[Bl]%} | | | |
| | <input type="checkbox"/> | (S){Command%} | | | | | <input type="checkbox"/> | {M. Attack-[Pi]%} | | | |
| | <input type="checkbox"/> | (S){Det. Motives%} | | | | | <input type="checkbox"/> | {M. Attack-[Sl]%} | | | |
| | <input type="checkbox"/> | (S){Intimidate%} | | | | | <input type="checkbox"/> | {Navigation%} | | | |
| | <input type="checkbox"/> | (S){Persuade%} | | | | | <input type="checkbox"/> | {Swim%} | | | |
| | <input type="checkbox"/> | {Digi. Systems%} | | | | | <input type="checkbox"/> | {Throw%} | | | |

EXPERT SKILL CHECKS

| | | | | | | | | | | | |
|--|-------------------------------------|-----------------------|----|--|--|--|--------------------------|--------------|--|--|--|
| | <input type="checkbox"/> | {Adv. Medicine%} | | | | | <input type="checkbox"/> | {Ride%} | | | |
| | <input checked="" type="checkbox"/> | {Cnst./Eng. %} | 16 | | | | <input type="checkbox"/> | (S) | | | |
| | <input checked="" type="checkbox"/> | (S) <u>Carpentry</u> | 12 | | | | <input type="checkbox"/> | {Science%} | | | |
| | <input type="checkbox"/> | (S) | | | | | <input type="checkbox"/> | (S) | | | |
| | <input type="checkbox"/> | (S) | | | | | <input type="checkbox"/> | (S) | | | |
| | <input type="checkbox"/> | (S) | | | | | <input type="checkbox"/> | {Survival%} | | | |
| | <input type="checkbox"/> | {Martial Arts%} | | | | | <input type="checkbox"/> | (S) | | | |
| | <input checked="" type="checkbox"/> | {Pilot%} | 2 | | | | <input type="checkbox"/> | (S) | | | |
| | <input checked="" type="checkbox"/> | (S) <u>Automobile</u> | 4 | | | | <input type="checkbox"/> | (S) | | | |
| | <input type="checkbox"/> | (S) | | | | | <input type="checkbox"/> | {Toughness%} | | | |

Outbreak: UNDEAD..

zombie survival role playing game.

VITALITY

| Injuries | Damage Threshold |
|--------------------------|------------------|
| <input type="checkbox"/> | SB + WB Bonus |
| <input type="checkbox"/> | 5 + 4 |
| <input type="checkbox"/> | Total |
| <input type="checkbox"/> | = + 9 |

VIRAL

Symptoms

PSYCHE

| |
|---------------------|
| WB + EB Bonus Total |
| Morale 5 + 2 = 7 |

Coping mechanisms

Addiction (Tobacco) - Can voluntarily indulge in addiction.

TRAINING VALUE BONUS *

The Primary Attribute Bonus of the Skill Check used is the base Training Value

| | |
|--------------|--------------|
| Archery Gear | Long Gun |
| + | + |
| Bludgeon | Pistol |
| + 2 | + 1 |
| Piercing | Throwing |
| + | + |
| Slashing | Martial Arts |
| + | + |

| | | |
|---------------|----------------|-----------------|
| Athletic Gear | First Aid Kits | Swimming/Diving |
| + | + | + |
| Climbing Gear | Medical Gear | Tools |
| + | + | + 4 |
| Command App. | Recon. Gear | Value |
| + | + 1 | + |
| Firefighting | Survival Kit | Vehicles |
| + | + | + 1 |

JENNIFER

Always having been something of a people person with one of those personalities that instantly makes you comfortable, Jennifer made a career out of management in the technical industry. She is always quick with a pun to break the tension, and can engage with almost anyone. Once ZOMBV became public knowledge, Jennifer and her significant other became focused on keeping their family safe and together. They are trying to find any sign or news of their other loved ones, including Dakota's sibling and Paul's daughters.

Age

40 Years

Traits

Abilities:

- Bookworm - Tier 3 (Survivor's Guide, pg. 40)
- Civilian (Profession) - Tier 3 (Survivor's Guide, pg. 41)
- Healthy - Tier 1 (Survivor's Guide, pg. 44)
- Pack Rat - Tier 2 (Survivor's Guide, pg. 46)
- Sharpshooter - Tier 1 (Survivor's Guide, pg. 47)
- Swimmer - Tier 1 (Survivor's Guide, pg. 48)
- Teacher - Tier 2 (Survivor's Guide, pg. 48)
- Training (Vehicle) - Tier 1 (Survivor's Guide, pg. 50)
- Volunteer - Tier 1 (Survivor's Guide, pg. 50)

Disadvantages:

- Addiction (Tobacco) - Tier 2 (Survivor's Guide, pg. 51)

Supported Skill(s)

{Digital Systems%, Diplomacy (Persuade)%, Endurance%, Expression%, Pilot (Automobile)%, Swim%}

Gear

- Clothes - Jeans and Shirt (Survivor's Guide, pg. 185)
- Boots, Hiking (Survivor's Guide, pg. 185)
- Heavy Coat (Survivor's Guide, pg. 185)
- Backpack, Medium (Survivor's Guide, pg. 185)
- Antihistamines (Survivor's Guide, pg. 152)



STORY HOOKS

Wayward Daughter: While one of her children, Dakota, is with her as the outbreak spirals out of control her daughter is not. This can be accomplished by engaging in a "Search & Rescue" Mission with an additional Time requirement of ⌚2 and granting the GM an additional ⚠️25.

The Pen Is Mightier: Being an avid reader, Jennifer is altogether aware that one of the crucial tools to survival is the preservation of the accumulated knowledge of the human race - thankfully much of this has been committed to the page already. Acquiring the materials to establish a library of useful information is something she is very invested in, and will advocate doing a "Supply Run" Mission to a Library with an additional Time requirement of ⌚1d5!

NAME: Jennifer

PLAYER: _____

CAMPAIGN: _____

S.P.E.W. Attributes



Strength

| | |
|---|---|
| 2 | 9 |
|---|---|

BONUS



Perception

| | |
|---|---|
| 3 | 0 |
|---|---|

BONUS



Empathy

| | |
|---|---|
| 3 | 3 |
|---|---|

BONUS



Willpower

| | |
|---|---|
| 2 | 8 |
|---|---|

BONUS

CHARACTER RESOURCES

Survival
Points

| |
|---|
| + |
|---|

Gestalt
Level

| |
|---|
| 5 |
|---|

Competence
Points

| |
|--|
| |
|--|

Skills

BASIC SKILL CHECKS

| Advancement | 1st | 2nd | 3rd | 4th | 5th |
|----------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| {Balance%} | | | | | |
| {Brawl%} | | | | | |
| {Climb%} | | | | | |
| {Composure%} | | | | | |
| {Dodge%} | | | | | |
| {Endurance%} | | | | | |
| {Expression%} | | | | | |
| {Grapple%} | | | | | |
| {Hold%} | | | | | |
| {Jump/Leap%} | | | | | |
| {Lift/Pull %} | | | | | |
| {Resist Pain%} | | | | | |
| {Search%} | | | | | |
| {Spot/Listen%} | | | | | |
| {Stealth%} | | | | | |

Increases from Advancement
SC% Total

TRAINED SKILL CHECKS

| | | | |
|--|----------|---|----------|
| {Bow%} | | {Frm.(Long G.)%} | |
| {Calm Other%} | | <input checked="" type="checkbox"/> {Frm.(Pistol)%} | 6 {38%} |
| {Diplomacy%} | { * %} | {First Aid%} | |
| (S){Barter%} | | {M. Attack-[Bl]%} | |
| (S){Command%} | 3 {38%} | {M. Attack-[Pi]%} | |
| (S){Det. Motives%} | | {M. Attack-[Sl]%} | |
| (S){Intimidate%} | | {Navigation%} | |
| (S){Persuade%} | 14 {50%} | <input checked="" type="checkbox"/> {Swim%} | 11 {42%} |
| <input checked="" type="checkbox"/> {Digi. Systems%} | 8 {40%} | {Throw%} | |

EXPERT SKILL CHECKS

| | | | |
|--|----------|--------------|--|
| {Adv. Medicine%} | | {Ride%} | |
| {Cnst./Eng. %} | | (S) | |
| (S) | | {Science%} | |
| (S) | | (S) | |
| (S) | | (S) | |
| (S) | | {Survival%} | |
| {Martial Arts%} | | (S) | |
| <input checked="" type="checkbox"/> {Pilot%} | 2 {7 %} | (S) | |
| (S) <u>Automobile</u> | 4 {11 %} | (S) | |
| (S) | | {Toughness%} | |

Outbreak: UNDEAD..

zombie survival role playing game

VITALITY

| Injuries | Damage Threshold |
|--------------------------|------------------------------|
| <input type="checkbox"/> | SB + WB Bonus |
| <input type="checkbox"/> | 4 + <input type="checkbox"/> |
| <input type="checkbox"/> | Total |
| <input type="checkbox"/> | = + 4 |
| <input type="checkbox"/> | |

VIRAL

Symptoms

1 2 3 4 5 6 7 8 9 10

PSYCHE

| | |
|---------------------------------------|-------|
| WB + EB Bonus | Total |
| Morale ☺ 5 + <input type="checkbox"/> | = 5 |

Coping mechanisms

Addiction (Tobacco) - Can voluntarily indulge in addiction.

TRAINING VALUE BONUS *

The Primary Attribute Bonus of the Skill Check used is the base Training Value

Archery Gear

| | |
|--|---|
| | + |
|--|---|

Long Gun

| | |
|--|---|
| | + |
|--|---|

Bludgeon

| | |
|--|---|
| | + |
|--|---|

Pistol

| | |
|--|---|
| | + |
|--|---|

Piercing

| | |
|--|---|
| | + |
|--|---|

Throwing

| | |
|--|---|
| | + |
|--|---|

Slashing

| | |
|--|---|
| | + |
|--|---|

Martial Arts

| | |
|--|---|
| | + |
|--|---|

Athletic Gear

| | |
|--|---|
| | + |
|--|---|

First Aid Kits

| | |
|--|---|
| | + |
|--|---|

Swimming/Diving

| | |
|--|---|
| | + |
|--|---|

Climbing Gear

| | |
|--|---|
| | + |
|--|---|

Medical Gear

| | |
|--|---|
| | + |
|--|---|

Tools

| | |
|--|-----|
| | + 2 |
|--|-----|

Command App.

| | |
|--|---|
| | + |
|--|---|

Recon. Gear

| | |
|--|---|
| | + |
|--|---|

Value

| | |
|--|---|
| | + |
|--|---|

Firefighting

| | |
|--|---|
| | + |
|--|---|

Survival Kit

| | |
|--|-----|
| | + 2 |
|--|-----|

Vehicles

| | |
|--|-----|
| | + 1 |
|--|-----|

DAKOTA

Still just a young man at the time that ZOMBV changed everything, Dakota is quite tech savvy. This proves to be an asset in various ways during the course of the pandemic, from finding information in the early days to setting up security systems within Strongholds once things progress further along. Not to mention being familiar enough with various gadgets that he is able to scrape together various odds and ends that can go a long way to maintaining personal morale. He has been with his mother, Jen, and her significant other Paul since the very onset.

Age

23 Years

Traits

Abilities:

- BMX - Tier 2 (*Survivor's Guide*, pg. 40)
- Contractor (Profession) - Tier 1 (*Survivor's Guide*, pg. 42)
- Damage Threshold - Tier 1 (*Survivor's Guide*, pg. 43)
- Efficient - Tier 2 (*Survivor's Guide*, pg. 43)
- Stealthy - Tier 2 (*Survivor's Guide*, pg. 47)
- Teacher - Tier 2 (*Survivor's Guide*, pg. 48)
- Training (Melee Weapon) - Tier 2 (*Survivor's Guide*, pg. 49)

Disadvantages:

- Phobia (Open Water) - Tier 2 (*Survivor's Guide*, pg. 49)

Supported Skill(s)

{Melee Attack [Slashing]%, Stealth}

Gear

- Clothes - Jeans and Shirt (*Survivor's Guide*, pg. 185)
- Shoes, Sneakers (*Survivor's Guide*, pg. 186)
- Heavy Coat (*Survivor's Guide*, pg. 185)
- Backpack, Large (*Survivor's Guide*, pg. 185)
- 4x AA Batteries - Capacity: 30 (*Survivor's Guide*, pg. 152)



STORY HOOKS

Our Safe Zone: Safety is a matter of controlled territory, and Dakota would like to secure more than just a place to bunk down. Rather, he wants to see his family protected by gaining back some ground in all the chaos. This can be accomplished by doing an “Establish Stronghold” Mission and then also getting at least two Safehouses up and running.

Game Night: Morale is something in short supply now that the world has fallen apart, but the periodic splash of simple things can go a long way to keeping spirits up. Dakota wants to get a game night up and running, which will require a “Supply Run” Mission with an added ⚡20 due to the specificity of the materials required.

BRITTANY

A single mother of two, Brittany has worked hard since a young age to provide for her and her children. Over the years, like many struggling to make it in our modern economy, she has worked in numerous fields acquiring a diverse set of skills. In the early days of the pandemic she was quick to shelter down with her kids, but as the situation became increasingly worse Brittany decided it would be best to have safety in numbers. She has since been traveling with a small group of close friends, hoping they might find others they care for.

Age

32 Years

Traits

Abilities:

- Animal Fellowship (Cat) - Tier 1 (*Survivor's Guide*, pg. 38)
- Basic First Aid - Tier 1 (*Survivor's Guide*, pg. 39)
- Bookworm - Tier 2 (*Survivor's Guide*, pg. 40)
- Charisma - Tier 2 (*Survivor's Guide*, pg. 40)
- Culinary Arts - Tier 2 (*Survivor's Guide*, pg. 43)
- Gunslinger - Tier 1 (*Survivor's Guide*, pg. 44)
- Leadership - Tier 2 (*Survivor's Guide*, pg. 45)
- Swimmer - Tier 1 (*Survivor's Guide*, pg. 48)
- Training, Pistol - Tier 2 (*Survivor's Guide*, pg. 50)

Disadvantages:

- Mania - Tier 2 (*Survivor's Guide*, pg. 52)

Supported Skill(s)

{Diplomacy (Command)%, Endurance%, Expression%, Firearms (Pistol)%, First Aid%, Swim%}

Gear

- Clothes - Jeans and Shirt (*Survivor's Guide*, pg. 185)
- Shoes, Sneakers (*Survivor's Guide*, pg. 186)
- Heavy Coat (*Survivor's Guide*, pg. 185)
- Backpack, Small (*Survivor's Guide*, pg. 185)
- First Aid Kit, Small - Capacity: 10 (*Survivor's Guide*, pg. 145)



STORY HOOKS

Birthday Bash: Brittany has always arranged some kind of party for each of her kids, and with the pandemic in full swing this is looking like a more and more difficult prospect as her eldest's birthday is fast approaching. She very much wants to try and celebrate, despite the circumstances, and this can be accomplished by completing a "Supply Run" Mission to secure gifts and food, then investing ⌚1d5! for the party itself.

Social Networking: Always something of a social butterfly, it strikes Brittany that if they ever want things to get back to normal they need to establish communication with other groups. If nothing else, it will give her more people to talk to.

NAME: Brittany

PLAYER: _____

CAMPAIGN: _____

S.P.E.W. Attributes

| Strength | Perception | Empathy | Willpower |
|----------|------------|---------|-----------|
| 3 1 | 3 3 | 3 1 | 3 1 |
| BONUS | BONUS | BONUS | BONUS |

CHARACTER RESOURCES

| | | |
|-----------------|---------------|-------------------|
| Survival Points | Gestalt Level | Competence Points |
| + | 5 | |

Skills

BASIC SKILL CHECKS

| Advancement | 1st | 2nd | 3rd | 4th | 5th |
|-------------|---|--------------------------------|--|---|--------------------------------|
| | <input type="checkbox"/> {Balance%} | <input type="checkbox"/> {36%} | <input type="checkbox"/> {Hold%} | <input type="checkbox"/> {34%} | <input type="checkbox"/> {34%} |
| | <input type="checkbox"/> {Brawl%} | <input type="checkbox"/> {34%} | <input type="checkbox"/> {Jump/Leap%} | <input type="checkbox"/> {34%} | <input type="checkbox"/> {34%} |
| | <input type="checkbox"/> {Climb%} | <input type="checkbox"/> {34%} | <input type="checkbox"/> {Lift/Pull %} | <input type="checkbox"/> {34%} | <input type="checkbox"/> {34%} |
| | <input type="checkbox"/> {Composure%} | <input type="checkbox"/> {34%} | <input checked="" type="checkbox"/> {Resist Pain%} | 4 | {38%} |
| | <input type="checkbox"/> {Dodge%} | <input type="checkbox"/> {36%} | <input type="checkbox"/> {Search%} | <input type="checkbox"/> {36%} | <input type="checkbox"/> {36%} |
| | <input checked="" type="checkbox"/> {Endurance%} | 6 | {40%} | <input type="checkbox"/> {Spot/Listen%} | <input type="checkbox"/> {36%} |
| | <input checked="" type="checkbox"/> {Expression%} | 4 | {38%} | <input type="checkbox"/> {Stealth%} | <input type="checkbox"/> {36%} |
| | <input type="checkbox"/> {Grapple%} | <input type="checkbox"/> {34%} | | | |

TRAINED SKILL CHECKS

| | | | |
|--|--------------------------------|---|--------------------------------|
| <input type="checkbox"/> {Bow%} | <input type="checkbox"/> {34%} | <input type="checkbox"/> {Frm.(Long G.)%} | <input type="checkbox"/> {36%} |
| <input type="checkbox"/> {Calm Other%} | <input type="checkbox"/> {34%} | <input checked="" type="checkbox"/> {Frm.(Pistol)%} | 12 {48%} |
| <input type="checkbox"/> {Diplomacy%} | {* %} | <input type="checkbox"/> {First Aid%} | 5 {41%} |
| <input checked="" type="checkbox"/> (S){Barter%} | 2 {36%} | <input type="checkbox"/> {M. Attack-[Bl]%} | <input type="checkbox"/> {34%} |
| <input checked="" type="checkbox"/> (S){Command%} | 14 {48%} | <input type="checkbox"/> {M. Attack-[Pi]%} | <input type="checkbox"/> {34%} |
| <input checked="" type="checkbox"/> (S){Det. Motives%} | 3 {37%} | <input type="checkbox"/> {M. Attack-[Sl]%} | <input type="checkbox"/> {34%} |
| <input type="checkbox"/> (S){Intimidate%} | <input type="checkbox"/> {34%} | <input type="checkbox"/> {Navigation%} | <input type="checkbox"/> {36%} |
| <input checked="" type="checkbox"/> (S){Persuade%} | 7 {41%} | <input checked="" type="checkbox"/> {Swim%} | 5 {39%} |
| <input type="checkbox"/> {Digi. Systems%} | <input type="checkbox"/> {36%} | <input type="checkbox"/> {Throw%} | <input type="checkbox"/> {36%} |

EXPERT SKILL CHECKS

| | | | |
|---|--------------------------------|---------------------------------------|--------------------------------|
| <input type="checkbox"/> {Adv. Medicine%} | <input type="checkbox"/> {6 %} | <input type="checkbox"/> {Ride%} | <input type="checkbox"/> {6 %} |
| <input type="checkbox"/> {Cnst./Eng. %} | <input type="checkbox"/> {6 %} | <input type="checkbox"/> (S) | <input type="checkbox"/> { %} |
| <input type="checkbox"/> (S) | <input type="checkbox"/> { %} | <input type="checkbox"/> {Science%} | <input type="checkbox"/> {6 %} |
| <input type="checkbox"/> (S) | <input type="checkbox"/> { %} | <input type="checkbox"/> (S) | <input type="checkbox"/> { %} |
| <input type="checkbox"/> (S) | <input type="checkbox"/> { %} | <input type="checkbox"/> (S) | <input type="checkbox"/> { %} |
| <input type="checkbox"/> (S) | <input type="checkbox"/> { %} | <input type="checkbox"/> {Survival%} | <input type="checkbox"/> {6 %} |
| <input type="checkbox"/> {Martial Arts%} | <input type="checkbox"/> {6 %} | <input type="checkbox"/> (S) | <input type="checkbox"/> { %} |
| <input type="checkbox"/> {Pilot%} | <input type="checkbox"/> {6 %} | <input type="checkbox"/> (S) | <input type="checkbox"/> { %} |
| <input type="checkbox"/> (S) | <input type="checkbox"/> { %} | <input type="checkbox"/> (S) | <input type="checkbox"/> { %} |
| <input type="checkbox"/> (S) | <input type="checkbox"/> { %} | <input type="checkbox"/> {Toughness%} | <input type="checkbox"/> {6 %} |

Outbreak: UNDEAD..

zombie survival role playing game

VITALITY

| Injuries | Damage Threshold |
|--------------------------|------------------------------|
| <input type="checkbox"/> | Sb + Wb Bonus |
| <input type="checkbox"/> | 6 + <input type="checkbox"/> |
| <input type="checkbox"/> | Total |
| <input type="checkbox"/> | = + 6 |
| <input type="checkbox"/> | |

VIRAL

Symptoms

1 2 3 4 5 6 7 8 9 10

PSYCHE

| |
|---|
| WB + EB Bonus Total |
| Morale ☺ 6 + <input type="checkbox"/> = 6 |

Coping mechanisms

Mania - Trigger manic fit for 10 that adds ■■ to checks with Empathy or Willpower as primary.

TRAINING VALUE BONUS *

The Primary Attribute Bonus of the Skill Check used is the base Training Value

| | |
|----------------------------|----------------------------|
| Archery Gear | Long Gun |
| + <input type="checkbox"/> | + <input type="checkbox"/> |
| Bludgeon | Pistol |
| + <input type="checkbox"/> | + 3 |
| Piercing | Throwing |
| + <input type="checkbox"/> | + <input type="checkbox"/> |
| Slashing | Martial Arts |
| + <input type="checkbox"/> | + <input type="checkbox"/> |

| | | |
|----------------------------|----------------------------|----------------------------|
| Athletic Gear | First Aid Kits | Swimming/Diving |
| + <input type="checkbox"/> | + 1 | + <input type="checkbox"/> |
| Climbing Gear | Medical Gear | Tools |
| + <input type="checkbox"/> | + <input type="checkbox"/> | + 2 |
| Command App. | Recon. Gear | Value |
| + 2 | + <input type="checkbox"/> | + <input type="checkbox"/> |
| Firefighting | Survival Kit | Vehicles |
| + <input type="checkbox"/> | + <input type="checkbox"/> | + <input type="checkbox"/> |

TOM

Like a lot of people did before the virus, Tom lived a life of dual lines of work. By day he put in his time as an IT professional solving a wide array of issues for business clients of all sizes, then by night he plied his trade as a DJ with a proclivity to hardstyle. Generally he is a pretty jovial sort, though he can be a bit antagonistic when he feels like stirring the pot. In the end, he is always willing to pull his own weight and come through for those he is closest to. Since the fall he has relied on being a part of the group in order to survive from day to day.

Age

33 Years

Traits

Abilities:

- Artistic (Musical) - Tier 2 (Survivor's Guide, pg. 39)
- Civilian (Profession) - Tier 3 (Survivor's Guide, pg. 41)
- Damage Threshold - Tier 1 (Survivor's Guide, pg. 43)
- Honor - Tier 1 (Survivor's Guide, pg. 44)
- Iron Will - Tier 2 (Survivor's Guide, pg. 44)
- Mule - Tier 2 (Survivor's Guide, pg. 46)

Disadvantages:

- Monomania - Tier 2 (Survivor's Guide, pg. 52)

Supported Skill(s)

{Calm Other%, Composure%, Digital Systems%, Diplomacy (Command, Determine Motives, Persuade)%, Expression%, Pilot (Automobile)%}

Gear

- Clothes - Jeans and Shirt (Survivor's Guide, pg. 185)
- Shoes, Sneakers (Survivor's Guide, pg. 186)
- Heavy Coat (Survivor's Guide, pg. 185)
- Backpack, Medium (Survivor's Guide, pg. 185)
- First Aid Kit - (Survivor's Guide, pg. 145)



STORY HOOKS

Got the Power: Just about all of the passions Tom has in life revolve around functioning electricity, and now that things are breaking down ensuring a constant stream of power is paramount to him. This can be accomplished numerous ways, most directly by setting up a generator.

Kolassal Beats: Music has a way of soothing the soul, and having dabbled in DJing before the fall Tom knows how much benefit this can provide to mental wellbeing. He would like to acquire some basic supplies to be able to put on some small shows for his companions, which can be accomplished with a "Supply Run" Mission requiring an additional ⚡20.

NAME: Tom

PLAYER: _____

CAMPAIGN: _____

S.P.E.W. Attributes



Strength

| | |
|---|---|
| 2 | 9 |
|---|---|

BONUS



Perception

| | |
|---|---|
| 2 | 8 |
|---|---|

BONUS



Empathy

| | |
|---|---|
| 3 | 3 |
|---|---|

BONUS



Willpower

| | |
|---|---|
| 2 | 8 |
|---|---|

BONUS

CHARACTER RESOURCES

Survival
Points

| |
|---|
| + |
|---|

Gestalt
Level

| |
|---|
| 5 |
|---|

Competence
Points

| |
|--|
| |
|--|

Skills

BASIC SKILL CHECKS

Increases from Advancement
SC% Total

| Advancement | 1st | 2nd | 3rd | 4th | 5th |
|-------------------------------------|----------------|-----|-------|-----|-------|
| <input type="checkbox"/> | {Balance%} | | | | |
| <input type="checkbox"/> | {Brawl%} | | | | |
| <input type="checkbox"/> | {Climb%} | | | | |
| <input checked="" type="checkbox"/> | {Composure%} | 6 | {36%} | | |
| <input type="checkbox"/> | {Dodge%} | | {30%} | | |
| <input type="checkbox"/> | {Endurance%} | | {31%} | | |
| <input checked="" type="checkbox"/> | {Expression%} | 6 | {41%} | | |
| <input type="checkbox"/> | {Grapple%} | | {31%} | | |
| <input type="checkbox"/> | {Hold%} | | | | {30%} |
| <input type="checkbox"/> | {Jump/Leap%} | | | | {31%} |
| <input type="checkbox"/> | {Lift/Pull %} | | | | {31%} |
| <input type="checkbox"/> | {Resist Pain%} | | | | {30%} |
| <input type="checkbox"/> | {Search%} | | | | {30%} |
| <input type="checkbox"/> | {Spot/Listen%} | | | | {30%} |
| <input type="checkbox"/> | {Stealth%} | | | | {30%} |

TRAINED SKILL CHECKS

| | | | | | | | |
|-------------------------------------|--------------------|----|-------|--------------------------|-------------------|--|-------|
| <input type="checkbox"/> | {Bow%} | | {30%} | <input type="checkbox"/> | {Frm.(Long G.)%} | | {30%} |
| <input checked="" type="checkbox"/> | {Calm Other%} | 6 | {41%} | <input type="checkbox"/> | {Frm.(Pistol)%} | | {30%} |
| <input type="checkbox"/> | {Diplomacy%} | | {* %} | <input type="checkbox"/> | {First Aid%} | | {30%} |
| <input type="checkbox"/> | (S){Barter%} | | {35%} | <input type="checkbox"/> | {M. Attack-[Bl]%} | | {31%} |
| <input checked="" type="checkbox"/> | (S){Command%} | 6 | {41%} | <input type="checkbox"/> | {M. Attack-[Pi]%} | | {31%} |
| <input checked="" type="checkbox"/> | (S){Det. Motives%} | 5 | {40%} | <input type="checkbox"/> | {M. Attack-[Sl]%} | | {31%} |
| <input type="checkbox"/> | (S){Intimidate%} | | {35%} | <input type="checkbox"/> | {Navigation%} | | {30%} |
| <input checked="" type="checkbox"/> | (S){Persuade%} | 12 | {47%} | <input type="checkbox"/> | {Swim%} | | {31%} |
| <input checked="" type="checkbox"/> | {Digi. Systems%} | 16 | {46%} | <input type="checkbox"/> | {Throw%} | | {30%} |

EXPERT SKILL CHECKS

| | | | | | | | |
|-------------------------------------|-----------------------|---|-------|--------------------------|--------------|--|-------|
| <input type="checkbox"/> | {Adv. Medicine%} | | {4 %} | <input type="checkbox"/> | {Ride%} | | {5 %} |
| <input type="checkbox"/> | {Cnst./Eng. %} | | {4 %} | <input type="checkbox"/> | (S) _____ | | { %} |
| <input type="checkbox"/> | (S) _____ | | { %} | <input type="checkbox"/> | {Science%} | | {4 %} |
| <input type="checkbox"/> | (S) _____ | | { %} | <input type="checkbox"/> | (S) _____ | | { %} |
| <input type="checkbox"/> | (S) _____ | | { %} | <input type="checkbox"/> | (S) _____ | | { %} |
| <input type="checkbox"/> | (S) _____ | | { %} | <input type="checkbox"/> | {Survival%} | | {4 %} |
| <input type="checkbox"/> | {Martial Arts%} | | {4 %} | <input type="checkbox"/> | (S) _____ | | { %} |
| <input checked="" type="checkbox"/> | {Pilot%} | 2 | {6 %} | <input type="checkbox"/> | (S) _____ | | { %} |
| <input checked="" type="checkbox"/> | (S) <u>Automobile</u> | 4 | {10%} | <input type="checkbox"/> | (S) _____ | | { %} |
| <input type="checkbox"/> | (S) _____ | | { %} | <input type="checkbox"/> | {Toughness%} | | {4 %} |

Outbreak: UNDEAD..

zombie survival role playing game

VITALITY

Injuries

| |
|--|
| |
| |
| |
| |
| |

Damage Threshold

| | |
|---------|-------|
| SB + WB | Bonus |
| 4 | 2 |

Total

| | |
|---|-----|
| = | + 6 |
|---|-----|

VIRAL

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|----|

Symptoms

PSYCHE

| | | |
|---------|-------|-------|
| WB + EB | Bonus | Total |
| 5 | 2 | 7 |

Coping mechanisms

Monomania - Apply "Efficient 2" to one Kit for 10 and each affected adds 1.

TRAINING VALUE BONUS *

The Primary Attribute Bonus of the Skill Check used is the base Training Value

Archery Gear

| | |
|--|---|
| | + |
|--|---|

Long Gun

| | |
|--|---|
| | + |
|--|---|

Bludgeon

| | |
|--|---|
| | + |
|--|---|

Pistol

| | |
|--|---|
| | + |
|--|---|

Piercing

| | |
|--|---|
| | + |
|--|---|

Throwing

| | |
|--|---|
| | + |
|--|---|

Slashing

| | |
|--|---|
| | + |
|--|---|

Martial Arts

| | |
|--|---|
| | + |
|--|---|

Athletic Gear

| | |
|--|---|
| | + |
|--|---|

First Aid Kits

| | |
|--|---|
| | + |
|--|---|

Swimming/Diving

| | |
|--|---|
| | + |
|--|---|

Climbing Gear

| | |
|--|---|
| | + |
|--|---|

Medical Gear

| | |
|--|---|
| | + |
|--|---|

Tools

| | |
|--|-----|
| | + 2 |
|--|-----|

Command App.

| | |
|--|---|
| | + |
|--|---|

Recon. Gear

| | |
|--|-----|
| | + 3 |
|--|-----|

Value

| | |
|--|---|
| | + |
|--|---|

Firefighting

| | |
|--|---|
| | + |
|--|---|

Survival Kit

| | |
|--|---|
| | + |
|--|---|

Vehicles

| | |
|--|-----|
| | + 3 |
|--|-----|

EQUIPMENT

Provided are some new options for gear that characters can make use of in their efforts to survive, should they be able to find them of course. These options are equally viable outside of this setting and can be used with any Outbreak: Undead.. 2nd Edition products, though some contain entries specific to ZOMBV that would be ignored or require some modification to maintain outside of this setting.

For additional details on Equipment and the associated statistics see the Survivor's Guide Chapter 5.

Insulin



CU: ○ (Loot: +10/Barter: 300)

SC%: {Advanced Medicine%}

Special

Intravenous: This medication will require the use of a hypodermic needle or infusion therapy unit to make use of.

Prescription Reliance: This medication can be used by characters who have the Disadvantage of "Prescription Reliance" for a condition. This is one example of many potential medications that could qualify based on the character's condition.

Shelf Life: Most common forms of insulin only lasts several days without refrigeration. This will restrict the locations it can be found and how long it can be stored. You can represent this by having it occupy Resource Level 5 of any location it is feasible to be found it.

Morphine



CU: ○ (Loot: +10/Barter: 150)

SC%: {Advanced Medicine%}

Special

Intravenous: This medication will require the use of a hypodermic needle or infusion therapy unit to make use of.

Pain Relief: Penalties due to Pain to restore Morale or remove Damage Dice from the character is alleviated for 2d6 per Use. This means multiple Uses may be required during a Long Rest depending on how much characters spend resting. A result of H+ on the check will be discarded. When used in conjunction with First Aid Kits or Medical Supplies, this will allow the Kit Capacity bonuses to still be used this turn.

Pain Management: Use will also temporarily increase + by 4 for the same duration of that "Pain Relief" is in effect.

Addiction: Add a DP to be used as a "Coping Mechanism" for someone with the "Addiction" Disadvantage for painkillers.

Overdose: The strength of this medication is such that it can be used to produce a lethal effect. Using it in this way will deal [Po] as part of the Base Dice Pool on an {Advanced Medicine%} check, and each + on the check can add an additional [Po].

Plastic Tub, Medium



CU: ● ○ (Loot: +60/Barter: 60)

Cargo: ● ○ ○ ○ ○

Special

Retrieval: Add [] to any Action that uses items stored in this container.

Power Drill



CU: ● ○ ○ ○ (Loot: +80/Barter: 100)

{SC%}: {Construction/Engineering%}

Base Dice Pool: [] [] []

Special

Power Source: The Power Drill is reliant upon electricity and often has a battery pack of varying Capacities, generally 10 to 20. Intermittent Use.

Misuse: Use as a weapon.

Triggered Effect(s)

Labor + - Reduce Time requirement for Objectives by 1 when using this as a tool properly

Drill + , Requires Power - [Pi] Accuracy

Stab + + - [Pi] Accuracy

Scalpel



CU: ○ ○ (Loot: +20/Barter: 20)

{SC%}: {Advanced Medicine%}

Base Dice Pool: [] [] []

Special

Misuse: Use as a weapon.

Short Blade: No more than [] can be allocated to any one target in a Round

Triggered Effect(s)

Labor Reduce Time requirement for Objectives by 1 when using this as a tool properly

Hit [SL, Pi]

VSV-EBOV



CU: (Loot: 10/Barter: 100)

SC%: {Advanced Medicine%}

Special

Intravenous: This medication will require the use of a hypodermic needle or infusion therapy unit to make use of.

Vaccination: Add to attempt vaccination of a character. Successful administration of the vaccine will require in {Advanced Medicine%} to get the appropriate dosage successfully applied to a patient. The vaccine will take full effect within 1d5! days of administration, and will provide the vaccinated character with immunity to Ebola infection.

ZOMBV Medication: While not effective in preventing the spread of the Zombic virus, this vaccine has proven effective in slowing the progression of the disease in trials. Characters who have received this vaccination will increase their Succumb Threshold for ZOMBV by 2 once the vaccine has taken full effect as per the "Vaccination" rule. This will also increase the Mx for Value to x4 as it can be used to effectively fight the zombie virus in this setting.

DISADVANTAGE: PRESCRIPTION RELIANCE

As the result of some medical condition you have come to rely upon a consistent supply of certain prescription medications. Upon the fall of society this proves to be a potentially life threatening complication as production chains falter and such medications become increasingly harder to obtain. Some even have strict requirements of how to properly store them, or have a very short shelf-life that can leave those in need unable to even possibly obtain their needed supply.

Character Quirk: Select a particular medication that this character requires for their survival. Should this medication become unavailable to them for a number of days equal to their Sb then the character will suffer a reduction to their Damage Threshold equal to the Tiers in this Disadvantage. For characters with an extreme dependence or suffering from additional ailments this can be potentially life threatening. Should this reduction brings a character to +0 or take them to a negative value the character will die.

Each Tier will also add to attempts to locate the medication at Locations which feature Medical Supplies as an option on the Resource Catalog. At Tier 3 or higher the medication will also have a short shelf life and/or potentially require special storage such as refrigeration in order to preserve it in a functional state. Specifics can vary greatly from medication to medication, and players selecting this Disadvantage should work out with the Gamemaster any particulars of the medication in question that might further complicate a characters efforts to obtain this.

VSV-EBOV CLINICAL TRIALS EXPEDITED

"Amidst controversy, the ebola treatment has shown some promise"



damages the supply of VSV-EBOV that arrived

RENO, NV

OV the infected have shown diminished symptoms of . This did not treat the virus itself, as the afflicted still went into cardiac arrest after several days of being infected. The corpses would also reanimate and lack any of the former intellect and personality.



Chapter 3

GAMEMASTER RESOURCES

The following pages contain information that is intended for the Gamemaster's eyes only. Players expecting to participate in a scenario or campaign using ZOMBV should not read any further. Doing so can spoil a lot of the enjoyment of the experience. It is best for players to enter the game with their own biases of what a zombie is, for better or worse, as

misconceptions can make for fascinating early story hooks or moments of discovery as the outbreak unfolds around them. Beyond the additional narrative context provided throughout this chapter Gamemasters will also find some new gameplay mechanics specifically designed for this setting but that can be easily adapted to any other games of *Outbreak: Undead.. 2nd Edition*.

Multiple Outbreak Levels

As discussed in the core rules, the Outbreak Level can have a major impact on a number of different facets of gameplay. In this setting Gamemasters will need to become familiar with the concept of Regional Outbreak Level versus Global Outbreak Level. Most games of *Outbreak: Undead..* do not need to distinguish between different scales of Outbreak Level as the Gamemaster is generally only concerned with the local view of things. When entering into a global setting that can be much further reaching in scope, a difference needs to be established between individual regions and the world as a whole.

REGIONAL OUTBREAK LEVEL

The “Regional Outbreak Level” is what will be used for most practical applications of Outbreak Level as outlined in the core rules. It can be raised and lowered over the course of gameplay based on the actions of the characters and Gamemaster. In this way the players may invest ✦ into reducing the effective Outbreak Level in their area, or the Gamemaster may spend ⚠ to increase the Outbreak Level.

From this perspective the Regional Outbreak Level is something that can and should be clearly communicated to the players so that they can make meaningful decisions on how to best utilize the ⚡ that they are acquiring over the course of play. It also allows Gamemasters electing to run long term campaigns within the setting to allow their players to make meaningful impacts within their own survival stories while ensuring the rest of the world continues to fall apart around them.

GLOBAL OUTBREAK LEVEL

The “Global Outbreak Level” is largely designed to be a narrative tool for the setting, and is directly connected to the Pandemic Timeline covered in Chapter 4. It is strictly adapted for events and ongoing that will be largely outside of the control of the players, but may still provide implications to their ongoing survival and actions.

This means that unlike the Regional Outbreak Level the players do not need to be concerned with the state of the Global Outbreak Level from a numerical standpoint. Rather, the current Global Outbreak Level is something that the Gamemaster should make the occasional allusion to in order to provide a greater sense of depth to the more day to day personal stories.

Mechanically speaking, the Global Outbreak Level only has a bearing on the Viral Level of the Standard Infected. This is specifically noted on the Standard Infected template located on pg. 31. All other facets of the Outbreak Level as described in the Core Rules are handled by the Regional Outbreak Level.

MANIPULATING REGIONAL OUTBREAK LEVELS

Both players and Gamemasters will have the ability to manipulate the Regional Outbreak Level in their world through the investment ⚠ or the accumulation of ⚡ via successful Missions to reflect the improvement or growing danger of the situation based on the actions of the characters.

Escalation: ⚠250 x OL - The Outbreak has gotten larger in scale and becomes an even greater threat. Increase Regional Outbreak Level by 1 to a maximum of 4. The ⚠ cost is the target Regional Outbreak Level, not the current one.

Stabilization: ⚡500 x OL - The efforts to mitigate the impact of the Outbreak have proven to be somewhat successful reducing the local scale of the threat. Reduce Regional Outbreak Level by 1 to a minimum of 1. The ⚡ requirement is the current Regional Outbreak Level, not the target Level. Characters do not actually spend the ⚡ for this, rather they must accumulate the required amount before the Regional Outbreak Level changes (at which point they must start accumulating ⚡ again from scratch).

Using the Grid

Over the course of the Outbreak, the Gamemaster will likely wish to modify the effectiveness of the Grid in various ways. Throughout the course of the Scenarios featured in this supplement two sectors of the Grid are tracked and utilized: Power and Communication.

Both of these sectors can be placed into various states through the course of a campaign or within a Scenario presented later. These states are as follows:

Stable: For the Power Grid characters needing to make use of ‘Power’ for any Feature or Gear may do so freely. ⌚ requirements for charging devices still apply. For the Communications Grid characters will not have any penalties to use the internet or cellular networks.

Unstable (X): For the Power Grid at any time the Gamemaster may spend ⚠15 - 5 per value listed to have the power fail in the Location the Characters are or ⚠50 - 10 per value listed to have it fail in the surrounding area. This will prevent them from being able to utilize ‘Power’ for ⌚1d5! as it remains out unless using some form

of off grid power source like a generator. For the Communications Grid characters attempting to use the internet or cellular networks for online access, messaging, or phone calls will find interruptions in service more frequent. All {Digital Systems%} made when attempting these actions will be done at ■ per value. Dedicated data and landlines will have the ■ required reduced by 1 to reflect their inherent stability in comparison to digital networks.

Restricted: This particular state only applies to the Communications Grid, and indicated that all facets of this Grid have been locked down for official use. This will require characters to make use of specialized Gear in order to be able to make use of the Grid itself, or to have any form of long range communication in general.

Collapsed: When either Grid has reached this state it is no longer available through conventional means. Characters will have to come up with some alternatives if they wish to make use of the benefits that these Grids previously provided within society.

The Nature of the ZOMBV Strain

Provided are more extensive details on the Zombic virus and those infected with it, intended to give a Gamemaster additional context on which they can extrapolate to develop their own scenarios within the setting. Some of the information presented is extremely high level details that will only be relevant to a small percentage of games, however the context can provide further inspiration with a bit of research for those interested in exploring such details further. If nothing else, it provides a solid amount of pseudoscience nonsense that one can spout off at their players if the situation presents itself.

I. Abstract

The Zombic virus (ZOMBV) is believed to be a mutated "strain" of Reston virus (RESTV), itself described as a "strain" of Ebola virus (EBOV) originally found in macaques imported into the United States from the Philippines in 1989. Despite classification as a Risk Group 4 Pathogen by the World Health Organization, RESTV was found to have a low pathogenicity in humans. Over the decades since it was first discovered and described, RESTV has seeming evolved into the new and deadly ZOMBV which has an extremely high pathogenicity in humans.

Through the course of the pandemic health officials designate that ZOMBV is a group V, order Mononegavirales, family Filoviridae, genus Ebolavirus. Upon initial classification it is the sole member of the new Zombic ebolavirus species. Like other Filoviridae, the virions are tubular in form giving it an appearance of the classic shepherd's crook. Virions are generally 90nm in diameter with a lipid bilayer anchoring the glycoprotein which projects 10nm long and 5nm spaced spikes from its surface. The virions are typically 1000nm in length. The virus is spread by means of bodily fluids such as blood, oral, or sexual contact. This, in part, is why the infection spread so quickly when coupled with early symptoms that are common to more benign illness. That and an incredibly high virulence.

The virus is also capable of infecting other primates, most likely a result of the relationship between ZOMBV and RESTV. Smaller species typically perish to the infection in the later stages of the virions life cycle, something also seen with young children or the elderly in cases of human infection. ZOMBV can, however, infect large primates such as gorillas and orangutans, and may have at some point already - a rather terrifying prospect. RESTV is also known to be carried by pigs and some species of bat, and though these animals show no signs of infection from ZOMBV they are potential transmission vectors.

II. Habitat

Generally speaking, those infected with ZOMBV are capable of existing anywhere humans are able to exist. This does, however, come with some caveats. While those infected with ZOMBV have been shown to retain very basic survival instincts, they are still incapable of the higher functions of human capacity leaving them generally unable to manipulate the environment to their needs. This results in gatherings of infected inside of structures and natural formations that can provide them protection from the elements, which is the primary driver behind infected typically being encountered in numbers as well as the formation of the hoards that can often be witnessed.

As a result of this limited ability to protect themselves from the environment the infected will find extreme climates intolerable. In these regions, it will be the population centers that are consistently most heavily impacted as the infected are forced to cluster within structures to escape the elements as opposed to freely roaming as they can in other seasons. This will be initially noted by survivors during the first winter in the more temperate regions of the world when the activity of the infected is greatly diminished, while at the same time their behavior will typically become much more ravenous.

Dependent on soil conditions and UV exposure, the virions can remain active in bile, excrement and carrion from anywhere between a few weeks to around a month. In some cases where the disposal of infected corpses is not been handled in an appropriate fashion the virus has been able to render soil infertile. Some have speculated that this could be the result of groundwater contamination as opposed to contamination of the soil itself, but no testing has verified this theory. For this reason, as well as the virions being able to survive extended periods within carrion, bodies should be carefully gathered and burned.

III. Diet

Contrary to much of the popular zombie media, those infected with ZOMBV are still very much biologically alive and inflicted by a virus. This has many implications in the way the infected behave, most notably in that they will actively seek out sustenance. More specifically this is the primary drive of the infected, as the brain damage they suffer from leaves them incapable of much more complex thought than that.

The infected will actively seek out viable sources of water on a regular basis, though one would not be able to describe them as particularly picky. Along with drinking from rivers and streams, infected will also make use of bird baths and water basins that linger in the ruins of abandoned cities. While they are not seemingly capable of making use of faucets and taps directly they will make use of them if they are left on or are leaking.

As it pertains to food intake, it appears that the infected have a strong proclivity towards high levels of protein, which is a primary driver behind their aggressive behavior. They will readily attack animals just as humans, but do seem to prioritize human targets over animals potentially due to finding them to be easier prey. Despite this they are in fact omnivorous and will consume plant based materials on occasion to supplement their dietary intake. This is done fairly recklessly, so they can essentially be viewed as a pest for any crops survivors might try to grow.

WATER CONTAMINATION

If the Gamemaster so desires, ZOMBV could be capable of contaminating water supplies. If this approach is used, the virus would be resistant to basic forms of water purification. This rule can be utilized to increase the overall challenge of surviving in the setting. It should be noted that with ZOMBV being a strain of the Ebola virus, having it make such an impact on water supplies is highly improbable. Additionally, one must consider the sheer spike in difficulty this would actually present to players attempting to survive in such a world.

If desired this option is explored further in Horror Traits on pg. 29.

VIRUS

The dreaded Zombic virus, commonly called ZOMBV, is related to the Ebola virus. Transmitted via contact of bodily fluids (blood, bile, saliva), and can remain active in carrion and excrement for up to 30 days. This means that infection does not require the classic 'zombie bite' at all, though that is not to say bites are uncommon.

Incubation: ☹️20 to ☹️60 (1 - 3 days)

Treatment: Rehydration, Painkillers, and Rest

Duration: Incurable, Viral Regression prohibited

Succumb: Viral total is greater than S_B or W_B (whichever is higher). Some medications can modify this value.

Special

Carrion: The virus is capable of surviving inside of dead tissue, allowing carrion to remain infectious to handle for up to 30 days. This makes incineration the most effective means for disposing of the infected bodies safely.

Doomed: Characters who realize they have contracted the Zombic virus may very well be filled with an overwhelming sense of foreboding and dread at their inevitable fate. Characters will lose an additional 😊1 beyond what is potentially lost based on the Disease and Symptoms Universal Rules at the moment of realization. This loss can be prevented by passing a {Composure%} with ■■■■■ due to the overwhelmingly certain outcome. Other survivors wishing to morally support the infected character during this moment of realization can do so by making a {Calm Other%} with ■■■■■ where each 🟢 they achieve will reduce ■ from the {Composure%} to a minimum of ■.

Succumbing: Once a character reaches the Succumb Threshold for ZOMBV they will enter a type of coma. Characters with greatly compromised immune systems, such as ages 12 and below or 75 and above will simply die at this point, though remain contagious as per carrion. All others will rise from the coma in ☹️ equal to S_B as a Standard Infected.

VIRAL STAGES

Non-Succumbed (Symptoms)

Viral Points: Symptoms

- **0 Viral:** Uninfected. No symptoms.
- **1 Viral:** Pain (Headache)
- **2 Viral:** Fever, Nausea/Vomiting, Stiffness (joints)
- **3 Viral:** Dyspnea, Rage
- **4 Viral:** Delirium, Hemorrhagic
- **5 Viral:** Hallucination, Night Sweats
- **6+ Viral:** Loss of 1 Health Point

All listed Symptoms are detailed in the Gamemaster's Guide pages 183-185.

Succumbed (Horror Traits)

Viral Points: Horror Traits

- **1 Viral:** Highly Infectious, Moan
- **2 Viral:** Shamble, Retch
- **3 Viral:** Pursuit, Willpower and Empathy
- **4 Viral:** Resilience 🟡1 (All)
- **5-10 Viral:** The morphology of the ZOMBV strain will be based on the additional Horror Traits added. These are not predetermined in the same way earlier Viral Levels are.

Note that Viral Levels 1-4 are assumed to be static and are included in the Standard Infected template on pg. 31. Depending on Outbreak Level the Standard Infected may have up to Viral Level 7 at Deployment. In this case the Gamemaster will have up to 3 Viral worth of Horror Traits they may apply without spending the normally required ⚠️ which are then applied to the Standard Infected template moving forward. Additional Horror Traits will be applied through the expenditure of Risk.

HORROR TRAITS

Just like creating your own virus, Gamemasters will have the option of purchasing new Horror Traits to apply to the Standard Infected as the Viral Level increases. These can also be applied through ⚠️ on both a one-off Encounter or permanent basis. In this way the Gamemaster can customize ZOMBV to their own tastes as they go, or throw characters a sudden curve ball.

The following Horror Traits are applicable to the ZOMBV strain:

Accelerated Vurilence

Viral: +2

At the very onset of the outbreak the greatest weakness of the virus is the amount of time that hosts spend in a coma before becoming one of the Standard Infected. Over the course of the outbreak the virus has evolved in such a way as to accelerate this process considerably.

When characters Succumb to ZOMBV they will now transition into a Standard Infected within 1d3 turns as opposed to requiring ⌚ for the transition. This makes no changes in the Incubation period of the virus.

Adaptive Hunting

Viral: +2

The infected have adopted more discrete hunting tactics, quietly stalking prey or waiting in ambush as opposed to a more brute force approach.

The infected get {Stealth 40%} added to their available {SC%} options. Additionally the Gamemaster will be able to initiate an Ambush attack by resolving 🟢 from a successful {Encounter%} to trigger a Surprise Round in addition to Deployment choices.

Advanced Weaponry (Melee or Firearms)

Viral: +2

The cerebral cortex and basal ganglia suffer less pronounced damage during the course of the infection allowing for more fine motor control. This allows the infected to make use of basic weapons of varied types.

Infected can make an attack check as appropriate to the weapon they carry, granting one of the following at 25%: {Melee Attack (Any)%}, {Throw%}, {Firearms (Any)%}, {Bow%}. The Gamemaster can increase the percentage chance of the check by allowing an advance of 4d5! (+10) per additional Viral point spent on this upgrade.

Improved Mobility

Viral: +1

The inflammation in and around the joints of the host is lessened due to a slight mutation. The resulting effect is that the Infected are now able to move around more quickly.

Reduce the base Speed by 🟡 per point of Viral to a minimum of 🟡. This will also reduce the 🟡 penalty to {Climb%, Jump/Leap%} by 🟡 per point of Viral.

PURCHASING HORROR TRAITS

Each new Horror Trait added to the Standard Infected will cost ⚠️100 per Viral increase, making a "Patient Zero Strain" of the virus. This will allow the Gamemaster to Deploy this version of the Standard Infected in Encounters for 🟢 🟢 or ⚠️10 moving forward. If the characters do not conduct a successful "Cleanse" Mission to address this new variant it will replace the existing Standard Infected in ⌚100 per Viral Increase of the new Strain (meaning all Standard Infected will now feature these new Horror Traits and modified Viral Level as the old Strain is displaced by the new one).

It is intended that ZOMBV will evolve over the course of the Outbreak as indicated in the increase of Viral per Global Outbreak Level on the Standard Infected meaning that Gamemasters will gain free Viral that they can use to apply Horror Traits for the Standard Infected as time progresses. To simulate this displacement over time these Opponents should be Deployed in greater numbers during Encounters as the ⌚ ticks down.

For one-off Encounters, indicating some kind of quirk mutation as opposed to the emergence of a new Strain, it costs ⚠️1 per Viral to upgrade a single opponent with the Horror Trait. If this method is used only a single Opponent in the Encounter may be upgraded with any particular Horror Trait. Characters can determine the difference between a new Strain and a quirk mutation through a successful "We Know This Much" Mission.



Rapid Incubation

Viral: +2




The virus has evolved to take far less time to successfully infect a host. This increased incubation speed allows for hosts to start spreading the virus in more rapid succession.

The virus now spreads incredibly quickly, often in only a few moments from exposure. Any character that has taken 1 or more Viral due to exposure will need to make an {**Endurance%**} Save Throw each turn or they will begin presenting Symptoms and soon turn on their friends. If the virus is contracted during periods of ⏰ it is assumed that a character will be presenting Symptoms before the next period of ⏰ passes.

Simian Infection

Viral: +1


The virus has evolved to be capable of infecting Medium and Large Simians (Small Simians will die). This is likely due to the virus having a relation to the simian specific RESTV.

For the cost of    on an {**Encounter%**} the Gamemaster can Deploy these Beasts with the ability to infect victims and gaining the basic special rules that are allowed to Standard Infected with ZOMBV. See the Opponents section on pg. 32 for additional details on Simians.

Vicious

Viral: +1

The affliction suppresses the functions of the frontal lobe causing the infected to become overly aggressive leading to more lethal attacks.

Add “Deadly:  ” that is applicable on any {**Brawl%**, **Grapple%**, or **Melee Attack%**}. Only applicable for {**Melee Attack%**} if the “Advanced Weaponry” Horror Trait was also taken.

Water Contamination

Viral: +3

The virus has evolved to become waterborne, allowing it to be capable of contaminating water supplies crucial to survival. It is also difficult to remove from water supplies once it has contaminated them.

A contaminated water supply in this instance requires purification by means of chlorine, ozone, bromine, or iodination. This could be reflected in multiple ways such as increased ⏰ requirements for applicable Missions by 100%, or even special side Missions based entirely around getting the materials required to properly purify contaminated water.

VACCINE AND CURE

While no vaccine officially exists for ZOMBV at the onset of the pandemic, the creation of one is in theory possible. This is, of course, easier said than done. Additionally, having mutated from RESTV, about 15.5 million people are naturally immune to the ZOMBV virions (less than 1% of the global population). These individuals could potentially aid in the research of a vaccine, how-

ever they are still susceptible to being killed as a result of attacks from the infected or any number of other means that humans can potentially perish from.

While ZOMBV may be a new species, as of 2014 there actually is an effective vaccine for the Ebola virus genus generally speaking. Known as VSV-EBOV vaccine, this could also be used as a basis to try and develop an effective vaccine for this new species of the genus. While this vaccine itself has proven ineffectual in combating ZOMBV, it has been shown to slow the progression.

A vaccine, however, would be a preventative measure for those not already infected with the virus. For those unfortunate souls who have already contracted the Zombic virus a cure would be required. Of course this will prove much more difficult to engineer than a possible vaccine.

The possibility of finding methods for prolonging treatment are much more viable, attempting to keep those exposed to the virus from turning for as long as possible.

MECHANICAL APPLICATION

Mechanically speaking, the introduction of a vaccine or cure for the virus should be considered a major plot hook and used accordingly. Needless to say, the effort required to actually accomplish this will be considerable and could be the complete focus of an entire Campaign in and of itself. Further, access to a cure or vaccine will remove much of the tension from the ongoing survival of the characters (and very likely the beginning of the end for the pandemic). On top of all this, there are the pitfalls of introducing even the concept of a cure or vaccine into the players minds and the impact this can have on a scenario.

Barring access to an effective cure or vaccine may seem to leave characters with little hope, though as noted they may be able to prolong the time that they have left with some effort. The following options are available to survivors who become infected with ZOMBV:

- **Antiviral Medication** - Survivors who take a steady regimen of antiviral medications as part of their treatment will be able to better resist the effects of ZOMBV. Survivors may increase their Succumb Threshold by 1 so long as they maintain taking the medication on a daily (⏰20) basis.




- **VSV-EBOV** - Survivors who are able to acquire and take this Ebolavirus vaccine will be able to sustain the Zombic virus for an extended period. Survivors may increase their Succumb Threshold by 2 after successfully administering the vaccine.

Gamemasters are encouraged to explore additional options outside of those described for allowing characters to attempt to prolong their lives if or when they become infected. This can actually make for compelling stories in its own right; seeking out potential treatments, conducting research, doing field tests, and so on. Essentially this gives you the best of both worlds, leaving the tension in place while still providing similar stories one would expect in the process of finding a cure or vaccine.

Opponents

A full range of potential opponents are applicable within the setting presented, many of which are covered in the core rules already. However, in order to accommodate the realities of this particular Strain some new Templates and Upgrades were required. Following is an effective rundown of all the new options related to opponents within the setting.

DETERMINING STANDARD OPPONENTS

The Standard Opponent for any given Encounter in this setting is determined by the current Outbreak Level and the general Environment. This is simply refined by deciding if the Standard Opponent is Beast, Living, or Infected at any given Outbreak Level within a respective Environment. The remaining options would then become classified as an Alternate Opponent which can be deployed into any Encounter for   or  10 per Opponent.

URBAN ENVIRONMENT

- Regional Outbreak Level0-2: Living
- Regional Outbreak Level3-4: Infected

RURAL ENVIRONMENT







- Regional Outbreak Level0-3: Living
- Regional Outbreak Level4: Infected

WILDERNESS ENVIRONMENT

- Regional Outbreak Level0-4: Beast

ENCOUNTER TABLE

Provided is an Encounter Table that can be used within the setting of the ZOMBV Pandemic, or even be retrofitted into any other campaign setting a Gamemaster so desires. As the outbreak progresses there is the potential that new options can be added to this table, or changes can be made to existing options. As such this can be viewed as the starting point of the Encounter Table to be adjusted as the narrative dictates.

| GENERIC ENCOUNTER TABLE | |
|---|---------------------------------------|
| {E%} | DEPLOYMENT |
|  | d3 Standard Opponents |
|   | Alternate Opponent, Template Opponent |
|    | Unique Opponent |

THE LIVING

All of the options presented in the Core Rules for Living and their Template Upgrades remain available to the Gamemaster during the course of the ZOMBV pandemic. In addition to those presented in the Core Rules, the following are also available to Gamemasters when they Deploy the Living in Encounters.

ARCHETYPES

The following is an additional Archetype that can be applied to NPC survivors for increased diversity. This can work in other settings for Outbreak: Undead.. rather than being exclusive to ZOMBV.

Medical Archetype

This would represent any number of individuals who work in the medical profession that fall outside the scope of the CDC Archetype presented in the Gamemaster's Guide. This would include nurses, general physicians, surgeons, and even some specialist practitioners. These individuals will be wildly valuable over the course of the outbreak.

Template Modifications

SPEW: Two Attributes of 7d5! (28) and two Attributes of 8d5! (32)

{SC%} / Attacks: {Composure +10%, Spot/Listen +10%, Calm Other +5%}


Vitality

Health: 4

ABILITIES/UPGRADES

General Practitioner: This character has some general background in the medical industry and as a result has picked up at least some basic knowledge for many practical situations. Add {First Aid +15%} to the available {SC%} of the NPC. This will also provide the following additional effects:

Medical Supplies: This character will add "Medical Supplies-General (3)" to their available Barter Catalog.

Specialist:  10 This character has some specialist knowledge that makes them particularly suited to dealing with certain ailments (or potentially inflicting various forms of harm if this is used in a hostile manner via Risk). Add either {Advanced Medicine +25%} or {Science +25%} to reflect this enhanced knowledge. This can also be a Hazard



HAZARDS

The following additional Hazards are applicable in any Encounter with the Living in the setting of ZOMBV. With minimal modification these can be adapted to other settings where they fit the types of infected being featured.

Specialist  5

See "Specialist" Special Rule.

Carrier  5

Upgrade one Living in the Encounter to a Carrier. This NPC has a Viral Level of 1 but is somewhere in the Incubation period of the Disease. They will soon begin presenting Symptoms and risk spreading the infection, not to mention potentially turning on the characters. These individuals are the prominent reason that characters should institute a quarantine period of no less than 2 days ( 40) on encountering new survivors. For  25 the GM may

deploy an “asymptomatic carrier,” infectious with no symptoms.

Contagious

⚠️ 5 per Viral

Upgrade one Living in the Encounter to ‘Contagious.’ This NPC is presenting Symptoms of the dreaded Zombic virus correspondent to their level of Viral. This will reduce the cost of the Carrier Upgrade by ⚠️ 1 per Viral of the Contagious NPC for other Living in the Encounter. As a reminder, ZOMBV does not require a bite to be transmitted, though characters may not realize this early on.

THE INFECTED

Those infected with ZOMBV will be of a very particular variety of infected, one that is considered biologically alive rather than your typical undead. They can vary a fair amount by the physiology of the infected host, but they maintain consistent features based on the virus they carry. They should be considered to be extremely deadly, especially in great numbers.

“Zombic” Host

Opponent - Standard Infected

Size: 1

👊 Strength: 35
👁 Perception: 25
❤ Empathy: Special
🧠 Willpower: Special

Movement: 10'

Speed: ■■■■

{SC%}: {Balance 35%, Brawl 40%, Climb 45%, Dodge 28%, Grapple 45%, Jump/Leap 37%, Spot/Listen 35%}

Vitality

Health: 3
Damage Threshold: + 12

Viral: 3 + Global Outbreak Level

Special

Biologically Alive: Those infected with ZOMBV are not actually “Undead” and remain biologically alive. This results in greater Health Points (noted in Vitality) and the ability to make use of the “Accuracy” rule on some of their attacks.

Horror Traits: The base template for the Infected presumes a minimum Viral Level of 4. If the Infected features a higher Viral Level the extra Viral may be used to acquire additional Horror Traits. See “Horror Traits” on page 28 for additional details

Highly Infectious: Add ■ to Opponent Save Throws vs. [In]

Splatter: Due to the nature of the virus spreading through various bodily fluids, characters who engage the Infected within Grapple or Melee Range and deal Damage must make a Save Throw with {Dodge%}. Depending on the Damage Type inflicted the character must add Difficulty to their Dice Pool. [Bl] will require ■, [Sl or Pi] will require ■■ to avoid splatter. Characters failing this Save

Throw will need to make an {Endurance%} to check for Infection following the “Highly Infectious” Special Rule.

Willpower and Empathy: The infected are lacking in compassion and entirely single minded. They have 0 Empathy and 100 Willpower, which is accounted for in the base template

Moan: Each Infected will generate ⚠️ 1 per round due to the incomprehensible moans and groans they make once they have detected a target

Rigid: All {Climb%, Jump/Leap%} will have ■■ added due to swelling and stiffness in the joints.

Resilience 1 (All): Remove all 1 dealt to the Infected at the end of the Round if not enough Damage was inflicted during the Round to cause the loss of a Health Point. Lost Health Points are not restored in this way

Pursuit: Fleeing an Encounter with these Infected will allow a Gamemaster to make an {Encounter%} immediately without paying any ⚠️ to do so. Characters need to succeed a {Composure%} Save Throw or they will lose 😊 1. This {Encounter%} gets a bonus + if there were any Opponents that were in the previous Encounter but “Out of Bounds”

Triggered Effect(s)

Bash + [■ Bl], Accuracy

Slash ++ [■ Sl], Accuracy

Retch ++ [■ In] ■■. If this damage surpasses the + of the Target it will result in [+1 Viral], and if the character has any other existing Injuries the ■ are automatically Aggravated to an “Injury - Infection” associated to the existing Injury. If the character already has an “Injury - Infection” it can further gain “Injury - Sepsis” at the Gamemaster’s discretion. Ignored if the Target is wearing all-enclosing Gear. Applicable on {Grapple%} only

Bite ++ [■ Sl] ■■. If this damage surpasses the + of the Target it will result in [+1 Viral] in addition to Injury. Applicable on {Grapple%} only

TEMPLATE OPTIONS/HAZARDS

Alternate Morphology ⚠️ 1

See pg. 161 of the Gamemaster’s Guide.

Armored ⚠️ 2

See pg. 161 of the Gamemaster’s Guide.

Brute ⚠️ 5

See pg. 161 of the Gamemaster’s Guide.

Familiar Face ⚠️ 5 + 5 per OL

See pg. 161 of the Gamemaster’s Guide.

Tough ⚠️ 1

See pg. 162 of the Gamemaster’s Guide.



BEASTS

Animals play an interesting role within the context of the ZOMBV outbreak in that they are another viable food source for the infected and survivors alike, potentially infected themselves, or capable of transmitting the virus as carrier species. In fact, the infected simply target survivors over animals in most cases due to them being generally easier to catch. Characters who attempt to breed and maintain pens of animals may find them targets of infected seeking food if proper precautions are not taken.

In addition to the assorted templates provided in the Gamemaster's Guide, ZOMBV in particular has the potential to infect Simians as well. Provided are template details for both living and infected Simians that can be used in any other setting as well in a similar fashion to those previously presented.

Simians

Primates of varied sizes exist all across the globe, and come in a variety of species such as orangutans and chimpanzees. They range from scavengers to outright predators depending on the exact species. They are noteworthy for being strong and agile, though this can also vary considerably from species to species with some favoring one trait more than the other. Many of them are social animals, living together in moderate to large communities meaning they will rarely be encountered alone. In some regions of the world they are most commonly found in zoos, but during the course of a global pandemic that begins to shift society these animals could be released out into the wild in some circumstances.

Opponent - Beast

Size: 1

Strength: 15 (+15 per Size)
Perception: 30
Empathy: 30
Willpower: 30

Movement: 10'

Speed:

{SC%}: {Climb 70%, Grapple 60%, Lift/Pull 50%}

Vitality

Health: 2

Damage Threshold: 12

Special

Agile: Simians are extremely agile, and are capable of grappling, pinning, and subduing their opponents. A character will only be able to use Firearms as a **"Defensive"** Weapon normally, all Melee Weapons will require to be added to the dice pool.

Elusive: See pg. 174 of the Gamemaster's Guide.

Skittish: Simians are opportunists and will quickly run if the odds are not in their favor. Killing one or more of them will make them flee the Encounter, but will be treated as though the survivors themselves fled.

Pack Hunters: See pg. 174 of the Gamemaster's Guide.

Yield: Meat 1x, Bone 1x

Triggered Effect(s)

Bite [SL], Accuracy

Pummel [Bl per Size, Knock Prone], Accuracy

TEMPLATE OPTIONS/HAZARDS

Lesser Simian

1

Smaller species like lemurs and rhesus monkeys are usually much weaker than their larger cousins, but often much more agile. Attacks from them would rarely be fatal, but they could pass on an infection or be a general nuisance.

When characters Encounter a Lesser Simian choose one or more of the following “Special” rules to apply where each option past the first is at a cost of ⚠️1 per choice.

Special

Commotion: The screeching and hollering of the smaller apes echoes throughout the area. They are quickly chased off, but generate ⚠️3 before they are.

Theft: The smaller apes pester the survivors and get away with taking something. An item the characters have on them that is ● or less is taken as they flee off into the trees.

Scavenger: The smaller apes eat or render inedible ● worth of Sustenance, preferring perishable foods if they are available, before disappearing back to the trees.

Attack: The smaller apes may be aggressive and attack the survivors before retreating. At Size 0, they have a base Strength of 15.

Greater Simian

⚠️10

The great apes of the world, such as gorillas and mandrills, are large and strong and among the rarest of all primates. They have powerful limbs and opposable thumbs, which gives them a degree of dexterity. They are also highly intelligent, even capable of communicating with humans given enough training and time.

Size: +1

Speed: ■■■

Health: 3



Special

Alpha: See pg. 174 of the Gamemaster’s Guide.

Fearsome: Grappling with these massive primates will almost certainly be instant death, and so a character will automatically lose 😊1 if they spend more than one Round in Grapple Range with one of these large creatures.

Necropithecus

⚠️10-1 per OL

From the Ancient Greek νεκρός nekros “dead”, and πίθηκος pithekos “ape” - these terrifying abominations are the product of infections that result in the undead mixed with simians. A mix of immense physical strength with an insatiable need to consume flesh. Either escaped from zoos or native to a particular region, they are embodied nightmares for survivors who encounter them.

Size: +2

The Simian has been infected, effectively making it “Undead”. Add “Viral: 1” to Vitality and reduce Health by 1.

Special

Undead: See pg. 160 of the Gamemaster’s Guide.

Note that for the ZOMBV Setting, the “Necropithecus” upgrade would still leave the infected Simian as Biologically Alive and would not apply all of the Undead Universal Rules, but would instead apply Horror Traits according to ZOMBV.

Swine

These beasts, encompassing pigs, hogs, and boars of all varieties, are among some of the most well-adapted on the planet. They are omnivorous and have a rapid reproductive rate. Given the opportunity, they can also grow to tremendous size. Wild hogs are territorial and ill-tempered. They are also voracious eaters and are capable of consuming a tremendous amount of food.

Opponent - Beast

Size: 2

👊 Strength: 30
👁 Perception: 40
❤ Empathy: 30
🧠 Willpower: 20

Movement: 10'

Speed: ■■

{SC%}: {Brawl155%, Spot/Listen 50%}

Vitality

Health: 2
Defense: 1
Damage Threshold: 🩹 15

Special

Aggressive: See pg. 174 of the Gamemaster’s Guide.

Thick Skinned: These beasts have extremely protective skin or

hide. This is reflected in their increased Damage Threshold and Defense rating.

Yield: Meat 1x, Bone 1x

Triggered Effect(s)

Bash  [ Bl], Accuracy

TEMPLATE OPTIONS/HAZARDS

Small Swine



Smaller species like domestic hogs fall into this category. They are generally smaller than their wild brethren or cousin species. They were also bred to be much more docile.

Size: -1

Strength: -10

Yield: Meat +1x

Docile: Ignore the “Aggressive” Special Rule.

Large Swine



This is representative of boars and warthogs. These massive swine can pose a real threat to survivors and the infected alike, and are well suited to the environments in which they are found such as forests, wetlands, and savannas.

Large Swine gain the following:

Triggered Effect(s)

Gore    [ Sl, Pi per Size], Accuracy

Calydonian



This horror shares a name with one of the monsters of Greek mythology that had to be overcome by heroes of the Olympian age - a fitting comparison to any survivor that has had the misfortune of crossing one. While flesh is their preferred sustenance, these particular creatures seem willing to consume nearly anything they can find with little regard.

The Swine has been infected, effectively making it “Undead”. Add “Viral: 1” to Vitality and reduce Health by 1.

Special

Undead: See pg. 160 of the Gamemaster’s Guide.

Note that for the ZOMBV Setting, the “Calydonian” upgrade is not applicable as it is specifically noted that swine are not capable of being infected, however, they may make use of the “Carrier” Hazard available for survivors in this setting.

ONE BIG MONSTER

There are some truly terrifying things that exist in the post outbreak world beyond the throngs of infected and the scattered survivors acting out in desperation. No, there are in fact true monsters that exist out there now. Gamemasters are welcome to introduce any of the One Big Monster splats that have been released in our other supplements, ones of their own making, or make use of those presented here. These are also equally applicable to be used in other settings for Outbreak: Undead..





Lords of the Wasteland - The Hammer

In the days before the outbreak, individuals now known only as the ‘Lords of the Wasteland’ were from any number of backgrounds, many coming from the world of organized crime. Since the onset of chaos from the collapse, the Lords of the Wasteland made the leap from regional terrors to tyrannical warlords. Ruling by a combination of their sheer intimidation as well as outright force carried out by their close circle of soldiers that are fiercely loyal, and almost always kept drugged into a frenzy feeling neither fear nor pain.

The Lords of the Wasteland have many highly theatrical costumes, a notable Lord of the Wasteland, The Hammer, dresses like a blacksmith with a heavy leather apron, thick leather gloves, and heavy work boots caked in filth. He wields some kind of massive hammer that he flails about, crushing bodies of the infected and survivors alike with devastating effect. One of his favorite things is taking victims to “The Kiln” so that he might forge them into one of his gladiatorial monstrosities - grafting brutal weapons and armor permanently to their bodies for the short time they have left to live, hopped up on drugs to keep them going. But this is just one example of the many deranged people who have found a strange, brutal harmony with the ruin of civilization.

One Big Monster - Living


Size: 1





 **Strength:** 40
 **Perception:** 30
 **Empathy:** 7
 **Willpower:** 29

{SC%}: {Melee Attack-Bludgeoning 75%, Diplomacy-Intimidate 70%, Brawl 70%, Diplomacy-Barter 45%}


Vitality

Health: 7




Damage Threshold:  12


Deployment:    or  15






Special



Deadly: Add [] to the dice pool for any attack {SC%} made.

Minions: The Hammer is always followed by a small gang of vigilante minions. Whenever deployed, they are always with 1d5! +1 additional minions (Militia Archetype) who will all be able to use the “Armed, Gunslingers” upgrade for free.

Highway Robbery: If the survivors are carrying gear with a combined value of  100 + 15 per character in the Encounter they will be able to attempt a {Diplomacy-Barter%} at   to negotiate an exchange of their material goods for their own safety, any less gear value will result in immediate combat. You’re lucky enough if you can just get them to talk to you. Characters are not able to further negotiate the terms offered on the results of the {SC%}, and any resistance is met with immediate combat. If the survivors surrender the requisite gear, The Hammer and their minions will let them pass until the next Encounter.

■ **Just Walk Away:**  The Hammer will agree to let the survivors pass on unharmed if they surrender ALL of their gear.


- **To the Kiln:**      - The survivors will suffer a fate potentially worse than death; they are dragged back to the Stronghold known as “The Kiln” where they are to be subjected to The Hammer’s dark designs.

Keep Them Jacked: The minions of The Hammer are constantly in a drug induced frenzy. As a result they are immune to the effects of Pain and will have a bonus of +15 to Strength and  penalty to all Perception-based Skill Checks. They also gain “Resilience” similar to the Infected, removing any  inflicted at the end of the Round (unless enough has been done to reduce a Health Point) to represent their complete inability to feel pain. The Hammer does not indulge in the supply himself, preferring to be cognizant when working his deranged craft.

UPGRADES/HAZARDS


Warlord

 5

The Hammer is not so much a leader, but rather the most warmongering among the vigilantes. Their savagery inspires their minions to such similar feats of barbarity. Through paying the cost of this upgrade any of the minions may gain a bonus  to {**Brawl%**, **Firearms-Pistol%**, **Firearms-Long Gun%**, **Grapple%**, **Melee Attack-Bludgeoning%**, **Melee Attack-Slashing%**, **Melee Attack-Piercing%**}. Additionally, the Stronghold of the Lord of the Wasteland will use the Warlords template.

Dramatic Entry

 25

The Hammer will automatically pass any {**Breach%**} to be deployed in the Encounter. They crash in screaming and smashing anything in their path from walls to inanimate objects, and the abrupt and threatening nature of it all causes Opponents to make a {**Composure%**} where failure results in the loss of  1 from the spectacle.




“Survivor Bane” Weapon

 30






The Hammer is deployed with their signature weapon, “Hammer of Hephaestus” (see entry), and the signature abilities it grants as a “Survivor Bane” Weapon. It is only The Hammer who can make use of the “Survivor Bane” Weapon variation, should characters loot the weapon from them once defeated they will receive the generic variation of the item, a sledgehammer, but it will be distinctly changed in appearance to better suit the deranged aesthetic typical of the Lords of the Wasteland... which means carrying it in the presence of a survivor or other Lord of the Wasteland will immediately raise their ire... or earn their respect (who knows, they’re crazy, after all).

Hammer of Hephaestus (Sledgehammer)




CU:   

{SC%}: {**Melee Attack-Bludgeoning%**, **Construction/Engineering%**}




Base Dice Pool:     

Special


Deadly:  (noted in Base Dice Pool)








Clumsy (2)

Triggered Effect(s)

Labor  Reduce  for Objectives by  1 when using this as a tool properly

Bash:  - [  Bl]  Accuracy, Concussion

Stun:  - [] Accuracy

Human Stake:        - This option is a special selection for the “Survivor Bane” that requires the “Lord of the Wasteland” to be within Grapple Range. He chokes the survivor with the handle and kicks out their knees forcing them to the ground before repeatedly driving the hammer down on their skull, killing the target instantly in gruesome fashion.

The Kiln

The Kiln is barely what one would call a Stronghold, little more than a retrofitted blacksmith shop lined with cages for housing the twisted creations of the owner. They battle their creations in the yard out back, slicked with blood in various states of coagulation.

Structure: 35

Viability: 10

Science: 23

Culture: 25

Morale: 100 (Drug Induced)

Size: 2

Population: 5

Stronghold Upgrades

Dojo/Gym pg. 241 of the Gamemaster’s Guide

Workshop pg. 246 of the Gamemaster’s Guide

Bunkhouse pg. 240 of the Gamemaster’s Guide



Chapter 4

OUTBREAK TIMELINE

The following is a rough timeline of major events that transpire across the pandemic. This will detail primarily things that reside outside of the control of the characters, but still have the potential to impact them in various ways. Primarily speaking, this will provide Gamemasters with additional perspective and context to the global situation which may allow for story hooks and an interesting divergence from their main story and plots.

The events in this timeline follow an Outbreak Level progression at the global scale. It is important to note, however, that individual areas may have an Outbreak Level that varies from the global value. In this way the characters can make efforts to restore their ways of life (through accumulation of + over time) and the Gamemaster can drive the pandemic forward (making use of ⚠️ like with Hazards).

Global Response

A general review of measures taken in some regions is provided, though Gamemasters are encouraged to inject their own details regarding these events. How any individual governmental body will respond is much more nuanced than can be covered in a roleplaying supplement, much less an analysis of all governmental bodies around the globe. With that in mind, a few basic assumptions need to be made when deciding how your own local government might respond:

- All governments respond far too late to prevent the pandemic from happening due to the nature of how the virus is able to spread through the population. This is generally imperative for any outbreak scenario, as quick and efficient response to such threats will ensure they do not get out of control, though efforts have been taken to provide a virus that spreads in a way that makes this more plausible out of the gate.
- All government efforts will at best slow the rate of the outbreak in their regions. They will find themselves losing ground over time due to the highly infectious nature of the virus combined with the ease of transmission. In this way some semblance of civil function may still exist in the early days of the outbreak, but will quickly erode over time.
- The majority of the population will initially react by entering a state of panic and will quickly begin to indulge in acts of looting

and vigilantism, or become the victim of such acts themselves. This chaos is the other part of the breeding ground that allows the outbreak to grow to global pandemic proportions, as official efforts to contain the spread of the disease are stymied.

- By the end of the first year any semblance of the old ways of life will be nothing but a memory. The 'Global Outbreak Level' (see page 55) will have grown to Level4 leaving the world forever changed in the wake of the Zombic virus, though specific Regions may still exhibit a lower 'Regional Outbreak Level' due to the efforts of those still in the area.

Assuming that these basic principles are applied, a Gamemaster can establish any kind of response they like for their own localized governmental system. This can enhance the realism of scenarios you run within this setting as those native to a locality will be more intimately aware of what response one could expect.

With that said, the following is a brief overview of responses from some world nations to the rise of ZOMBV. These examples can help to inform Gamemasters in other regions of the world on how to approach conveying the global response as it progresses, as well as developing the response in their own region. One might even simply absorb concepts presented here for use in another locality.

NORTH AMERICA

Out of all the nations of the world, the United States is quite possibly one of the most heavily impacted by the outbreak from the very onset. Nearly immediately Congress establishes a new administrative body, the Outbreak Response and Containment Agency (ORCA), to oversee and direct resources from the Centers of Disease Control (CDC), the Federal Emergency Management Agency (FEMA), and the Office of Emergency Preparedness (OEP) in partnership with the United States Army Medical Research Institute of Infectious Diseases (USAMRIID). ORCA immediately begins the dispatch of allocated resources to major hubs in the infected areas, establishing a presence in the capital of every State as well as a series of other large profile cities around the country. As the pandemic progresses the panic of the population and inadequate resources complicates the efforts of ORCA to contain the outbreak within the United States.

To the north and south, in Canada and Mexico respectively, things are not much better, and proximity to the United States leaves these nations vulnerable in the early days. In an effort to stem the spread of the virus all air traffic is quickly grounded in all three nations, and efforts are made to more stringently enforce the borders as citizens from each country attempt to flee. Increased tensions between the neighboring nations eventually leads to rioting at the borders and casualties on all sides. This effectively results in crucial resources and assets being embroiled in addressing the riots rather than maintaining full focus on the greater threat.

The pandemic is officially classified as a National Disaster and State of Emergency in the United States. Due to the growing threat, Martial Law is instituted including a nationwide curfew, and the National Guard and Coast Guard are dispatched to reinforce ORCA camps, protect key assets, and supplement local law enforcement agencies via military checkpoints. Evacuations are then initiated in many of the infected areas, with citizens being told to report to ORCA camps to undergo a quarantine period and be evacuated to Safe Zones being designated around the country.

PROPAGANDA CAMPAIGN

The actual existence of "Safe Zones" in the United States is something that is left to Gamemaster discretion. Should no actual Safe Zones exist in your variation of the setting news outlets should still be reporting that they are being established or even implying they may already exist at this stage of the outbreak. This would of course be nothing more than a propaganda campaign being instituted by the government in an effort to quell the rising panic of the civilian population. Regardless of the validity of these reports, it will not bring about the desired complacency nor will it prove to be effective on a large scale in the long term.

From here the situation escalates at an alarming rate. Much of the communications grid in each of the nations is reserved for emergency and military use, power grids begin to fail or are strategically disabled to keep key tactical areas supported longer, and the societal systems most completely rely upon peel away layer by layer. Officials within multiple institutions are victims of the outbreak, further destabilizing these countries and allowing the outbreak to continue spreading nearly unchecked. Mexico City, Ottawa, and Washington D.C. are little more than ghost towns and stone reminders of a world that once was for those who find themselves in their ruins.

By the end of the first year most major population centers already lay in wasted ruin, any semblance of societal structure having essentially eroded away. The formal governmental structures have ceased to function, becoming all but defunct save for small pockets of VIPs still operating in relative isolation - leaving other survivors to generally fend for themselves. While there is little direct coordination between these individual cells they have managed to hold a number of key strategic locations throughout the continent. The largest of these cells begin to prepare for a push to try and reclaim more area and stem the spread of the infection.

ORCA

(Outbreak Response and Containment Agency)

An administrative body formed in direct response to the pandemic of ZOMBV in the United States, composed of the joint resources and memberships of the CDC, FEA, and the OEP in partnership with USAMRIID along with the FBI, CIA, and NSA. While this builds up a layer of bureaucratic red tape associated with the agency, it also provides a staggering amount of access and authority to the agency as they begin the process of information dissemination. The actual period of widespread preminence is actually a short one, as the later stages of the pandemic signify the failure of the US and other world governments to contain and quell the outbreak. At this stage there will be little more the small holdouts of ORCA remnants that operate more out of desperation for survival having long since abandoned their normal procedures and protocols.

Global Outbreak Level

- **OL1:** At this stage, the organization does not yet exist.
- **OL2:** In the opening days of this stage the administrative body of the government is formed and resources begin to be dispatched to impacted areas of the United States. The military might available via USAMRIID is not initially capitalized on, first focusing efforts on contributing to the scientific efforts of the agency. This is the period in which the agency is at its most effective.
- **OL3:** This is the stage where military force will be deployed. The administrative nature of the organization begins to break down as the spread of the outbreak quickly spirals out of control across the nation. Numerous VIPs within the agency are compromised during this time, intensifying the abrupt nature of the collapse.
- **OL4:** By this stage it is clear that the containment of the outbreak has failed, and what remains of the agency begins to splinter and fracture into isolated remnant cells. These individual cells do not all share a single common protocol, some having adapted more to the initial goals of trying to safeguard the remaining population while others take a more martial approach. While the future of the agency is technically uncertain, current trends seem to indicate they are approaching complete collapse.

Location

While the primary governmental representatives are based out of Fort Detrick, Maryland, most of their personnel are recruited from other organizations. Rather than a series of standing bases, it makes use of designated locations where it establishes makeshift forward camps. These camps become home to the command structure and the personnel, and feature all the equipment necessary for field operations as well as the testing of the civilian population. These supplies are quickly pushed to, and in many cases beyond, their intended limits. They also often contain banks of generators to

provide backup power for the camps needs if and when the grid becomes compromised. Optimal locations for the establishment of these camps are large parks with on site facilities, sports arenas, and schools, especially those near freeways or other major roadways.

Notable Members

Being more of an umbrella over a series of high level agencies, ORCA cells are a unique combination of military and scientific capabilities. This makes their staff among the most qualified, educated, and competent individuals you can hope for in such a situation. Still, there are a few members of particular note among them.

COL. JOHN M. WHEELER PHD

Currently the standing commander over USAMRIID, Col. John M. Wheeler has a highly distinguished career as a trained Army physician who served in Operation Iraqi Freedom in 2007. His area of expertise is in viral and rickettsial zoonotic diseases, science management, and biodefense medical countermeasure development (vaccines, therapies and diagnostics). Before taking on the role of command at USAMRIID he last served as the Chief of Internal Medicine Service at Moncrief Army Community Hospital in Columbia, South Carolina. As an only child growing up he does not have any currently living family members and has never been married, having dedicated himself completely to his military career.

Col. Wheeler does not actively go out into the field, instead located on Fort Detrick, Maryland overseeing operations and monitoring the global situation. He serves as one of the Directors of ORCA alongside Dr. Yvonne Elion, and while he is complacent in her desire to get out into the field currently it is a source of considerable agitation to him.

CPT. CHARLES W. STONE

While not a particularly massive or bulky man, Cpt. Charles W. Stone has an absolutely commanding presence that demands immediate respect. A small town Illinois farm boy, he would go on to be a veteran of Vietnam and The Gulf War in enlisted service. He continued to serve as an officer during Operation Iraqi Freedom. Once the pandemic begins to sweep across the globe he is assigned to ORCA under USAMRIID coordinating the protection of VIPs in the agency and reporting directly to Col. John M. Wheeler. He is among the unit assigned to Dr. Yvonne Elion and represents the primary means for her to freely travel around the various field camps despite the enhanced risk this poses.

He is married and has four sons, three of whom also serve as enlisted service, that have been relocated from their home in Wisconsin to D.C. He has not seen his family since the outbreak began and this begins to weigh heavily on him, though he is unlikely to confide this fact to anyone without considerable probing.

DR. YVONNE ELION

Dr. Yvonne Elion has made significant contributions to various aspects of the field of virology, managing an illustrious career as a lead researcher for the CDC specializing in the replication mechanisms in mononegavirales. Her contributions into the understanding of the VSV genome process of transcription and replication has allowed for some significant advances in the capacity to fight these viruses. The year before the outbreak she became the third woman to win the Nobel Prize for her research and 13th to win in the field of Physiology or Medicine. Leveraging these accolades, she goes

on to become a part of the public zeitgeist as a vocal advocate for the involvement of women in science research. As the outbreak begins, Yvonne is head of the team who first classified ZOMBV thrusting her to the forefront of the burgeoning new agency as an Associate Director.

Despite this new found position of administrative authority, Yvonne still sees herself as a researcher first and foremost. This has resulted in her taking a more direct role in the outbreak than many other high level officials in the organization, moving from camp to camp in order to stay at the fore of all latest findings.

PROF. RODNEY CALVERT

Something of a "rock star" figure in the scientific community, Prof. Rodney Calvert is a virologist specializing in the study of the influenza and Ebola viruses. He previously worked in the Department of Microbiology and Immunology at Columbia University's College of Physicians and Surgeons, is the author of multiple books and more than 350 scientific publications, and has been a frequent guest of numerous television programs over his career. Following the West African Ebola virus epidemic of 2014 Calvert and his team began development of an Ebola vaccine designated VSV-EBOV, which would go on to see some success in clinical trials. While he is married his work has kept him from starting the family that he had always wanted so far, and with the current outbreak of ZOMBV it appears that those dreams may never come to be.

Prof. Calvert is one of the early personnel acquisitions of ORCA from outside of the initially gathered governmental agencies. He is familiar with Dr. Elion but finds her methodology reckless considering the circumstances, and jockeyed his influence when being assigned to ensure he did not end up on the field team she leads from camp to camp. Instead, he and his team operate out of the headquarters at Fort Detrick where they endeavor to develop a vaccine, and potentially a cure. The destabilization of the organization as the pandemic intensifies makes this a herculean task at best.

Gestalt Ability - ORCA

Though a considerably specialized agency, due to the broad spectrum of individual organizations involved it is quite possible to have some tangential relationship with the amalgamation of personnel or forces that make up ORCA.

- *No Affiliation*: You are treated as an average civilian, and will have absolutely no civil liberties while under the protection of ORCA operating under martial law. You are expected to obey any commands without question.
- *Gestalt Level1*: The character is related to members of the armed forces. This will allow an appeal 10% of the time with any given member of the organization, regardless of a character's own Empathy. You can, at most, ask for minor favors or some information.
- *Gestalt Level3*: The character is related to or acquainted with an officer or scientist in ORCA. This will allow for the effects of taking this at Gestalt Level1, and additionally the character can use this contact and appeal to them with {Empathy%}. You can ask for major favors or information.
- *Gestalt Level5*: The character is a member of ORCA or extremely close to the leadership and high-ranking personnel. This will have the same effect as taking this at Gestalt Level3, except that it will grant a bonus + to any {Empathy%} the character makes.



Enduring Liberty Alliance

Less a single organization or faction in and of itself, it is more a collective of smaller factions banded together under a single banner with only a loose connection between them. Originating out of Georgia initially through the banding together of two independent regional militias, they quickly spread via broadband radio communication gathering cells in states all across the nation as the pandemic takes hold. While the individual cells tend to operate under their own rules and standards, those militias that have banded together under this common banner indicate this allegiance by wearing a red, white, and blue band on their right biceps. These are fashioned in many ways, but still provides a clear enough indication to other members should the cross paths when scouting for supplies or defending their lands.

Global Outbreak Level

- **OL1:** At this stage, the organization does not yet exist, with all eventual joining militias still operating in complete autonomy.
- **OL2:** In the opening days of this stage is when the first two militias in Georgia decide to form this alliance. Having no faith in the government to control the escalating situation they begin sending out propagandist broadcasts in order to begin recruiting others to their loosely defined cause. It begins gathering traction almost immediately.
- **OL3:** By this phase the Alliance will view ORCA as an excessive governmental overreach and violation of their constitutional rights, declaring them an aggressor and marking them as an enemy. Skirmishes between military personnel and Alliance members are not uncommon during this stage of the global outbreak.
- **OL4:** Once the outbreak reaches this stage the Alliance will be at their strongest, with many militias across the nation having adopted the band of Enduring Liberty. During this time the Allegiance will begin staging their own coordinated assaults in an attempt to reclaim lost ground from the infected.

Location

As a loose conglomeration of isolated cells, there is no single centralized location that can be viewed as an actual headquarters. The 1st Georgian Regiment, composed of the first militias to establish the Allegiance, is the closest they have to a sense of central leadership. Instead they operate out of previously established militia camps all across the nation. These are normally isolated locations, designed to be highly defensible through both geography and the construction of the base camps themselves. These are always fortified and patrolled making them a proverbial nightmare to attempt to overtake.

Notable Members

Despite not being so much a cohesive union as they are a loose collective, there are still some members of the Allegiance who have achieved some level of esteem among the group. Generally speaking, these figures tend to represent the steadfast core ideals of personal freedom that the Allegiance was founded on for better or worse.

SGT. WILLIAM J. BRADY

Retired from active military service, William J. Brady still makes people address him with his rank of Sergeant. He left the service as the result of a medical discharge after two tours during Operation Iraqi Freedom, though he generally doesn't like to discuss the matter being a seeming sore spot for him. Whatever the details of the discharge were, Sgt. William J. Brady became disillusioned with the US government after he returned to civilian life often citing that "we've lost our way" and nothing more. He is rather large and physically fit, with his near always stern expression giving him an imposing presence.

Despite his frustrations with the state of his country, the order and discipline afforded him during his service was something he was quite fond of. This would lead him to joining up with a local militia group that would go on to be one of the founding cells of the Alliance. William himself would become something of a regional legend as the pandemic snowballs, becoming a cold and ruthless force.

ROLAND SMITH

One might describe Roland Smith as a patriot, though he would describe himself as a steadfast individualist. Growing up in the far north of Wisconsin his world experience is extremely limited having never really stepped out of his bubble. Working in the timber industry as a logger he is no stranger to intense manual labor, and prior to the pandemic would spend much of his spare time hunting or drinking with his buddies when he wasn't putting in time at the local militia compound, which was common, as it was one of the more active social groups in the region. Roland joined the militia at the young age of 16, following in the footsteps of his older brother and in the prevailing years has since started a family with his wife Elizabeth who has come to embrace this lifestyle. Together they have four children, two of which are too young to be involved or even have true comprehension of what is presently transpiring, but take comfort in the security with other families that took up residence in the compound as the events of the outbreak spiral out of control.

Once the pandemic has come to the point of public awareness Roland moves his extended family to the militia compound in northern Oconto county where they took jobs as laborers or fellow militia. His two eldest children, Roland Jr. at 19 and Marybeth at 16, have both recently started training with the rest of the militia.

JACOB MILNER

Once an auto mechanic in a small town in West Texas, Jacob Milner has since moved south to be with his sister and brother in law on their ranch outside Brownfield in order to help during the initial chaos of the outbreak and to work with their local militia in their ad-hoc motorpool. Jacob will not fully divulge the events that transpired (nor does he understand the tragic series of events that caused it) but, his sister and brother in law were killed under circumstances that made Jacob's nascent distrust of others to metastasize into a full blown hateful paranoia. The same event also cost the lives of many in their town, including the leadership of the militia of which Jacob's brother in law was a respected member. The town's remnants gathered what they could and moved on with Jacob at the helm. Jacob's form of leadership has become more erratic over time, grasping wildly at civics, religious fervor or whatever ideology he can think of to spur his militia to action. He has attracted like-minded others, but regardless of who they were, where they came from, or what they looked like, they were put under his intense scrutiny before being admitted into the ranks of his militia. Eventually, this group became absorbed (in a very loose sense of the word) by an even larger militia, the Enduring Liberty Alliance, but Jacob and his followers remain an intractable subculture within its ranks.

Jacob's ascendancy was not due to his leadership, per se, but his articulation of the nascent rage that resonated with his disillusioned militia and has spread even to those who have joined the ranks who were not once citizens of the Brownfield. Even his form of intense scrutiny of new recruits inadvertently inspired more loyalty than he would normally deserve, as the vetting process took on elements of a hazing ritual. While no one in his group buys into Milner's point of view completely, his rage speaks to them in at least one fashion (assuming they were not fellow survivors of the razing of Brownfield); such that they are willing to overlook Jacob's more heinous extremes in others. In this way, Jacob maintains his ad-hoc leadership role by inadvertently playing one extreme against another.

Despite all of this, the Alliance welcomes Milner and his force into their numbers - those that disagree with him electing to look the other way rather than taking a principled stand. Some see his arrival into the Allegiance as the beginning of the end, others just view him as a symptom of a more systemic corruption through to the heart of the faction, with some seeing him as an anomaly that will burn itself out sooner rather than later. Most distressingly, it is possible that between Jacob's rantings and bile there exists some uncomfortable truths that they cannot bear to admit to themselves, and that his proclamations, while vile, have a hard-boiled pragmatism that is difficult to dismiss out of hand. Like it or not, Jacob's followers may well serve the distasteful but necessary role of gatekeepers and watchdogs for their organization.

AGENT ROBERT AMES




Before the pandemic consumed the world Agent Robert Ames of the CIA was on undercover assignment in the militia cell that is now run by Jacob Milner, operating as a plant in an attempt to provoke the group into committing some kind of crime. The objective being to take the group out of commission, but so far Jacob hasn't played into the government's hand, Jacob's bluster and rage being (thankfully) more talk than anything else. This situation would become increasingly complicated by the outbreak, leaving Robert trapped inside of the militia with no extraction contingency. He now finds himself having to keep playing along and riding the line if he hopes to be able to survive. He barely survived the riots that brought Brownfield to ruin and took from Jacob his entire family. In no uncertain terms, Robert Ames owes the militia his life. Far from "going native" and losing himself to the militia's cause, he still sought a way out, although he has since redirected his efforts from attempting to disrupt the militia from within to drawing away from harm those who were, in his eyes, somehow "redeemable" people.

In his time with the militia Robert has come to realize that most do not fully subscribe to the ideals that Milner espouses, only hanging on to one or two aspects of his rhetoric... most commonly what they have in common is paranoia about the government, which they are ironically all quite willing to share with Ames, a literal government spy. As things continue to spiral out of control, Agent Ames comes to the conclusion that his best hope is to attempt to work on ousting Jacob Milner while trying to hide the fact that their initial fears about the federal government are completely justified by virtue of his own presence there. Robert also understands that the order of rule and law has started to fall, and now is considering taking a more vigilante justice approach to the situation if he can amass the support he will need. At this stage, Robert is unsure if his ultimate goal is to escape or to steer the militia into a direction that is more amenable to survival. As the events of the outbreak unfold, it seems that the difference between these choices matters less with each passing day.



Gestalt Ability - Enduring Liberty Alliance

As a result of being mostly a loose affiliation and being widespread across the whole of the nation it is distinctly possible for a character to have some form of contact with the faction, or potential insights into their operational procedures from past experience with non Alliance militias or early membership before the faction becomes completely corrupted.

- **No Affiliation:** You are seen as an outsider, and will be viewed with suspicion and potentially even hostility depending on the cell. Interactions will typically be tense and standoffish at best.
- **Gestalt Level1:** The character either had past affiliations with a militia of some kind, or maybe even has had some encounters with the Alliance directly. While their exact methods and procedures are not known to you, you can still navigate amongst them at earlier Outbreak Levels. A character can treat Enduring Liberty Alliance as any other survivor group at Outbreak Level 1-2. After this, the character gets a free  to use during any Encounter with Enduring Liberty Alliance.
- **Gestalt Level3:** The character is or is related to a member of the splinter groups of the Enduring Liberty Alliance, or possibly even escaped having been a prisoner of them. Characters will get  2 for free during any Encounter with Enduring Liberty Alliance.
- **Gestalt Level5:** The character was among those who first founded the Alliance, back when the purpose may have had some sense of purity to it. For whatever reason, they saw the growing corruption and degeneration of the Alliance and were able to break away before it would imperil them to do so. A character is able to wander freely in and out of a Stronghold of the Enduring Liberty Alliance during OL1 and 2, and in later Outbreak Levels get a bonus  3 to use during any Encounter with them. It is assumed that the characters did not share the long term vision of the Alliance and wish to have no further association, but is familiar with their practices nonetheless.

Plague Bearers

This faction, if you could really call it that, is more a loosely connected cult than a true organization with a deep and codified purpose. Instead, it is composed of individuals who are asymptomatic carriers of ZOMBV who have a nihilistic bent to them in that they see humanity as the true plague that needs to be eradicated through the Zombic virus. These individuals will move from group to group hoping to infect, destabilize, and in the end eliminate those among them. Should they find another like themselves among their numbers, they will attempt to convince them to take up the cause - killing any who might resist the call acting as the final rite of passage for any new acolytes before they ultimately move on to the next group to infiltrate. It is in this way that the Plague Bearers, as they have come to be known by outsiders having no form of internal naming, have spread across the nation over time.

Global Outbreak Level

- **OL1:** At this stage, the organization does not yet exist.
- **OL2:** The first of the Plague Bearers becomes active in Missouri during this stage of the outbreak, managing to discover two others in their time whom they manage to convert to the call. From these two more and more begin to splinter off as they all set off around the nation.
- **OL3:** By this stage of the outbreak there are now Plague Bearers

in many Midwestern States. They continue their cause with steadfast diligence, seeing the continued fall as validation to their twisted ideals.

- **OL4:** Once the pandemic reaches this stage globally the spread of the Plague Bearers becomes more and more impactful on local populations. As the numbers of non-infected humans begins to dwindle across the globe the potential for one of them to come across your own group grows, as does their ability to convert those whom have become broken and are able to carry the burden.

Location

The greatest threat of the Plague Bearers is perhaps their complete lack of centralized leadership or direction. By being more of a movement or an ideal they remain shielded from those who might wish to see them stamped out. Each member is essentially a transient, moving from Stronghold to Stronghold in an attempt to see an end to the age of humanity.

Notable Members

While one might think a faction with the compositional makeup of the Plague Bearers would not be able to support the concept of notable members, there are still stories that set some individuals apart from the rest of the congregation. The following members have earned a sense of recognition among devotees for their perceived legendary ability to spread the disease.

REGINALD MONTGOMERY

The very first of the Plague Bearers, Reginald Montgomery had been on a downward spiral leading up to the spread of the pandemic. Betrayed by his business partner, the company which he had spent his life building from the ground up was taken from him, his wife and two children leaving him shortly thereafter, and he turned to the bottle in order to drown his sorrows - until it became more of a crutch. Through all of this he began to develop a dark outlook, but he didn't want to simply end it. No, he felt that the world had let him down and so they all needed to pay.

Once the pandemic had been disclosed to the public Reginald saw it as a blessing rather than a curse. It would be some time before he would realize that he had contracted the disease from a tryst with a prostitute, and that while he could spread the virus he didn't appear to show any symptoms of it himself. But upon putting the pieces together it seemed to him that everything was so crystal clear. He had been provided the means to exact his vengeance on the world, and help to usher in the end of humanity.

It is hard to say just how many people Reginald Montgomery has managed to infect in his travels, if the stories can be believed it is numbering in the tens of thousands. Though he hasn't converted many to the cause himself, he has since begun a relationship with a young woman by the name of Michelle Winters whom he did manage to bring into his growing flock. Together they are known as the Plague Father and his Plague Bride, both being revered by their converts.

MICHELLE WINTERS

Small, unimposing, and easy to forget would all be accurate descriptions of Michelle Winters. Suffering from self-image issues for all of her life, Michelle has been struggling with severe depression,





anxiety, and paranoia for most of her adult years. She always found it difficult to hold down a job or form any kind of meaningful relationships with her peers or even her own family. It wasn't that she didn't understand people, quite the contrary as she observed them as an outsider for so long she came to know them too well. On the verge of giving up, feeling left behind by a world that she was never really a part of, she would have a chance encounter with a man by the name of Reginald Montgomery.

Rather than trying to help the young woman, however, Reginald saw an opportunity to feed the insecurities of this poor lost soul and in doing so established a sense of common bond with her. While this was clearly a false and highly tainted relationship, Michelle was vulnerable to his advances and soon came to feel as though she loved him - a form of Stockholm Syndrome. Never-the-less, Michelle would come to embrace these feelings and devote herself to both Reginald and his cause.

For weeks at a time the pair will split and seek out groups to infiltrate, and it is in these periods where Michelle has proven to be most useful to Reginald's growing movement. It is believed that since the pandemic started and the Plague Bearers came to be no one has converted more to the cause than Michelle. Manipulative to the core, she plays on the sensibilities and insecurities of those she comes into contact with poisoning their minds just like was done to her.

Gestalt Ability - Plague Bearers

The devotees of the Plague Bearers will undoubtedly be the villains of most encounters in which they are featured. However there is a chance a character can have more than passing familiarity with these cultists, possibly having lost loved ones to their practices or to their cause.

- **No Affiliation:** You are an outsider, one of the masses to be culled from the face of the earth. It is unlikely they would ever divulge their beliefs to this character.
- **Gestalt Level1:** The character has either survived through contact with one of the devotees, or they have lost a loved one to the flock. The character gets a free  to use during any Encounter with Plague Bearers for the purposes of identifying their suspicious behavior as they attempt to cause infection to spread.
- **Gestalt Level3:** The character has become invested in knowledge of this cult, and has strived to gather what information they can from both direct contact and from stories heard. This will allow for the effects of taking this at Gestalt Level1, and additionally the character can use this to appeal to a member of the cult with {Empathy} with   to get them to abandon the practice.
- **Gestalt Level5:** The character has made addressing the cult a personal mission of theirs and have dedicated significant time to understanding their ways. This will have the same effect as taking this at Gestalt Level3, except that it will grant  2 for the purposes of identifying a Plague Bearer in an Encounter.

Cosa Nostra

(Our Thing)

Crime is prevalent throughout the world, and the pandemic serves to provide those inclined to this lifestyle a unique opportunity where they can practice their trade with next to no fear of repercussions. On the American West Coast in particular is home to both street gangs and organized crime, the later of which is primarily Eurasian

criminal networks specialized in white-collar crime, fraud, prostitution and human trafficking. Eventually the most prevalent of these organizations, Cosa Nostra - commonly known as the Mafia, quickly decimates the other major competition in the region. Soon after they begin to subsume many street gangs and gain a stranglehold on the region, and from there they begin to try and spread East.

Global Outbreak Level

- **OL1:** At this stage, the organization functions in a pre-pandemic manner. They operate in business as usual fashion.
- **OL2:** As the outbreak progresses to this stage the assorted factions in the region begin to war with one another. Violence increases drastically, but at the same time Cosa Nostra also enacts a series of "public services" such as protection from rival gangs and providing relief supplies like food and medicine through established safe houses. This goes a long way to winning themselves the good will of the public in the region.
- **OL3:** As the outbreak becomes a global pandemic is when Cosa Nostra has stamped out the major competition. At this time they shift their focus to prostitution, human trafficking, and arms dealing.
- **OL4:** A few days into this stage of the pandemic Cosa Nostra begins to absorb the local street gang population, at least those who are not executed in the skirmishes over territory. The faction will continue to grow in strength and numbers during this time, securing a firm hold on much of the American West Coast.

Location

The primary base of operations for the faction is the West Coast rather broadly. More specifically the heads of Cosa Nostra operate out of the ruins of San Francisco, though they have a series of Strongholds dotted along the California coastline. In the late stages of the first year they will begin to gain some ground in Northern Mexico as well as starting their push East. They come into regular conflict with ORCA remnants during this time, often seeking to raid their medical supplies and munitions.

Notable Members

While there are easily hundreds of not thousands of individual foot soldiers and regional lieutenants, the most noteworthy members of the faction are that of it's leadership as well as one widely feared heavy. These individuals pose a significant threat as they have access to long range transportation options not readily available to many other groups.

LUCA MARINO

During the onset of the outbreak Luca Marino was a lieutenant in Cosa Nostra, but made a bid to take control of the organization on the West Coast in the rising chaos and initial conflicts between the local crime families. This coup is successful and allows him to negotiate the induction of local street gangs, something his predecessor would never have been willing to do. Many believe it is for this reason that Cosa Nostra wasn't simply eradicated like many other major players in the region before the pandemic. Some, however, see him as something of a traitor who has abandoned tradition out of weakness.

Luca is a brilliant strategist considering his young age of 28, but in his short time he has experienced more than most will in a lifetime. It is through his expertise that Cosa Nostra is able to absorb the

local street gangs as early on in the pandemic as they do. Despite this he is also a devoted family man, highly protective of his young daughter who he actively tries to shield from the life he lives and the state of the world as the pandemic spreads and grows in severity. Oddly, like many criminals surprisingly are, he is a devoted religious practitioner - in this case of the Catholic faith.

ADRIANU RUSSO

As the newly appointed lieutenant replacing Luca in the chain due to his new found seat of power, Adrianu Russo has been a lifelong friend of his boss. Both have spent the better part of their lives in Cosa Nostra, he himself having been born into this life and bringing his friend into the lifestyle while he was in Junior High. They both ascended through the ranks together, with Adrianu always watching out for his best friend.

It is this fact that leads to the guarded jealousy Adrianu harbors for Luca once he assumes power in the faction. In his own estimation there are many people who would have been better suited to carry Cosa Nostra forward, himself included of course, and that Luca has lost his way by aligning them with the common street thugs they now harbor as foot soldiers. For now he is unable to bring himself to take direct action against his friend, but should a non-violent opportunity present itself he is unlikely to simply let it pass.

GIULIA ROSSI

Daughter of the late Giuseppe Rossi, formerly head of Cosa Nostra on the American West Coast, Giulia Rossi directly conspired against her father with Luca Marino whom she is engaged in a relationship with to allow him to usurp control of the faction in the early days of the pandemic. In truth, this plan was put into motion well before the outbreak became public knowledge, this simply moved up the timetable. Giulia had resented her father for most of her life, and having grown up in the environment she did became a cold and calculating woman. For now she is the woman behind the man in charge, but the reality is that this is just for now.

Giulia has other plans of course, and Luca is nothing more than a tool in her belt which will allow her to accomplish her ultimate goal - taking control herself. Tired of the proverbial "boys club" that Cosa Nostra has been throughout the years, the pandemic presented her with a means to affect such a shift. Recently she has become aware of Adrianu's growing resentment for Luca and plans to use this to her advantage, as someone of her stature simply doesn't get their own hands dirty.

ANGELO DE LA MUERTE

The premiere enforcer and hitman operating on the American West Coast, he is known only by his moniker which translates simply to the "Angel of Death". He is an imposing figure standing at 6'7" with broad shoulders and athletic frame. Most often he is seen in a black suit and necktie, a black trenchcoat, and black fedora with a white accent band. The stories say that he is notorious for eliminating his victims with his bare hands, enjoying the personal nature of such killings.

In the coming power struggle that is brewing in the faction he is possibly the greatest wild card on the table. His loyalty has always seemingly been to Cosa Nostra and nothing more, and it is not known if he has any personal sentiment or stake in the coming internal war. That said, he did work for Giuseppe Rossi for over two decades which might just tip the scales in the favor of Giulia - assuming he doesn't learn of her role in her father's death. That is assuming he isn't simply loyal to whomever sits at the head of the table at any given time.

Gestalt Ability - Cosa Nostra

Though a criminal organization is not something one would generally want to be associated with, as the pandemic rages the number of options become increasingly smaller. In this way some characters may elect to interact with or perhaps even directly work with or for such a faction.

- **No Affiliation:** You are not a part of the family and will be treated according to whim and potential profit. At best the character is seen as a prospective client, at worst they are seen as perspective merchandise.
- **Gestalt Level1:** The character has previously done business with Cosa Nostra. This will allow an appeal 10% of the time with any given member of the organization, regardless of a character's own Empathy. You can, at most, ask for minor favors or some information and be seen as a client.
- **Gestalt Level3:** The character is related to or acquainted with a member of the syndicate. This will allow for the effects of taking this at Gestalt Level1, and additionally the character can use this contact and appeal to them with {**Empathy**}. You can ask for major favors or information, and may even be treated like a probationary member.
- **Gestalt Level5:** The character is actually a member of Cosa Nostra or is extremely close to the leadership or high-ranking members. This will have the same effect as taking this at Gestalt Level3, except that it will grant a bonus + to any {**Empathy**} the character makes.



SOUTH AMERICA

The situation throughout much of South America is similar in nature to the rest of the world, with the notable exception of the Republic of Chile which manages to stem off the outbreak through much of the first year. To accomplish this the nation closes down their borders very early on, and until later into the pandemic they do not take much in the lines of meaningful steps to assist other nations in the region. By the time they are prepared to attempt any sort of action they are confronted by the spread of the infection into their own borders. This quickly brings to a halt any aid that might have been possible.

Throughout the rest of the continent the infection spreads by primarily coming in through tourist hotspots, and begins to web outward from these locales. Brazil, Peru, Ecuador, Venezuela, and Bolivia in particular are heavily devastated by the raging spread of the virus due to some of their more iconic destinations drawing in people from around the world in the early days. The prominence of viral contamination via air travel makes this a perfect storm of spread. The citizens of Chile should consider themselves lucky the government had the forethought to see that disaster was brewing.

Elsewhere on the continent the virus finds some trouble passing along, specifically many of the indigenous tribes of the Amazon and other regions avoid contact with the outbreak until much further into the pandemic. Much of this is simply due to the lack of direct contact with the greater population centers where the virus has the best chances of propagating coupled with the fact that these individuals are not reliant on the grid like so many who live within the confines of modern civilization. Once the infection does reach these populations in the late days of the first year it quickly begins to decimate these populations. The distinct lack of modern medical capabilities allows for the virus to move from host to host with relative ease.

Another portion of the population in this region that does relatively well all things considered are the various cartels that permeate the area. This is, of course, more to do with their ability to circumvent basic human rights in comparison to many regional governmental bodies than their skills at surviving a disaster. Their access to fire-power certainly doesn't hurt matters either, giving them the force required to be able to forcibly take and maintain territory.

O Primeiro Família

(The First Family)

Rio de Janeiro and São Paulo are places not unfamiliar with organized crime syndicates, and once founded O Primeiro Família becomes a nearly unstoppable force in the region. In the first days it formed through the unification of Comando Vermelho (Red Command) and splinter gang Terceiro Comando (Third Command), both operating out of Rio de Janeiro, with rivals Primeiro Comando da Capital (First Command of the Capital) out of São Paulo. Locking down the arms and drug markets in the region, they exert their combined might to take control of the cities. In time, the syndicate begins to branch out into the rest of the country.

Global Outbreak Level

■ **OL1:** At this stage, the faction is still composed of individual

cartels with no sense of unification.

■ **OL2:** As the reach of the outbreak permeates the public consciousness the cartels in the region begin working out a formal truce and alliance. They see the writing on the walls early enough to mobilize their own forces.

■ **OL3:** During this stage of the pandemic the first of the regional cartels will have formalized into the early form of O Primeiro Família. The combined might of the initial three cartels proves to be insurmountable for all competition. Many begin the process of integration.

■ **OL4:** Within a few weeks of entering this phase the newly formed super cartel is able to begin spreading out from Rio de Janeiro and São Paulo into the rest of the fallen nation. Survivors who are unable to vacate the region are left to negotiate for their very lives with those who always sought to circumvent the social systems even before they began to crumble away.

Location

The faction makes a headquarters out of their initial homes at the start of it all, Rio de Janeiro and São Paulo. While they have many Strongholds and outposts across the whole of Brazil by the later stages of the pandemic, those in power within the organization live lavish lifestyles in large villas - something many would find unthinkable considering the broader circumstances.

Notable Members

As a syndicate formed from the unification of three major regional cartels they are now headed by the three former leaders of these respective factions. Each oversees a separate facet of the empire, with one handling weapons, one over drugs, and the last keeping record of their personnel and land holdings.

TIAGO ALMEDA

The Comando Vermelho serves as one of three cartels that make up O Primeiro Família. The organization was a collection of independent cells rather than having a strict hierarchy, however prominent bosses included Tiago Almeda who would go on to become part of the Triângulo - the ruling council of O Primeiro Família. When he was just 18, Tiago was arrested for theft, having stolen weapons from the Army and sold them to Rio de Janeiro dealers. After completing his sentence, at the age of 22, he became one of the "heads" of the Comando Vermelho. He was believed to be one of the largest arms and drug dealers in Latin America.

As the pandemic becomes known around the globe, Tiago sees the writing on the walls. Rather than going to war with his rivals like many of his counterparts Tiago looks to form alliances. As a wildly charming individual he would prove instrumental in efforts to bring together O Primeiro Família. A man who is able to see opportunity in nearly any circumstance, he now works to guide the young cartel and direct it towards assimilating as much of the region as possible. He oversees an impressive network of operatives allowing little to escape his attention within the syndicate's area of interest.

SANTIAGO CARTOZA

Terceiro Comando featured no sole leader during their time, instead operating as a horizontal reciprocity based network helping member-gangs in different favelas attempting to acquire drugs and guns. Santiago Cartoza was prominent in this network, having been one of the originating members when they originally split from Comando

Vermelho in the early 1980s as a young man. He would also serve as the man who would once again unite these two factions when he would meet with Tiago Almeda, coming to terms in uniting their respective cells under O Primeiro Família during the time of the pandemic.

Santiago is now entering his waning years, but is still an incredibly fit man despite his age and station. He is viewed, much like his counterpart Tiago, as something of a local hero bringing protection and aid to those less fortunate. Now they represent the more public face of the Triângulo, with Santiago's own area of control being narcotics.



MARTIM FERREIRA

The final member of the Triângulo, Martim Ferreira represents Primeiro Comando da Capital during the formation of O Primeiro Família. As one of the largest criminal syndicates in the country, as well as some initial reach into Paraguay and Bolivia, they bring to the table a distribution chain beyond what the other two cartels could hope to provide alone. Martim is not a particularly attractive or personable individual, preferring to allow his associates to act as the faces of their interests. His primary area of interest is armaments and the direction of their own standing forces.

His decision to enter this union, however, is not one that is entirely uncontested within the ranks. There are those who believe that Santiago and Tiago have no real place in all of this, and that Primeiro Comando da Capital has lost sight of their original ideals in participating in this union. This tension lacks a figurehead to direct and guide it, leaving those in contention impotent in their frustrations.

Gestalt Ability - O Primeiro Família

As the syndicate is vast and expansive, with reach expanding throughout the surrounding region, many have had some form of contact with the faction if not having worked for them outright.

- **No Affiliation:** You are treated like any other outsider. You may be able to negotiate trade, but will be watched closely.
- **Gestalt Level1:** The character has previously worked as a courier for the cartel, and did well enough they could continue to do so. This will allow the character to undertake a Delivery Mission with  10 per Mile required for the delivery. Doing this will grant the character G10 per Mile in supplies of Drugs or Firearms.
- **Gestalt Level3:** The character is related to or acquainted with a regional lieutenant in O Primeiro Família. This will allow for the character to use this contact and appeal to them with {Empathy}. You can ask for major favors or information.
- **Gestalt Level5:** The character is actually a member of O Primeiro Família or is extremely close to the leadership and high-ranking personnel. This will have the same effect as taking this at Gestalt Level3, except that it will grant a bonus  to any {Empathy} the character makes.

República de Chile

(Republic of Chile)

A South American country between the Andes to the east and the Pacific Ocean to the west, giving it a unique geographic configuration that allows the region to lock down early enough to stem the pandemic for longer than most - a similar situation as seen in Australia. Among South America's most economically and socially

stable nations, with a widely diverse ecology contained within their borders, the population is able to carry forward for much of the first year with only minor detriments to the standard of living. Things do eventually begin to break down for the nation in the later stages of the global outbreak, all coming down to one soldier covering up that they had been splattered with blood in an altercation with some refugees from Bolivia. Carelessness, incompetence, hubris, or fear; the reason really is inconsequential once the illness makes it into the borders.

Global Outbreak Level

- **OL1:** At this stage, the organization is operating as normal.
- **OL2:** Once the outbreak has reached this stage the borders of the nation are locked down, sealing the whole of the República de Chile off from the rest of the world. Military checkpoints are established across gaps in the natural borders, with patrols becoming frequent sightings along all borders of the nation. Mandatory health checks are initiated for all citizens as a general precaution to the growing global pandemic.
- **OL3:** In this stage of the global pandemic, while some changes to daily life have become common, things in the nation are still generally stable. There have been no reports of infection within the national borders, though there are concerns about the falling out of communications with other nations across the globe.
- **OL4:** Within just a few weeks of this stage kicking off the first infection within the borders of the country happens. This soldier passes the infection to multiple members of their unit as well as to their family. These in turn pass it on to many others, and the process of the fall begins for Chile as well. The rest of the world represents a far too likely future for those in this area.

Location

As this represents the government primarily, the primary headquarters of the faction would be out of Santiago. Through much of the first year of the pandemic the rest of the nation, which falls under the purview of the government, functions normally despite some increased military presence. Chilean territory also includes numerous islands, including some in Oceania, though these are generally left to operate internally once the pandemic goes into full force. Some even become directly involved in the chain of events in that portion of the world apart from their parent nation.

Notable Members

Being a general stroke of the political and military presence within the República de Chile there are a series of diverse individuals who are of some prominence within the faction. As the situation escalates, those listed here will be found with increasing levels of protection whenever they happen to be encountered.

PRESIDENTA VERÓNICA FROILÁN

At the onset of the outbreak Verónica Froilán is the standing elected leader of Chile, serving her first term in the office. She is a member of the Socialist Party, and is the second woman to occupy the position. She has a tumultuous history filled with hardships that would go on to define her as a person. After the Chilean coup d'état of Augusto Pinochet on September 11, 1973, Froilán's fiancé (and later husband, the couple having four children) was detained and tortured under the guise of treason by agents of the DINA. In 1974, the two escaped together for an exile in Switzerland. Together



they lived in Switzerland for many years, where she obtained dual nationality, and finally returned to Chile in 1979. During this time she studied at the University of Santiago de Chile and was certified as an auditing public accountant.

With the return of democracy to Chile at the beginning of the 1990s, Verónica began to work in various public offices. After many years of public service, following a surge of her popularity in opinion polls, Froilán was asked to become the Socialists' candidate for the presidency. Initially hesitant to accept the nomination having never been one of her goals, she finally agreed feeling she couldn't disappoint her supporters. She historically filled her cabinet with a diverse spread of parties and backgrounds, something that has come to be of great benefit since the pandemic has grown.

In the wake of ZOMBV the administration has handled the situation surprisingly well, allowing most of the general citizenry generally unimpacted in their day to day lives, but there are some credible claims made by her political rivals that she is using the outbreak in order to consolidate state power even further. There are whispers of those less scrupulous members of her own party that are rounding up political dissidents as part of "quarantine" efforts, but the veracity of this claim is unknown. Verónica begins to assess how best the nation might be able to provide aid to their allies across the region like Argentina, but before any tangible action can be taken they are forced to face the infection within their own borders as the outbreak breaches the defenses they have in place.

VICENTE DIAZ

The standing Ministerio de Defensa Nacional (Minister of National Defense) as ZOMBV ravages the world, Vicente Diaz supervises the Chilean armed forces; as well as planning, directing, coordinating, executing, controlling and informing the defense policies. He has a background in law, having worked as a practicing lawyer for many years before beginning his political career. He was also one of the founders of National Renewal, a center-right political party, and is a member of the Inter-American Dialogue meant to "foster democratic governance, prosperity, and social equity in Latin America and the Caribbean." He works as a close intermediary between Presidenta Verónica Froilán and Gen. Cristobal Soto, and has taken an active role in the handling of the pandemic crisis.

Outside of his work Vicente is a dedicated husband and father with a very down to earth outlook on life. He works very hard to keep his family out of the public eye, wanting to give them something of a more normal life - albeit well off. This approach has the effect of keeping the public at ease despite the severity of the ongoing situation in the world, a factor that is crucial in the long term stability the nation maintains.

GEN. CRISTOBAL SOTO

Cristobal Soto has spent all of his adult life serving in the Chilean armed forces. He comes across as stern with something of a stalwart presence. He was not yet old enough to serve during the coup d'état of Augusto Pinochet in 1973, joining the service in 1983 near the end of the regime despite his reservations regarding the atrocities committed during this rule. Soto never had to engage in any of the interments, interrogations, or other assorted human rights violations that would later come to light. Graduating in 1986 from the Military School of Chilean independence leader Bernardo O'Higgins as second lieutenant. In 2001 he joined the Army War Academy, and in 2003 he was titled as a staff officer. Having dedicated his life to his work, Cristobal has never married.

In 2018 Gen. Cristobal Soto goes on to become the commander-in-chief of the Chilean Army. This leaves him as the internal head of the military at the time of the ZOMBV pandemic, working directly with Verónica Froilán and Vicente Diaz to maintain order in the nation. His tactical expertise has proven invaluable to these efforts, allowing for the nation to securely lock up their borders for much of the first year. Towards the close of the first year of the pandemic Soto contracts ZOMBV, subjecting himself to quarantine as per official procedures, and becoming the figurehead of the rising fear across the country as the outbreak begins to rip through the population as a representation of not even the elite being safe anymore.

PVT. MATIAS ROJAS

Fate and destiny, if you are inclined to believe in such, can be such a fickle thing. Sgt. Matias Rojas knows this well, having lived a life of misfortune and being destined to a terrible fate during the outbreak. Coming from a low income family, in his early years Matias would engage in some petty crime around Santiago - namely pickpocketing and purse snatching from tourists. After a close friend, Joaquin,

was picked up after a failed grab and snatch it served as something of a wakeup call to Matias prompting him to enlist in the military hoping to find a new path.

Unfortunately he would come to be a lacking soldier, just barely making it through his training. Often ostracized by other members of his squad for his lacking intelligence and being the least physically adept, he often suffers from depression during his time in the service. His ultimate fate would be realized when out on patrol at the border, during an altercation with a group of refugees, he is splattered in the mouth with blood leading to him becoming infected. Terrified, he makes the decision to cover up this fact resulting in spreading the illness inside the borders of the nation. He is believed to have spread the illness to the whole of his squad, as well as a handful of civilians at a local cantina.

Gestalt Ability - República de Chile

Being representative of an entire country there is a strong possibility that a character may well be a part of the faction or have some kind of connection or interaction with the faction if they are operating out of the region. This connection can provide a fair number of benefits.

- **No Affiliation:** You are seen as a refugee or outside, not having a direct connection to the faction. Characters can expect to be treated with pragmatism at best, being observed with scrutiny for any signs of infection.
- **Gestalt Level1:** The character is indirectly associated with the faction, possibly as a tourist who became stuck in the country as the pandemic spreads across the world. This will provide the character with special identification that allows them access to checkpoints for processing.
- **Gestalt Level3:** The character is related to or acquainted with a citizen or official. This will allow for the effects of taking this at Gestalt Level1, and additionally the character can use this position to appeal to members of the faction with {**Empathy**}. You can ask for major favors or information.
- **Gestalt Level5:** The character is a citizen of the República de Chile or is extremely close to the leadership and high-ranking personnel. This will have the same effect as taking this at Gestalt Level 3, except that it will grant a bonus + to any {**Empathy**} the character makes.

EUROPE

ZOMBV hit Europe hard, and hit it fast. The first case was identified in London in early February, just a few weeks after the disease surfaced in North America. It spread east from there, moving like wildfire across a densely populated continent with open borders and excellent public transport. While other regions were setting up safe zones and implementing quarantines, Europe was arguing about who had authority, and whether there was any cause at all for a continent-wide response, with several states arguing for their right to determine their own destiny.

Meanwhile, tourists refuse to be deterred from their travel plans. As well as creating havoc that leads to rapid spread of ZOMBV through major cities including Paris, Rome, Barcelona, Berlin and Prague, international travellers – not only from Europe – spread the virus to rural locations that might have been isolated and safe if not for the tourist trade.

Britain fell within weeks, with the NHS overwhelmed and the government caught off-guard, but the rest of the continent might have fought back. The ECDC, then based in Stockholm, produced a coherent plan for control and suppression, and reputedly was even working rapidly on a vaccine. Then mother nature intervened.

Terrible summer floods throughout Denmark and the low countries – Belgium, Netherlands, and Luxembourg – only make the situation worse. The priority for the EU and national governments is trying to control the proliferation of ZOMBV, and next to no resources are spared to deal with this new problem. The end result is that millions of people are displaced, and the chaos breeds overcrowding, resentment, rioting, and a perfect set of conditions for a second tidal wave of ZOMBV infections.

If you have decided to use the optional Horror of a waterborne virus, the flooded region of Europe is both terrifying and tempting. The risk of infection is astronomical... but having been partially evacuated early on in the crisis the scavenging potential is enough to tempt a lot of desperate survivors once the water level drops and cold weather sets in.

By the middle of autumn, most of Western Europe is in ruins. ZOMBV continues its eastward spread, and countries fall one after another. Turkey is overwhelmed with refugees from the continent who bring the virus with them. Russia almost holds out, but rumors arise asserting that people in the early stages of the infection, or even those known to have been exposed, mysteriously disappear. The resulting uprisings and riots hasten the spread of the disease and by the tail end of the year Russia is as overwhelmed as the rest of the continent, except for small, isolated settlements in the north.

Europe has one, and only one, advantage in its struggle against ZOMBV. Northern Europe is cold. By the time winter sets in properly, Siberia and Northern Scandinavia have other problems: other diseases, hunger, and cold are all more threatening than the infected. Iceland, although its populated coastlines are milder in climate than northern parts of Scandinavia, holds out.

The tiny island nation closes its borders while the European Union is still squabbling, and only opens them to let the ECDC relocate there from Sweden in June. Iceland doesn't avoid infections entirely, but with so few people and only one large city to monitor, it suppresses ZOMBV with ease that the rest of the continent can only envy. Though Iceland hasn't had a standing army for over a hundred years, every adult in a non-essential occupation is pressed into a militia to keep the rest of the world off Iceland's shores. The borders remain closed, but behind them life goes on. Iceland still has power and communication grids, law and order, and enough resources to properly support its population. Occasionally the borders are breached, but with communications still functional, refugees are quickly found and processed. Iceland's biggest problem is finding weapons, ammo, and ships to keep the borders sealed.

(European Centre for Disease Control)

Iceland closed its borders the second the UK fell, repatriated every foreign national on the island, and accepted very quickly that in the absence of a cure, executing the infected was the best possible outcome. Now it's the only country in Europe with a functioning government, reliable internet service, and virtually no cases of ZOMBV. That's why the ECDC relocated there.

That's not to say Iceland is a safe place. The food supply is precarious, the supply of weapons, ammo, and ships that can be used to patrol the coastline relies on regular scavenging expeditions to neighboring countries, there's a raging debate in parliament about whether to start letting refugees trickle in, and it's a closely guarded secret that the ECDC's facility in Akureyri contains a number of live infected used for research.

Global Outbreak Level

- **OL1:** At this stage, Iceland's government and economy is operating as normal.
- **OL2:** Borders close, sealing off the country. Government creates a standing army, importing as much equipment as they can from the Middle East. Military service becomes compulsory for many non-essential occupations.
- **OL3:** ECDC relocates. Workers in remaining non-essential occupations, or who are unfit for military service, become farmers, massively and rapidly scaling up agricultural production.
- **OL4:** Icelandic parliament (the Althing) officially classifies European countries as failed states, and institutes regular scavenging missions to the continent.

Location

Iceland is about the same size as Tennessee, with 1/20th of the population. It's completely energy self-sufficient, with a mix of geothermal and hydroelectric facilities. Away from Reykjavik, which is built on a volcano, and the coast, it's freezing.

Most importantly, Iceland is extremely easy to isolate. The capital, Reykjavik, is the only city of over 100,000 people, and the country has only one international airport. Once it closed that, and stopped letting ships dock at any ports, access was entirely shut down. The climate around the coast is milder than inland, but the geography makes for challenging hikes: desperate refugees are usually found quickly.

By the time the rest of the world is at Outbreak Level 4, Iceland has dispersed many of the former residents of Reykjavik to smaller settlements, now converted to farming communities from whatever they were before. While Iceland was already self-sufficient for meat, fish, eggs, and dairy, the country has had to rapidly scale up arable production. That's going to be a problem over the long, dark, winter, when some portable lights are the only thing between three-hundred thousand people and a collapsed food supply.

Notable Members

Power in Iceland is spread, unevenly, between the parliament and the ECDC. To make matters more complicated, Iceland still operates a democratic political system, with fixed terms of office, elections, and spirited debate. That means there's a chorus of voices all calling

for policy changes, such as letting in refugees. The tensions haven't erupted into violence yet, but they easily could.

ÍSABEL KRISTJÁNSDOTTIR

Isabel was only elected as President of Iceland very shortly before the initial outbreak of the zombic virus. She's young, ambitious, and absolutely sure of herself. Her eyes are on her legacy, always. She will not be the woman who failed Iceland; she will defend her home, and her people, at any cost.

Isabel has made a lot of sacrifices. She was quick to upend normal life on the island, and that is undoubtedly the only reason it's still safe and relatively civilised. But sacrifice follows sacrifice, and Isabel is gradually losing sight of what exactly she's protecting. She's already turned half the population into soldiers, dispersed the population of Reykjavik throughout the island; she's maintained most constitutional and civil rights for now, but it won't take too many more challenges before she decides those too are acceptable sacrifices.

BERG GUNNARSON

Berg is loud and blustery, prone to losing his cool in public and private. He's a huge man, and an intimidating presence even when he's calm, but Berg thinks of himself as the last good man in Iceland. He's the leader of the opposition party in the Althing, and Isabel's self-appointed conscience.

Berg is the loudest voice in the Althing arguing for a less isolationist approach to the rest of Europe. Iceland is spacious, he says, and with more people to work the land, it could support more people. It breaks his heart to lose contact with group after group of survivors as more communities fall to infection or conflict.

Despite their public, and very real, opposition, Isabel and Berg rely on each other, and trust one another more than most people believe. Both of their perspectives are needed, and for the most part they balance one another out: Isabel stops Berg's compassion endangering the safe zone, and Berg makes sure that there's still something worth protecting beyond basic survival. Unfortunately their supporters are not always so respectful.

HANNA LUND

Hanna is acting head of the ECDC. It's a new role for her: several key staff did not make it from Stockholm to Iceland. Unlike her hand-picked counterparts in O.R.C.A., Hanna is not an ebola specialist. Her field is HIV research, and she never expected to deal with a situation like the one she now finds herself in. Then again, nobody did.

Hanna hides behind a mask of clinical calm that makes people assume she's cold and calculating. The truth is that she's scared all the time, barely holding it together. The ECDC justifies its continuing presence in Iceland with the promise that they're working on a vaccine, even a cure. They're trying, but so far there is no vaccine... but Hanna fears that if she tells Isabel that, the President's disappointment and anger will have severe consequences.

To advance work on a vaccine, Hanna needs people with natural immunity. The only reliable way to find them is to get a lot of people infected and look for the 1% who don't succumb to ZOMBV — which is not a route Hanna is willing to take. Yet. Meanwhile the tests and experiments she and her team are running do little except make the virus mutate. The ECDC has a facility full of uniquely dangerous infected. Occasionally, one gets loose. This is another

truth Hanna fears revealing. So far, she and her team are relying on inland Iceland's freezing temperatures and hazardous terrain to deal with the problem for them.


RÓSNÝ LEÓPOLDSDÓTTIR

Rósný is small, wiry, and scarred, though it's hard to tell that under the layers of warm clothing she wears. Before the outbreak, she was first mate on her father's shipping boat, and she spent her free time sailing for fun and competitively. No one is officially in charge of the Scavenger Fleet that makes regular journeys to Britain, Ireland, and mainland Europe, but Rósný speaks for them. She's fearless, both in terms of crossing the sea — she convinced the other captains to sail even in the rough waters of autumn and winter — and in speaking her mind to the powers that rule Iceland.

Because she gets the list of priority goods to salvage from the mainland, Rósný knows exactly how precarious the island's situation is. There aren't enough food stores for the winter, the militia is low on ammo, and some of the things the ECDC ask for unnerve her.

Gestalt Abilities

Gaining an affiliation with Iceland is almost impossible for non-citizens, but it's highly beneficial. It's one of the safest places to weather the winter. Characters might be able to worm their way in if they have essential skills: military experience, information or expertise that could assist the ECDC, or other valuable knowledge or assets. There are two powers in Iceland to appeal to: the Althing, and the ECDC. The ECDC are more likely to admit newcomers than the Althing, but parliament retains control of the country and the ECDC prefers not to strain its relationship with them

- **No Affiliation:** You will be denied entry to Iceland, and made to leave the country if found there, unless you can provide evidence that you would be an asset. Even then, the character's chances are slim.
- **Gestalt Level 1:** The character has some connections in Iceland, or in the ECDC, for example a family member. You can appeal 10% of the time with any given official, regardless of a character's own Empathy. You can, at most, ask for minor favors or some information.
- **Gestalt Level 3:** The character is an Icelandic citizen or an ECDC member. They are welcome in Iceland, and will be provided with shelter, food, and employment. This does not imply freedom to come and go as the character pleases.
- **Gestalt Level 5:** The character is not just an average citizen, they either are, or have close connections to, someone with influence in either the ECDC or the Icelandic authorities. You get a bonus  3 to use during any Encounter with them.

Revenir Sur Terre

(Back to Earth)

There's almost nothing left of Southern Europe. Nothing that would register as civilization, anyway. Even if the ZOMBV threat was somehow neutralized there isn't enough left to rebuild. So says the group known as Revenir Sur Terre. France and Spain, where they are strongest — though there are cells of them throughout Europe — were overrun quickly, and early on.

Technology is now useless, there's no medicine that can help against

ZOMBV, and fuel like petrol goes bad after a year. Revenir Sur Terre have given up on the "old world," and are looking towards a new. In English, their name is "back to earth," and they mean that both in the sense of returning to nature and a simpler life, and of coming back to reality after the brief bubble of comfort and progress. They're eager to help others come to the same realization they have, which means destroying as much old technology and other trappings of the old world as they can. The different cells of the group interpret this in different ways, but the most extreme will destroy canned foods (after all, they're going to run out so humanity might as well get used to doing without them) to destroying works of art whose time has passed (what's the use in gazing at the Mona Lisa when whatever she's smiling about no longer exists?).

Some other groups suggest, cynically, that Revenir Sur Terre will die out with no intervention. If the infected don't get them, infected wounds and starvation probably will. So far they're proving tenacious, and their tolerance for — even morbid pride in — hardship might serve them well.

Global Outbreak Level

- **OL1:** At this stage of the outbreak, the organization does not exist.
- **OL2:** Small groups of people come together, hoping to weather the crisis in isolated communes far from civilisation.
- **OL3:** While the communications grid is still active, these groups learn of one another and declare themselves a movement, calling themselves Revenir Sur Terre. They inspire one another to new ideological heights, shifting from simply "modern convenience can't help us survive this" to "relying on modern conveniences will ensure we do not survive."
- **OL4:** Revenir Sur Terre feel vindicated: society has collapsed, and they have not. They destroy property, technology, and other material remnants of the "old world." Agents infiltrate other groups of survivors to sabotage and/or convert them.

Location

Groups of Revenir Sur Terre exist throughout France, Spain and Portugal. The greatest concentration of them is in Southern France and the Pyrenees, along the Spanish border. Many of the area's villages were overrun by infections carried there by tourists early in the Outbreak but the ones that were not are isolated and defensible. Members range far afield, infiltrating survivor outposts, clearing away remnants of the "old world," and carrying news between a list of outposts created back before the communications grid failed.

Revenir Sur Terre members don't acknowledge borders or nations. The new Europe will develop those naturally, in time, but for now the whole continent is one huge swathe of devastation. The old delineations do still affect them though. People further east are learning to distrust French, Spanish, and Portuguese accents, to the detriment of all survivors from these countries.

Notable Members

Revenir Sur Terre operates in cells, with communication between groups limited to what messages members can carry in person. Most members only have local influence, unlike the 'leaders' presented here.

HENRI BASSOT

Henri was one of the first people in France to identify himself as “Revenir Sur Terre.” While the communications grid was still active, he wrote dissertations on message boards and social media about the best way to survive epidemics and disasters, advocating a “low-technology approach.” These theories did not come from any knowledge or expertise: they were low-risk theorizing — one of the many things he criticized “the modern age” for. He never expected to put them into practise.

Even when ZOMBV swept through Western Europe, he expected that the authorities would bring it under control. Even as he was encouraging groups of “realists” to migrate to villages and hamlets, and start learning to be self-sufficient, he expected that some vague authority, maybe the UN, would bring the situation under control. It was only ever a way to comfort himself, to reassure himself that he had a backup plan.

He’s become so closely linked to the group’s core ideology that he fears what would happen if he admitted, now, that what they should have been doing was stockpiling food, antibiotics, and weapons; that longbows and determination might not be enough to survive the apocalypse, and that if nothing else it would be nice to remember the world as it was. He sees it as his duty to put on a brave face, and maintain the fiction that Revenir Sur Terre are visionaries.

MARTINA LEBRÓN

Martina was a postgraduate mathematics student at Universidade de Santiago de Compostela when the outbreak began. She watched London fall, and Paris be overrun, and the Balearic and Canary Islands get sealed off as tourists brought the virus to Spain. Terror set in as she waited for Spain to come up with some kind of co-ordinated response, and she turned to the internet for comfort and any shred of hope.

Most of what she found were conspiracy theories and predictions of disaster, but there was one movement that seemed to have a plan: Revenir Sur Terre. She joined early, meeting up with members in a tiny Pyrenean village while there were still trains running to travel on. And Martina believes in their message. Unswervingly and without question. Having rules to live by and a mission to fulfill keeps her going. She’s one of the most hard-line members, one of the loudest voices in favour of bringing down all traces of the old world and starting over. If people hadn’t been so lazy and complacent, if travel hadn’t been so easy, all of this could have been contained, she says.

Martina is fiery, persuasive, and absolutely unshakeable in her conviction. People listen to her, and she’s becoming a leader in Revenir Sur Terre. Henri despises her and fears her in equal measure.

OLIVIER TREMBLAY

Olivier, a former police officer who saw Aix-en-Provence overrun and then abandoned, is no use to the creative, rebuilding, part of Revenir Sur Terre’s mission — but he’s superb at the destructive side. Olivier moves from group to group of survivors, leaving chaos behind him.

At first, he preached Revenir’s message: the old world has failed, brace yourselves for the new. Some people were receptive, but most were not. Olivier was driven out of a great many camps and forts. He’s more subtle now: he joins groups, becomes useful, and “helps”

them to their own realization that they must learn to survive without the comforts of civilization. That is to say, he’s a saboteur. Ruining medicine, destroying food supplies, even stealing and then disposing of weapons and ammunition, he’s forced countless groups of survivors to “learn to fend for themselves.” Most of them died, but Olivier sees that as a natural consequence: survival of the fittest is the new law of the land.

THOMAS CARON




Thomas is an old man, and he’s seen a lot of changes come and go from his farm at the foot of the Pyrenees. He remembers a time before everything was digital — and before everything was easy. He remembers it... not fondly, but proudly. It was good for the spirit, he says. Good for dignity. Good for community.

Even in his mid-seventies, Thomas is fit and healthy. His stamina puts a lot of younger people to shame. He’s enjoying being seen as an invaluable source of knowledge, and his pride has invigorated him. He’s spent his whole life growing crops and raising livestock without the benefits of modern farming techniques, and that knowledge is going to be lifesaving once the spring rolls around. He is escorted between Revenir Sur Terre settlements by a squad of tough men with guns, toured around the region to share his knowledge with the people who need it.

On a personal level, Thomas is a deeply unpleasant man. Most of his views — on women, minorities, religion and the state, for example — are ones the rest of Europe was glad to leave behind. He’s short-tempered and doesn’t tolerate interruptions or contradictions, and his guards indulge him completely, either because they revere him or because they don’t have the energy to argue with him.

Gestalt Abilities

Characters may have been members of Revenir Sur Terre, in which case they are assumed to have turned away from the group, but are more likely to have encountered them as saboteurs.

- *No Affiliation:* The character has no prior connection with Revenir Sur Terre, and their treatment will depend on the first impression they make and especially the amount of technology (and type of weapons) they use.
- *Gestalt Level 1:* The character has encountered Revenir Sur Terre before, and knows how to recognize them even when members are undercover in other groups of survivors. The character has  1 to use in encounters with known Revenir members, or to identify them.
- *Gestalt Level 3:* The character has had multiple encounters with Revenir Sur Terre, or people who have survived contact with them. They receive the benefits of Gestalt Level 1, and can use {**Empathy**} to appeal to members to set aside their current mission.
- *Gestalt Level 5:* The character knows Revenir Sur Terre intimately, and has in-depth knowledge of their goals and tactics. They have   when attempting to anticipate the group’s next move.

Baltic Patriots

The Baltic states of Estonia, Latvia, and Lithuania were the last parts of Europe to be infected. True or not, their news media (while it still functioned) insisted that the only cases in the region came from visitors, and were not ‘native.’ Long before the outbreak reached

critical levels militias of “patriots” were forming, rounding up outsiders and escorting them out of the Baltic states. As refugees moved east and numbers grew, the militias changed their tactics. Some adopted a shoot on sight policy, while others — considering it kinder — forced the refugees into prisons and internment camps. Naturally, some of those people were infected but asymptomatic, and ZOMBV spread like wildfire through these sites, creating hordes thousands strong.

This loose affiliation of militias communicates by radio to share information, but has no central authority.

Global Outbreak Level

- **OL1:** At this stage, the organization does not exist.
- **OL2:** Militias begin to form, patrolling borders as well as rounding up and removing visitors, tourists, and foreigners from towns and cities. The governments of Estonia and Lithuania officially endorse their patriotic action.
- **OL3:** As central governments begin to collapse, and the number of cases in the region exponentially increases, the Patriots intensify their action, moving to shoot-on-sight and the creation of camps. Conversely, they provide support to native civilians, helping to distribute food and supplies and offer protection from the infected.
- **OL4:** The Baltic Patriots are now the only organized power in the region. Most civilians are grateful for their protection, but outsiders are stripped of their possessions, then executed.

Location

The Patriots are present all over Estonia, Latvia, and Lithuania but they are most concentrated along the southern and eastern borders of the three countries (which now consider themselves one state). On those borders, they are most violent and militant. Units within the interior have a more defensive role, protecting survivors, culling infected, and distributing resources.

The Patriots’ long term plan is to build walls along the length of their borders. It’s slow, dangerous work even with the many survivors willing to help, but it’s underway.

Meanwhile, the areas around the Patriots’ abandoned internment camps and prisons, now occupied by hordes of infected, have been evacuated, and no one in their right mind strays too close to them. The survivors the Patriots knew of have been cleared out, which can make these places seem abandoned, and therefore safe. They make tempting camps and safehouses for survivors not in the know... until the infected inevitably escape their confinement.

Notable Members

The Baltic Patriots’ members cover a lot of different needs from patrol leaders, to prison guards, to skilled civilians who mend things, make things, build things or provide medical services. Most survivors who have contact with them regard themselves as part of the movement — though some genuinely don’t know what the Patriots do in their name, and others pretend not to.

PATROL CAPTAIN KARINA JANSONE

Jansone was a sergeant in the Latvian army until the chain of command broke down completely. Infected got the rest of her unit

on a disastrous mission to evacuate a village near the border with Belarus. Karina caught a bite too, but except for a few days of fever and nausea, she suffered no consequences. She hardly dares to hope that she might be immune: she still believes, deep down, that one day the virus will flare up in her again. She’s aiming to do as much good as she can before that happens.

For Karina, her new role with the Patriots is a mix of ideology and pragmatism. She blames the rest of Europe for being too slow to act and dooming the Baltic states through no fault of their own. She takes “invaders” personally, and has no interest in listening to sob stories or pleas for mercy. She also knows that regional recovery is a numbers game: if the Patriots can keep more potentially infected people from getting in, they have a finite number to deal with inside their borders.

Karina’s tight wound and doesn’t tolerate foolishness. When she drinks, which is rarely, she loosens up and shows a wicked, lewd, sense of humor.

RUUBEN LEMSALU

Ruuben’s Estonian by birth, but was living in Latvia, after years spent in Germany, the UK, and Ireland, when the outbreak hit. He’s a builder, and that makes him invaluable to the Patriots: he’s managing the construction of their wall along the border with Poland. Ruuben was one of the first Patriots, and his belief in the movement is total and unshakeable. The way he sees it, their governments failed them and the rest of Europe ignored them. The Baltics are going to have to look after themselves to come through this crisis, and he truly believes they will come through.

That fervent belief gets Ruuben through a lot of hardship, and inspires loyalty in the soldiers and builders he oversees at work on the wall. It’s badly needed: it’s dangerous work, and he’s lost a lot of good people to the infected. Every person he loses makes him more committed to his project: the only way he can honor their memories is to succeed. He’s a quiet, serious man, which often leads people to underestimate him. He thinks before he speaks, and he’s stubborn as an ox.

DALIUS ZEMAITIS




Dalius is a former critical care nurse from Vilnius. Watching his hospital come to pieces under the onslaught of ZOMBV cases is an experience that will never leave him. It became obvious to him early on in the crisis that it just wasn’t possible to save everyone. The entire population of Lithuania had to be triaged: help those who needed it, and those who could be saved. Unfortunately, that meant some people had to be left to fend for themselves.

That’s how he sees his work for the Baltic Patriots: seeing outsiders imprisoned or executed gives him no pleasure. It’s not their fault the virus hit their countries first. But the only way to protect anyone at all is to keep them out.

Dalius is relieved that, day to day, he doesn’t have to translate those beliefs into actions. He’s a medic, though without facilities, equipment, and assistance there’s very little he can do. He has difficult decisions (like who gets the antibiotics) of his own to make. When presented with someone in medical need Dalius can’t quite forget his oath to do no harm, and can sometimes be prevailed upon to help people from outside the borders if they’re right in front of him.

Gestalt Abilities

Because the Patriots have so many roles in the Baltic states, there are numerous ways for characters to have come into contact with them, and built relationships.

- **No Affiliation:** The best outcome is that the character will be robbed, then shot or hanged.
- **Gestalt Level1:** The character has met members of the Patriots, maybe through receiving their help. They can expect to be treated with respect, but also pragmatism: they might be offered information that the Patriots don't consider classified, or small amounts of supplies or medical treatment.
- **Gestalt Level3:** The character has worked with the Patriots, running supplies, providing shelter, or assisting their patrols. They have  1 for use in encounters with the Patriots, and can ask for major information or favors.
- **Gestalt Level5:** The character was once a Patriot, but parted ways after some disagreement or to pursue their own goals. They receive the benefits of taking Gestalt Level3, and get a bonus   to any {**Empathy**} the character makes.

AUSTRALIA

The moment that the whispers come out of the U.S. of a particularly infectious epidemic, the Prime Minister orders all the borders closed. Air and sea traffic is turned back. The Office of Health Protection assesses the situation and, after some weeks of diligent work, declares the country infection-free. It seems miraculous that not even one person with the infection got onto the continent given the amount of international travel in and out of the major airports and seaports, but that is indeed what the government's public statements say.

Nonetheless, gun control laws instituted in 1996 are rolled back. Not all of the general public race to purchase weapons, but the Australian Defence Force are heavily outfitted. Soldiers are sent overseas to assist in putting down infected, along with medical supplies and a handful of researchers willing to put their work ahead of the risk of being exposed. The initial public outrage at the PM's decision to cut the country off so early and completely subsides as the grisly reports begin to roll in from around the world. Martial law is declared for the first time since the 1820s. Cities begin to build walls and create rigorous checkpoints for road and rail transport. Botany Bay is completely sealed off from incursion by sea with massive container ships forming a barrier manned by the ADF and, with the country's former busiest airport shut down, Sydney is the first city to be formally declared a Safe Zone.

The Royal Easter Show is cancelled halfway through when the news first hits. Football season grinds to a halt due to travel and public gathering restrictions. Sydney's Vivid Festival is reduced to one glowing defiant message on Sydney Harbour Bridge: We're Alive.

The Outbreak still doesn't entirely seem real as life carries on as normal in so many parts of Australia. The annual spring Take Your Kid Fishing Day in Mackay, Queensland, draws the usual crowd. Nobody notices one extra boat among the little fleet that comes home. One boat. Ten refugees. Ten people who spread out, mingling with the happy, healthy families as they take their catches and go home, driving, taking tour buses, or even catching one of the limited

short-haul flights from Mackay down to Brisbane. Domestic air travel hasn't needed to stop on an uninfected continent, after all. Not with the OHP's rigorous quarantine procedures in place that they say have never missed an infected person.

One boat. One day in the middle of spring. One continent just a little too complacent after months of perceived safety.

Oceanic Islander Communication Network

An interconnected network of smaller groups, the Oceanic Islander Communication Network is a web of people across the islands of Oceania, from the Republic of Kiribati to New Zealand. Prior to the outbreak, they were simply a group experimenting with various means of communication for emergency situations, given the natural disasters (particularly earthquakes and tsunamis) that could readily affect more than one area in the general region. When the outbreak hit, suddenly their specialised communications channels became a valuable resource to forewarn one another of a greater threat: the Infected.

Outbreak Level

- **OL1:** OICN share information and fact-checking, doing their best to dissuade false information and rumors before they can spread.
- **OL2:** The need for OICN's information to be accurate becomes even more vital and for panic to be defused immediately. In addition to lighthearted tips about signal boosting and construction of radio towers on tiny windswept islands, OICN begin sharing details on physical defense of the islands, on how to recognize the Infected--and put them down.
- **OL3:** Various countries attempt to coerce OICN to make their systems available to the military. Rather than cooperating--and consequently having their homes overrun by outsiders--the OICN collectively decide to deny all such requests and employ lethal force in the event of anyone trying to circumvent the ban. Additional work is put into security, not just to defend the islands, but to deeply encrypt ongoing communications.
- **OL4:** Some of the OICN islands are inevitably invaded, either by military forces or terrible coincidences of Infected managing to reach their shores. Rather than compromise the overarching plan to keep the islands as safe physically separated havens, any island so affected will undertake the Blackout protocol.

Location

The OICN has members across a vast geographic region. The notable locations are Kiritimati (Christmas Island), where islanders band together not only to defend and protect their people, but also the wildlife and wilderness; New Zealand, as one of the coveted so-called Safe Zones due to what is said to be a complete absence of Infected; and Norfolk Island due to its general inaccessibility save by plane. While the OICN has members in Australia, they're mainly there to obtain confidential information and disseminate it to the rest of the OICN to ensure the smaller islands remain safe. Though technically an island, Australia's landmass is too vast to reliably enact the Blackout protocol.

If an island disappears off the OICN's communication systems, sending out as their final known message the word Blackout, well... it's no longer compromised, because it's no longer there.

Notable Members

When OL2 hits, the OICN become wary, starting to use codenames for themselves and their locations--a sensible early move given what happens at OL3. Still, there are some names known within the network that are more likely to get out than others.

CODENAME: TIKA

Real Name: Āwhina (a-EEN-a) Te Tua

Based out of Auckland, Tika is a Māori woman aged 42, ex-military, with a background in communications and surveillance. As such, her key role within OICN is keeping a step ahead of any attempts to break into OICN's communication systems on the data and encryption front. Despite having years as a Signals Officer under her belt, she prefers not to speak of her military experience unless it's immediately pertinent to the situation. Rumor has it that this is because her wife is still in the NZ Army, working in Intelligence, and if that's true, the nature of Tika's work with OICN has doubtless strained the relationship. Regardless of the truth in that respect, Tika is a stoic woman who has little patience for the wilfully ignorant. She's willing to share information with those who she deems truly need it, for the right price.

CODENAME: BLUEBIRD

Real Name: Benni Emerson

Operating out of Sydney, Bluebird is a 23-year-old tech wizard who handles a large part of the OICN's hardware setup. Prior to the Outbreak, they used to travel to the islands themselves to oversee installations and optimize physical technology to maintain the integrity of the network. Post-Outbreak, Bluebird's confined to their now walled city, and they're not a fan. Their headquarters is in a deceptively modest unit not far from Sydney's CBD; typically suburban on the outside, the interior is a maze of tech ranging from simple ham radios and satellite phones to a complex VR setup allowing them to remotely view and troubleshoot OICN stations. Well-intentioned visitors to their residence are welcomed, particularly if they bring a piece of broken tech for Bluebird to fix. Visitors with ill intent will be personally introduced to the very much functioning weapons array.



CODENAME: GREENSTONE

Real Name: Talanoa Lomu

Greenstone is the OICN's tactical weapons and defence expert, who masterminded the majority of the OICN's threat response levels, including proposing the Blackout protocol. He's an imposing Tongan man in his 50s whose interest in defence and survival stems from an adolescent fascination with doomsday preppers and post-apocalyptic media. Post-Outbreak he's not too thrilled to be living in what was once fiction, but he makes the best of it by using his skills to help the Network survive and protect their territory. He gets all his most up to date tactical intel from Tika, who also gave him his codename once it became apparent one was necessary. Greenstone lives on Tongatapu, but travels from island to island as a security escort for supply planes and boats, ensuring he can get his own form of supplies to OICN members.

Gestalt Ability - OICN

The fact that OICN goes deeper underground as the Outbreak escalates means that the people who can contact OICN are likely to have known of them before the Outbreak. However, circumstances may arise wherein characters may learn of OICN's existence.

- **No Affiliation:** The character has no knowledge of OICN, or at best may have heard of it as a pre-pandemic amateur radio club or similar. OICN will deter them politely from enquiring further, outright breaking communication if the character persists.
- **Gestalt Level1:** The character is aware of OICN and the fact that when the outbreak hit, it became an important means of communication. They vaguely know a member of OICN and may be able to obtain a small amount of information. You can appeal 10% of the time with any given official, regardless of a character's own Empathy. You can, at most, ask for minor favors or some information.
- **Gestalt Level3:** The character knows a member of OICN well and as such may be able to obtain more important information, such as specific movements of the military or Infected in an area relevant to their mission.
- **Gestalt Level5:** The character is a member of OICN. They are able to directly request detailed information from other network members to aid in the PCs' mission, but they also have the responsibility of maintaining accuracy of intelligence and, if the situation demands it, enacting Blackout protocols. You get a bonus   to any {Empathy} the character makes.



This virus will be the end of us. We just weren't, and still aren't, prepared to handle anything like it. Even for all the modeling, we still have no damn hope of stopping this. Maybe it was our own hubris that brought all of this on to begin with.

We were told that from 1980 to 1992 mortality from infectious disease in the United States rose 58 percent. We knew intensive agriculture and land development was bringing humans closer to animal pathogens. We knew international travel meant diseases could spread faster than ever. But that is all the past now, all that we knew that didn't manage to save us. Since the very first reports, fighting this thing has been like trying to swim against a raging river.

Now, what hope is there?

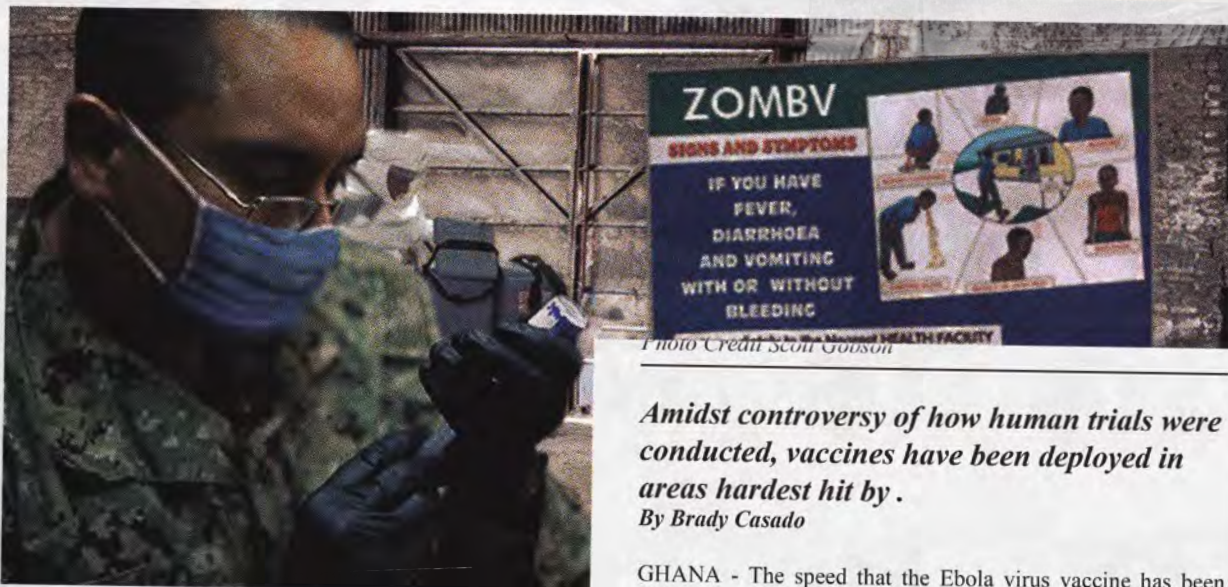


Photo Credit Scott Gibson

Amidst controversy of how human trials were conducted, vaccines have been deployed in areas hardest hit by .

By Brady Casado

GHANA - The speed that the Ebola virus vaccine has been cleared for use on human populations to prevent the spread of ZOMBIC has been met with substantial controversy. It was mollified somewhat by being previously cleared for use for Ebola, but the use of the vaccine to prevent ZOMBIC has not been demonstrated as extremely effective and has left supplies of the vaccine in drastically reduced supply to prevent the spread of Ebola. This has led to critical shortages of the vaccine for Africa, which has been the hardest hit with Ebola but has been thankfully the least impacted with ZOMBIC at the time

Global Outbreak Level

Provided is a rundown of the Global Outbreak Level and when that will specifically shift. In addition to this there are also a series of major events listed that will happen outside of the control of the characters actions. These can be used by Gamemasters to expand the scope of their campaigns to a more global view as opposed to being solely focused on the localized events only. This will have the greatest impact in the early Global Outbreak Levels as the characters will have more readily available access to news sources and communication methods.

Should the Gamemaster happen to be running their campaigns in a region that happens to have details presented for it they are encouraged to try and integrate these into their scenarios. This approach can enhance the impact of these events for the characters.

OUTBREAK LEVEL 0

This section details the events leading up to the initial outbreak of the infection. At this point in time there are no known infected people, though that is not to say that the virus is not active. In this way a Gamemaster could stage a prologue to the events of their own Campaign and Scenarios to provide juxtaposition to the ordeal of survival. Otherwise this will simply provide additional context to the ongoing events.

YEAR 1 - JANUARY

12th: First contact between the virus and humans occurs at this point when a farmer in the U.S. state of Ohio is infected while interacting with a carrier animal.

14th: The farmer begins to show symptoms of the virus, thinking that he has come down with the flu. At this point he infects his wife and two adult children who still live at home and help work the farm, spreading it to classmates and their families.

16th: The condition of the farmer worsens, heading to the doctor where he passes the infection to some of the other patients at the facility and several of the staff. This officially marks the end of the pre-outbreak period, though is not the last instance of cross species contamination during the pandemic.

OUTBREAK LEVEL 1

The initial onset of the outbreak has begun. At this point in time many facilities and industries continue to operate and familiar surroundings remain unscathed. Panic begins to set in, though the majority of the population remains unaware of the true danger.

YEAR 1 - JANUARY (CONT.)

17th: The first recorded zombie turns at this point, the farmer who was first infected.

19th: The virus now begins to spread beyond the bounds of Ohio as the infected business woman heads to the airport for vacation. Over



the course of her trip she manages to infect another 32 people with the virus, some at the airport who disperse to an array of locations around the world and begin their own chains of infection.

YEAR 1 - FEBRUARY

2nd: The first instance of international infection happens when a resident of London contracts the virus.

4th: The outbreak has spread to all of the initially impacted States by this point. This includes Ohio, Pennsylvania, West Virginia, Indiana, Michigan, Wisconsin, Illinois, Iowa, Texas, Florida, Louisiana, Missouri, Hawaii, California, and Nevada. Incidents remain sparse and spread out enough to not warrant any special attention.

YEAR 1 - MARCH

2nd: News report is made on a zombie attack in Milwaukee, it is deemed a random mugging in the report itself. The story is only covered locally and is subsequently missed by most of the population.

16th: Iceland closes its borders and repatriates all foreign nationals.

18th: The UK “goes dark.” News no longer emerges, and journalists and reporters are not granted access.

YEAR 1 - APRIL

7th: The Prime Minister formally closes Australia's borders on advice from the OHP's meticulous analysis of news reports and projected pandemic spread. There is a public outcry, but the ADF supports the decision and most protest is quelled, though the nation dislikes being a test case for pandemic prevention.

20th: Many world governments become aware of the severity of the ongoing situation at this time. In the U.S. an emergency session is held within the chambers of Congress in order to decide upon the course of action that should be taken to handle and hopefully contain the situation.

23rd: The first truly global mass wave of infected begin to fall into comas and start turning into zombies within hours. News reports across the world begin to detail the severity of the situation. The population quickly starts to become aware of just how bad things are now getting.

OUTBREAK LEVEL 2

The severity of the situation becomes clear, most people have at least heard something. The threat is escalating and many are beginning to abandon their posts, some even obligated to do so by the military and government.

YEAR 1 - APRIL (CONT.)

24th: The U.S. Press Secretary makes an official address regarding the situation on national television. Congress has established a new administrative body named the Outbreak Response and Containment Agency (ORCA). Globally air traffic is essentially halted, save for certain VIPs, and the public communications grid begins to fail across the world impacting telecommunications and internet access for most. This is largely due to the systems becoming reserved for emergency personnel.

25th: ORCA relief camps begin to open across the U.S. and the population is urged to begin evacuations in a number of larger cities where the infection has spread like wildfire. These camps are immediately overrun due to being understaffed and ill equipped to handle the intake rates they experience. Panic intensifies across the world as violent crime and looting begin to increase.

26th: In the U.S. Martial Law is officially declared as the situation is deemed a State of Emergency and Natural Disaster. Many view this as the beginning of the end, escalating things further as panic sweeps the population due to the inability of world governments to contain the situation.

OUTBREAK LEVEL 3

Panic is widespread at this point. Martial Law has officially been declared and all non-essential business is halted outright.

YEAR 1 - APRIL (CONT.)

27th: Reports begin on U.S. news outlets advising the government is establishing ‘Safe Zones’ that non-infected would be evacuated to from the ORCA relief camps. This immediately kicks off conspiracy theories that the camps are nothing more than a propaganda campaign intended to pacify the population during the crisis while others even think it may be something far more nefarious.

YEAR 1 - MAY

4th: The U.S. military begins to take control of the public utilities grid in an effort to maintain services to critical locations. This results in the beginning of brown and black outs throughout the impacted regions which continue to grow with each passing day.

11th: Despite the government's insistence that the infection has not found its way to Australia, the National Firearms Agreement is essentially revoked and munitions factories begin a more rigorous production schedule. Martial law is declared.

YEAR 1 - JUNE

4th: Flood defences all across the European low countries fail. Military and emergency services are focused on containing ZOMBV outbreaks, so the flooding runs unchecked. Eventually UN troops evacuate as many residents as possible to overcrowded refugee camps in Germany, Poland, and Sweden.

21st: The President of the United States is infected with the virus when bit in an attack while attempting to board Air Force 1 during an evacuation, but this is not divulged to the public. He is placed into quarantine at an undisclosed facility.

22nd: The city of Washington D.C. officially falls to the Zombic pandemic and is considered to be lost by the remnants of the government still working to control the situation. Discussions begin regarding the possibility of the nuclear option as a last resort.

23rd: The President of the United States begins showing symptoms of the virus, and measures begin for the transition of power to the Vice President. Following riots, numerous outbreaks, and unrest in and around the UN refugee camps, the ECDC relocates to Iceland.

YEAR 1 - JULY

1st: First known official report detailing that the Infected seem to still operate under normal biological functions, including a need for hydration and protection from the elements. Behavior patterns have been able to record nesting habits and hunting habits, suggesting that these Infected are not the traditional undead many believe them to be.

4th: First major military strikes throughout the U.S. in major population centers to combat the infected. Metropolitan areas essentially become war zones as the military attempts to take back territory.

OUTBREAK LEVEL 4

The world that we once knew is officially over. Even if the virus is somehow stopped the populace will be forever scarred by the events. There is no assurance that things will ever return to normal again.

YEAR 1 - JULY (CONT.)

5th: With personnel spread too thin in attempts to protect VIPs and key assets along with coordinated strikes with the intent of trying to keep overall infrastructure intact still, many relief camps in the United States start breaking from a combination of rioting as a result of the coordinated assaults and too few soldiers on hand to keep the camps secure from large droves of Infected that have been starting to form and roaming across the country.

10th: Footage alleged to be of infected being shot at an Australian quarantine camp in April, after the closure of the airports and sea-ports, is released online. It is quickly taken down and debunked as being footage from another country. Though news outlets attempt to contact the original poster, they cannot be located.

YEAR 1 - AUGUST

1st: The Grid across all sectors collapses entirely from the perspective of most civilians across the United States. Power and running water cease to properly function, shaking many less prepared survivors to their cores and leading to a resurgence in rioting within pockets of civilization that still remain.

3rd: The People's Militia is officially formed in a small town in Virginia, and they quickly begin to grow in numbers across the country as they begin to make contact with other survivalist groups that have gone to ground since the inception of the outbreak. They quickly earn a reputation of being an overly violent group that take over territory by force, and not always from the Infected.

6th: After increasingly serious outbreaks all summer, the Baltic states are overrun.

YEAR 1 - SEPTEMBER

19th: Revenir Sur Terre sabotage brings down the survivor community situated outside Coimbra, Portugal.

21st: The infection makes landfall at Mackay, Queensland, and is spread catastrophically quickly. The first undeniable outbreak is at Melbourne Cricket Ground, where AFL fans have gathered to watch highlights of past football Grand Finals in lieu of running the actual game, in defiance of public gathering laws. Sydney remains a Safe Zone only by virtue of the fact that the airport never reopened for domestic flight; otherwise, the infection has spread across the continent within a fortnight.

YEAR 1 - OCTOBER

31st: First time that it is easily and widely confirmed that the existence of small death cults have formed around North America that revere the Infected as some kind of cleansing force or the will of their creator against the sins of humanity. Halloween night is one of terrors for many survivors as the death cults roam around guiding the Infected to the known Strongholds of survivors and are let in by the assailants.

YEAR 1 - NOVEMBER

1st: With emergency services systems thoroughly disrupted across Australia, bushfire season starts early when fires lit to cremate infected bodies begin to burn out of control. This new disaster is also more or less nation-wide and, although some locations manage to use the fires as defence or otherwise to their advantage, the conflagrations cause more problems than they solve.

YEAR 1 - DECEMBER

15th: As winter begins to really set in across the U.S. it is noticed that the Infected have begun seeking refuge from the elements. Unconfirmed rumors also seem to indicate that some of the Infected seem to be able to do things like create fires for warmth themselves.



Chapter 5

WORLD CRASHING DOWN

The following is a series of introductory scenarios for The ZOMBV Pandemic that when combined form an initial micro Campaign. They also serve as a solid set of introduction scenarios for anyone new to Outbreak: Undead, by presenting a building progression of the rules through the examination of events during the first year of the apocalypse, representing some of the hallmark experiences the characters face in that time. In this way both players and Gamemasters will build a solid foundation in how to utilize the array of mechanics presented in the Core Rules and this supplement.

Creative Gamemasters can also use this as a basic framework to a larger Campaign. This can be achieved by inserting other published Scenarios or those of your own creation in the gaps between those provided in this supplement. The general day to day efforts required to live in this new world can serve as a focal point, further exploring the survival mechanics of the game.



Overview

World Crashing Down is a micro Campaign presented as a series of scenarios that will take the characters from the early days through to near the end of the first year of The ZOMBV Pandemic in quick succession. Each of the scenarios can be more simply viewed as being broken into a series of individual gaming session (Parts) of roughly 3-4 hours of play time each with a specific narrative focus (6-12 hours for a full scenario). However, these scenarios are interconnected and build off one another, so they are meant to be played in order (that is a total of 24-32 hours of gameplay).

The exact locale of the scenarios is not important, and it could be described as happening in any town across the globe. Gamemasters are encouraged to replace the generic backdrops provided with something a little closer to home, as well as including any applicable Biome rules for their region. For the sake of simplicity and as a way to give a quick start point an assumed baseline has been used throughout this supplement, but this can be easily modified as needed.

BIOME DETAILS

As previously noted, Gamemasters are encouraged to substitute the Biome details applicable to the region of the world they are setting these events in. For the purposes of using these scenarios without much additional planning or adaptation, a Biome configuration is provided as a recommendation. Additional details on Biomes can be found in the Gamemaster's Guide.

Temperate Forest (United States Midwest / East Coast)

The assumed backdrop for the Scenarios is the Temperate Forests of the United States Region V (see accompanying Map in the Appendix). These details can allow Gamemasters to add extra levels of depth as needed while presenting the stories.

Elevation: Low - No Modifier

Temperature:

■ Summer: 82.5° F (28° C)

■ Winter: 5° F (-15° C)

Plant Life: Conifers, Hickory, Huckleberry, Lichen, Maple, Oak, Shrubs, Sweet Gum

Animal Life: Black Bear, Coyote, Deer, Eagles, Mice, Platypus, Wolves

Environmental Modifier: Low (🌀 2)

Viability: 35

Biome Features:

- Dense Plant Growth
- Extremely Cold (Winter)
- Game Birds
- Herd Animals (Deer)
- Hibernation (Bear)
- Rivers/Rapids
- Small Game
- Steep Slopes
- Verdant (Spring)

Biome Hazards:

Fauna - Stinging / Biting (Bees, Ticks) ⚠️ 10

The region is host to any number of creatures that make life just a little more unbearable. Thankfully (deadly allergy aside) these stings and bites are rarely fatal, but they produce a tremendous amount of pain. This will cause a character to add ■ ■ to all Dice Pools until the sting or bite is treated. This can result from a GM resolving 🚫 🚫 🚫 🚫 on any {Navigation%, Survival%} check or by playing an appropriate Risk cost for encountering things like swarms of bees.



Scenario 1: Seeking Relief

INTRODUCTION

April 23, the day tensions around the globe escalate as news breaks regarding the true severity of the situation, the Global Outbreak Level shifting from Outbreak Level 1 to Outbreak Level 2. Characters will find themselves at a local hospital that quickly becomes one of many ground zeros for the outbreak. The characters need to escape so that they can get to an ORCA relief camp in the hopes of evacuation, or be forced to strike out on their own and try to survive the growing outbreak. Just what choices will they make to survive?

SCENARIO SUMMARY

Time: ⌚ 20 + Travel (See Part 2)

Starting Time of Day: 🌅 6

Outbreak Level: 2

Starting Risk: ⚠️ 80

Mission: Escape to ORCA Camp

Optional Objectives

On the Offensive: ⬆️ 30 per “Cleanse” Mission that is Piggybacked by the choice of the characters.

Rescue Survivor: ⬆️ 50 each

Survivor: ⬆️ 20 if characters survive for ⌚ 50 outside of the Relief Camp. This will count as Aborting the Mission, and can also be claimed in the event of Failure of the Mission as well.

Piggyback Missions: This scenario will feature the option to Piggyback other Missions at various points, should characters complete them they may claim the rewards for the extra Missions as normal, but each will extend the Time invested.

Special

Aborting: The characters may elect to Abort this Mission by not heading to the ORCA relief camp, effectively altering the scenario. This is most notably likely at a specific point in the scenario and will be noted at that time. If this option is selected, the characters will lose 😊 1 as their plans effectively fall apart and they are placed on the backfoot. The Gamemaster may then substitute an Establish Stronghold Mission (see Survivor's Guide page 193 for further details on this Mission type) at whatever random Location the characters may decide to attempt doing so (see Gamemaster's Guide page 104 for details on different Location Templates and rules). They may also require the characters to perform a “Scout” Mission in the area they intend to use, effectively combining the two Mission structures into a new custom Mission.

Competence: The characters will start the Scenario with 3 Competence Points. They may use this in any normal manner they see fit.

Power Grid: Stable

Communications Grid: Unstable (1)

Running Out of Time: Once free they must clear the distance required to make it to an ORCA relief camp in a limited amount of ⌚ in hopes of being accepted into the camp and having a chance at evacuation. See “Part 3: A Long Road” for additional details.

Success

⬆️ 600

Characters will have joined an NPC controlled Stronghold via the Relief Camp.

ORCA Relief Camp

The ORCA Relief Camp is essentially a glorified tent community, though it does benefit from being staffed by experienced medical and military personnel. Due to being so short handed it isn't uncommon for survivors to be recruited to assist with assorted jobs.

Structure: 20

Viability: 20

Science: 45

Culture: 22

Morale: 21

Size: 2

Population: 10

Stronghold Upgrades

Perimeter Fence, Chain

Infirmary

Bunkhouse

PART 1: THE FIRST FALL

To start off the characters find themselves within the cafeteria of the local hospital just as things begin to escalate, and each player should come up with a reason they are at the hospital on this particular evening (such as finishing a routine checkup, along with a friend, or even visiting someone who is infected with ZOMBV or some other ailment). The government has recently established ORCA in response to the ever growing outbreak, which has setup relief camps near many major metropolitan areas to facilitate the evacuation of the healthy population in an effort to gain some sense of control over the increasingly dire situation. Suddenly pandemonium breaks out and the characters are forced to flee, band together, and either make it to the relief camp or come up with some alternative plans.

Read this aloud to the players:

“The hospital cafeteria is busier than normal tonight, packed with staff and civilians alike. People are talking amongst themselves in an effort to share burdens or obtain a brief distraction, others are simply catching a bite to eat after a long day. A couple of news stations are playing on televisions

dispersed around the room, and though none are loud enough to actually listen to the closed captioning is running. You find yourself sitting at a table with a few strangers due to the limited seating.

The reasons for each of you being here this evening are your own, but you at least find yourself having a moment to get a bite to eat, have a seat while you wait, or simply gather your bearings. Maybe you can try to get a better handle on the whole situation."

Dinner Break

Have each of the characters describe what it is they are doing this evening, be it talking with anyone in particular (including the NPCs in the room), watching the news, simply getting something to eat, or whatever they desire to be doing at the opening of the Scenario. This segment can serve as a potential introduction for the characters, but the Gamemaster's primary focus will be seeding setting information.

The characters will find themselves engaging the following NPCs: 2 surgeons (Medical Archetype), 2 cafeteria staff (No Archetype), 15 citizens (Civilian Archetype).

Special

Full Belly: Characters can elect to have their Sustenance requirements for the day be fulfilled during the course of this sequence since it takes place in the hospital cafeteria. No check needs to be made for this.

Information Acquisition: Characters have the potential to acquire an assortment of information related to the background of the setting over the course of this initial sequence. Take some time to get out of the players just what their characters are doing this evening as most of their optional interactions will lead to some kind of information being procured. Seed them with hooks to the various options, such as noting the location has an active Wi-i connection, the news is currently playing on TVs around the cafeteria, and noting the various NPCs that fill the room.

Breaking News: Characters attempting to follow the news via the closed captioning and on screen graphics use {Spot/Listen%} with ■ due to the pains of taking in information this with, and an additional ■ if engaging in other activities while doing so as there is a greater chance for them to miss critical details. There are multiple potential results from this check depending on the number of ⊕ a character generates.

- ⊕ - Most of the details being discussed are missed, but you noted a list of symptoms (Symptoms for Non-Succumb up to Viral2).
- ⊕ ⊕ - Additionally you note something about the illness going around not being the flu.
- ⊕ ⊕ ⊕ - Apparently not only is it not the flu, it is also being reported in multiple countries across the world.
- ⊕ ⊕ ⊕ ⊕ - There was also something about those infected possibly falling into comas or dying.

Keyboard Warrior: Characters can attempt to scour online, potentially finding information about the situation with {Digital Systems%}. This will have varied ■ applied based on the source utilized. While the ⊕ results will provide the same general

information, it will also feature wilder speculations not present in conventional news media that will vary in accuracy.

- No Mod - Dedicated news media outlets. On success, provide the players with Handout #1 in the Appendix.
- + ■ - The blogosphere is not always the most reliable in regards to information accuracy or even honesty in general, but it can also have details available sooner than conventional news media due to less strenuous vetting processes. On success, provide the players with Handout #2 in the Appendix.
- + ■ ■ - Social media can present a significant challenge in regards to tracking down reliable information in the midst of memes, selfies, and pictures of food. On the other hand it can also produce less known information more early on from nearly live first hand accounts, making it a vital source despite the added difficulty required to garner real information. On success, provide the players with Handout #3 in the Appendix.









Consultation: Characters might be inclined to turn to members of the hospital staff to try and garner additional insight into the situation at hand (namely if they are somehow associated with someone that is infected already). Attempts to gather information in this manner will require a {Diplomacy%} of the character's choice based on the methods used, though attempts to use {Diplomacy-Intimidate%} will require ■ ■ ■ based on the situation and could result in security intervention if failed (and should be generally discouraged). Due to the sensitive nature of the situation, the staff will be hesitant to reveal too much to the general public, and so all attempts of this nature from anyone not of a medical profession will require ■ ■ be added to the {SC%}.

- ⊕ - The Characters learn that the illness is not actually the flu, and get the full list of Symptoms (Non-Succumb up to Viral 4) that are associated to ZOMBV.
- ⊕ ⊕ - Characters learn it can take a day or two to incubate and cause Symptoms. Precautions should be taken to get control of the situation.
- ⊕ ⊕ ⊕ - Current findings suggest that the Disease is transmitted via bodily fluids, including excrement and bile. It also appears to be highly contagious where contact has a nearly assured infection rate without the proper precautions.
- ⊕ ⊕ ⊕ ⊕ - Quarantine procedures should, and probably will be initiated, if not Martial Law.

Discourse: The last way that Characters might attempt to resolve this Mission is by talking with the non-medical professionals that are filling up the cafeteria at this point in time, once again requiring the use of {Diplomacy%} to accomplish. Attempting this method will require that the Characters add ■ ■ ■ to the {SC%} due to the fact that it will be difficult to get worthwhile concrete information this way, and will require a significant level of success to be able to dig up anything of value.

- ⊕ - It seems like most of the people here are visiting someone who has come down with an illness of one kind or another, most seemingly severe flu based on symptoms. In fact no one

is here for any other reason as far as you can tell.

-    - You talk to someone who mentions that they have a family member who has come down with the illness going around, and that they had been exhibiting additional symptoms beyond what had been publicized in the media. They had started to become delirious as the illness progressed.
-      - Another person said that their friend had come down with the illness and they were here visiting him. Their friend recently started to hemorrhage since getting into the hospital and now they are being kept from seeing him.

Once you feel you have given the characters enough opportunity to interact and gather a bit of insight into the situation they will soon find themselves embroiled in, move immediately to the next sequence.

Lockdown

Having spent a bit of time in the cafeteria, and before any of the characters has an opportunity to leave the area, the severity of the situation abruptly becomes crystal clear to those in the hospital. ORCA officials have arrived and are placing the local hospitals under quarantine in order to try and take control of the quickly escalating situation.

Read this aloud to the players:



"After a bit of time the intercom system suddenly cracks to life. A number of doctors are paged, among them are those in the cafeteria who quickly depart. Nothing terribly out of the ordinary. After another few minutes, however, the intercom again crackles on with an announcement. 'Attention. Due to circumstances surrounding the ongoing health and safety situation, the hospital is being placed under a state of quarantine. Until such time as the quarantine is lifted, hospital staff will provide due effort to help accommodate you through this period. We apologize for the inconvenience, and your cooperation is greatly appreciated.' As the intercom clicks off again security and nurses enter and gather everyone up for processing."


Regarding your own situations, a security guard who looks to be in his late twenties or early thirties with a bad attitude comes up to the table. He is short and curt in what he says, rushing you all along. Any objections are met with the stereotypical tough guy bravado, leaving you with a sense of relief when you are finally left in a consultation room with the hospital staff.

Through the course of processing you are each thoroughly examined and questioned by doctors wearing hazmat suits. Despite any efforts, due to the sheer magnitude of the situation and lack of resources the staff is less than forthcoming with information. After what feels like hours you find yourselves in a moderately sized waiting room that has been retrofitted into a holding area with a small group of people, some of whom you recognize from the cafeteria earlier, each also given a surgical mask for safety - clearly a stretch at best and an obvious sign of how ill equipped the hospital is for this situation. As evening approaches it seems like the best idea might be to just get some sleep, though the prospect of sleeping on a line of chairs or the floor isn't one you're the most fond of."

Provide a pause here to allow the characters to decide if they want to chat among themselves briefly and share information, and also establish if the characters are intending to get some sleep or staying awake. This small pause is an excellent opportunity for players to engage in roleplaying and showing one another more about their characters.

Special

Long Day: At this point each character will receive "Fatigue: +1" from being up for much of the day as it is now  14 in the overall day (out of  20 as normal).

Bed Time: Any characters who elect to simply go to sleep right away, forgoing any conversation, will be able to achieve 'Long Rest' before events continue to unfold in  7.

Cat Nap: Characters who elect to engage in conversation for a bit before attempting to sleep will at best be able to get a 'Short Rest' in.

On Watch: Any character that elects not to get any sleep they will acquire an additional "Fatigue: +1" before beginning the next sequence.

Encounter - First Contact

Over the course of the evening security is posted at the various exits from the holding area, and numerous individuals any characters staying awake would assume to be hospital staff. In reality these are a mix of ORCA personnel and the hospital staff, but it is unlikely that any characters would be able to tell a difference at this point from their isolation. Just before the beginning of the following day is when everything begins to fall apart quite drastically.

The characters will find themselves facing the following: 1 security guard (Militia Archetype), 1 citizen (Civilian Archetype), 1 attack victim (No Archetype), 3 Alternate Opponents (Zombic Host)


Read this aloud to the players:

"It is just before dawn when the screaming starts. The first few shrieks quickly erupt into what can only be described as absolute pandemonium. Anyone struggling to get some much needed rest in the less than ideal conditions is immediately and rudely awakened with little effort, while anyone still sitting up is sharply jolted by the abruptness of it all. Suddenly a security guard enters the waiting room, closing the door behind him."

He turns back to the room and looks from person to person as he speaks, you recognize him from the cafeteria the other day. 'Listen, I need everyone to pay attention and remain calm. There is a situation, and I need to get you all out of here. I need everyone to follow me and keep your heads down, try not to draw any attention.' He goes back to the door again and checks out into the hall before looking back to the room. 'It looks like we're clear, we need to move.' His voice is clearly shaky, betraying his nerves."

The characters will need to try and use some stealth to make it to the cafeteria to rendezvous with the rest of the people stuck in the hospital.








Resource Catalog




Due to the chaos of the immediate situation, characters can elect to make a {Spot/Listen%} to unlock Resource Catalog Levels as they are progressing. This will need to be done with  added to the Dice Pool as the primary intent of the {Spot/Listen%} is to monitor danger.

Lv.1 - Loot-Health Care (5)


Lv.2 - Gauze Bandage (10), Painkillers-OTC (5), Antibiotics (3), Morphine (2)







Special

Encounter: This scene uses a Mission that assumes a successful {Encounter%} has been made that is being avoided. For the purposes of this scene it is assumed that the Gamemaster has scored  on the {Encounter%} granting them a total of    (bonus   from the Outbreak Level) to use for deployment of opponents (in addition to the 40 for the Scaling Risk which can be used to deploy more Opponents or Upgrade those already in the Encounter).







Communication Grid: Unstable: 2. As the situation escalates the Communications Grid stability grows even worse. Characters attempting to use cellular networks for online access, messaging, or phone calls will find interruptions in service more frequent. All {Digital Systems%} made when attempting these actions will be done at  . Dedicated data and landlines are still functional at this time, as are secured wireless networks running from them (open networks will also experience  due to too many attempting to access in lieu of the cellular networks becoming unstable).

Evasion: The characters need to make their way through the chaos that is unfolding in the hospital and reach the cafeteria which is the next major location between here and the hospital exit. The security guard will caution to keep moving and not get involved in anything the characters might see happening, but the ultimate decision will be for the players to make if they wish to engage the Encounter and try and save some lives or press onward. The process for this will be decided through a series of {SC%}.





Spot/Listen: The first of the {SC%} will be {Spot/Listen%} with  added due to the general chaos now ensuing through the hospital. The primary objective of this is to assess where there is clear signs of danger to be able to establish the best possible route through the hospital.

-     - All characters may contribute to the required Degrees of Success for this {SC%}, but the Gamemaster is not required to tell players the amount required to pass. Players may elect to use their  from this check to contribute to the collective pool, unlock levels of the Resource Catalog (as detailed above), or cash them in to obtain Survival Points as detailed in the Core Rules. If the characters do not generate the required total in the collective pool the following {SC%} will be made with Difficulty: 1 per  under the required total the characters are.




Navigation: The second of the {SC%} will be {Navigation%}. This check will have Difficulty based on the results of the previous {SC%}. The security guard with the group, being familiar with the hospital layout, is represented by the lower collective pool requirement for this {SC%}.

-     - All characters may contribute to the required Degrees of Success for this {SC%}. Should the characters contribute enough  to the collective pool to pass this {SC%} then they may proceed to the next step in the sequence. If the characters do not generate the required total in the collective pool the following {SC%} will be made with Difficulty: 1 per  under the required total the characters are.

Stealth: This {SC%} in the sequence is actually the most important part, as it denotes the characters actually moving through the halls towards the destination which places them at risk of initiating the Encounter they are trying to avoid.

-  - Any character that gets at least a single  on this check will be able to bypass the Encounter if they would like, or they may elect to intervene still in order to try and save more lives.
-  - Any character that has failed this {SC%} with one or more  will be forced to engage in the Encounter as one of the 3 infected turns their attention to them.

Panicked: Any Living used as Opponents in this Encounter will count as being Panicked automatically.

- **Crowded:** 1 - Deploy a Survivor into the Encounter.
- **Ground Zero:** 1 - Deploy a Zombic Host into the Encounter.
- **Cover Blown:** 50 - The Gamemaster may elect to force the Encounter in this sequence if they are so inclined to add extra drama to the situation, or simply for pacing purposes. This option is not subject to the Scaling Risk rules.

Concluding Part 1

The following endings can be used to tie up this part:

- **All Together Now** - Characters will have made it to the first crucial spot to be able to escape the hospital by reaching the cafeteria they had been in the previous evening under much different circumstances. There will be additional individuals in the cafeteria already, which means this can be a suitable place to introduce new characters if any died through the course of this Part. Continue with Part 2, or...
- Once the final Encounter has been initiated the GM can turn this into a swarm type situation where the characters are overrun with more and more infected, and will have to go down in a likely terribly gory spectacle. This can be something of a grim ending to the session, but it can also be loads of fun if everyone just leans into it. Can make for an interesting one-shot, or as a "how it started" prelude to a main chronicle featuring other characters who have a very different situation play out. In this case it is best to play this Part with Template characters rather than players main characters.

PART 2: OUT THE DOOR

Having navigated through the first half of the hospital in their effort to get to an exit, the characters find themselves in the cafeteria once more. This will serve as a brief moment of calm, so to speak, and allow characters an opportunity to potentially arm themselves with some of the kitchen ware so they are less defenseless. It also serves as a hand roleplay break after the likely Encounter that closed out the previous Part.

Read this aloud to the players:

"Once the last of you makes it into the cafeteria, one of the cafeteria staff runs over and slides a large cooking spoon through the handles to prevent it from opening. Within moments, a constant banging



mixed with growls and moans begins behind the door, and you realize the other entrances appear to be the same. Just as he does this, a member of the security team starts working to get everyone in the room to calm down and get control of the situation. The televisions appear to be playing the morning news, and the White House Press Secretary is making a statement about the ongoing events.

They talk about how Congress has instituted a new administrative agency called the Outbreak Response and Containment Agency (ORCA) that will oversee the Centers of Disease Control (CDC), Federal Emergency Management Agency (FEA), and the Office of Emergency Preparedness (OEP) and will be supplemented by support from the National Guard and Coast Guard to contain the situation in impacted areas and begin evacuations of healthy citizens. Among the locations that ORCA camps are being erected is one just 20 miles away from the hospital outside of town.

The commotion at the doors continues to intensify as everyone debates the best course of action."

THE PLAN

This sequence features a number of NPCs that will not be of major importance in a very short period so no specific details are provided beyond their being some security, cafeteria staff, and a mother with her child (these two will come up later) present among the numbers. There is likely a mix of hospital staff and civilians also among the ranks in the cafeteria, and Gamemasters are encouraged to focus more on general personality tropes for this sequence as opposed to making many fleshed out NPCs.

Resource Catalog

Due to the chaos of the immediate situation, characters can elect to unlock levels of the Resource Catalog for purchase without being seen as theft generally. This can only be done with {Spot/Listen%} during this sequence as there is not enough time to perform a full {Search%}.

Lv.1 - Improvised Bludgeoning (10), Energy Bar (6), Cigarettes (3),

Lighter (3), Small Canteen (3), Backpack-Medium (3)

Lv.2 - Cookware (10), Canned Beans (10), Canned Stew (10), Canned Fruit (10), Kitchen Knife (6), OTC Painkillers (3)

Encounter - Swarmed

After a brief moment of planning and potential searching to arm themselves, the commotion from the doors reaches a peak as the doors give way and throngs of the infected pour into the room.

Read this aloud to the players:

"And the time for planning is over as the doors to the cafeteria come bursting open allowing access to a sea of infected who pour in driving the people inside into a frantic panic around you. In the onset of the situation you see people being attacked, shoved to the floor and trampled, and it looks like people are eating each other! You assess the situation, immediately noticing the young woman and her child, as one of the infected rushes them you can see the fear swelling in their eyes."




At this point the characters will need to make a decision, save their own skins or attempt to help the woman and her child. This is a narrative choice, but the decision will still bring consequences either way. Continue with the option that applies.

If the characters decide to help the family, restore 😊 1 and continue with the following:

"You can't stand by and let this happen, quickly moving into action without any hesitation. One of you quickly pulls the family behind you yelling 'Come on, stay close and keep behind me!' while the others simultaneously deflect the infected man to the floor. You quickly start to take stock of the situation again. The closest door to get out of here has both infected and panicked people between you and it. You might have to fight your way out of here!"

If the characters decide to save themselves, reduce 😊 1 and continue with the following:


"Suddenly that fear turns to absolute horror as the woman screams while the infected man tackles her to the floor, her child crying in horror before you lose sight of them in a swarm of panicked and infected. As you turn a sense of guilt wells up tying your stomach into a knot, wondering if there was something more you could have done. It is time to get out of here, but the closest door has both infected and panicked people between you and it. You might have to fight your way out of here!"

If the characters elected to save the woman and her child, they will also need to try and get them out during the Mission. They will not be 'Panicked' and can operate with some basic agency, though they are not able to defend themselves at this time. They will try to avoid the infected in the area while working towards the exit as best as they can, though they will fall back in order to keep away from infected. They are able to move 15' at    per Round.

The characters will find themselves facing the following: 2 Standard Opponents (Living, Civilian Archetypes) and 2 Alternate Opponents (Zombic Hosts)

Special

Panicked: Any Living Opponents deployed during the Encounter will be upgraded to Panicked automatically. These do not have to be killed to progress and can simply be avoided or used as bait, but characters could elect to try and save these people as well.




Guardian Angel: Opting to help the Living in the situation will allow characters to restore  1 per Living they manage to save. If all Infected Opponents are killed this will count as saving all the Living deployed in this Encounter.

Hazards

Increased Danger



1

Add  to the {Encounter%}. Can only get up to   in this way.

Infected



2

Deploy a Standard Undead into the Encounter.

Crowded



2

Deploy a Living into the Encounter.

SUPPLY RAID


Once the characters have made their way out of the cafeteria they will have a clean break to the exit of the hospital, generally speaking, and have no more direct encounters inside. Once the characters have gotten outside they will be faced with the reality of how bad things really are.

Read this aloud to the players:

"Having cleared a path through the cafeteria and seeing unspeakable horrors abound, you quickly run through the now chaotic halls of the hospital to the front entrance. Along the way you manage to avoid getting into any further direct altercation, but the events unfolding around you remain somewhere beyond comprehension. The bright light of the new day burns your eyes momentarily having been stuck indoors for such an extended period, and while your eyes work to adjust your ears are filled with a cacophony of sounds that are difficult to fully distinguish beyond catastrophe."

Once you can clearly see you quickly realize that the insanity you endured within the hospital walls has already spilled over onto the streets. Hopefully this isn't happening everywhere. As you make for your cars it quickly becomes clear that the exit to the hospital is jammed up with stopped cars, and the roads don't look to be in much better condition from here. You'll have to figure something out, and it might be best to get yourselves better equipped if you're going to survive this. Thankfully there are a few businesses in the area you might be able to try scrounging something from, assuming the other looters haven't taken everything of value."

Upon making it out of the hospital the characters will each receive "Fatigue: +1" as a result of the tense situations they just endured within the hospital. Any characters that were unable to remove their Fatigue previously with some rest will be feeling particularly run-down. All characters that have not consumed some Sustenance will receive an additional "Fatigue: +1" as they start getting thirsty and hungry having not had anything since the previous day, but this can be removed upon consuming Sustenance and does not require Rest.

The true scope of things is also starting to really become clear at this point, being confronted with it all face to face as they step onto the streets. On seeing the totality of the situation outside the characters will also need to make a {Composure%} with failure resulting in the loss of  1 due to the intense stress this realization brings.

GOING OFF BOOK

If you are running this scenario as a part of a greater campaign, you could choose to open up the game at this point and allow the characters to diverge from the plotted path of the story. Doing this will count as Aborting the primary Mission presented (with all the consequences that result from that) and they will not be able to claim the reward. Of course, as any Mission or Objective succeeds or fails, a new one will take its place as the struggle to survive presses on.

Should the characters seek to set out on their own right away a Gamemaster might also consider jumping ahead in the mini campaign and resume with "Broken Lines" without the Encounter at the ORCA camp at the start (and without the time jump). In this way one can simply fluidly move through the campaign as they need based on the reactions of their own home groups.

When checking the immediate area the characters will see a couple potential spots that could have some valuable hardware, a hardware store and a restaurant. Both could have potentially valuable items, but the characters are pressed for time and in a dangerous area still. This fact should be clearly communicated to the players, stressing that regardless of what their final plans will be they need to move quickly.

Special

Multiple Locations - This sequence can take place in multiple Locations based on the choices of the characters. The basic descriptions of each can be provided for the purposes of deciding which one they want to try and check out and their impact on this scenario are provided for the Gamemaster.

Hardware Store - Urban - The large building takes up half a block across from the hospital, a large sign in the window says "The Toolbox, Est. 1976" is bold off yellow letters.

Risk Bonus: ⚠️40

Survival Point Bonus: ⬆️70

Hazards Options: Squatters (⚠️5), Looted (⚠️5), Picked Clean (⚠️5)

Structure: 15

Viability Mod: -15

Size: 3

| RESOURCE CATALOG - HARDWARE STORE | |
|-----------------------------------|---|
| LEVEL | ITEM(S) & CAPACITY |
| 1 | Duct Tape (10), Bottled Water (5), Candy Bar (5), Loot - Fabrication (25) |
| 2 | Axe (10), Bolt Cutter (10), Loot - Fabrication (20) |
| 3 | Hammer (10), Crowbar (5), Sledgehammer (5) |
| 4 | Chainsaw (5), Power Drill (5) |

Restaurant - Urban - Just past the hardware store, and taking up the rest of the block, sits a local family restaurant by the name of "Jumpin' Jim's Family Dining" known for the best burgers in town.

Risk Bonus: ⚠️40

Survival Point Bonus: ⬆️70

Hazard Options: Looted (⚠️10)

Structure: 10

Viability Mod: -10

Size: 3

| RESOURCE CATALOG - RESTAURANT | |
|-------------------------------|---|
| LEVEL | ITEM(S) & CAPACITY |
| 1 | First Aid Spray (10), First Aid Kit - Medium (5), Flashlight (5), Backpack - Small (5), Backpack - Medium (5) |
| 2 | Raw Meat (10), Raw Fruit (10), Raw Vegetables (10), Kitchen Knife (5), Cookware (5) |
| 3 | Canned Meat (10), Canned Fruit/Vegetables (10), Loot - Home Economics (10), Kitchen Knife (5), Cookware (5) |
| 4 | Plastic Tub - Medium (5), Cookware (5) |

Concluding Part 2

The following endings can be used to tie up this part as a standalone:

- *Off to Camp* - Characters have finally managed to get themselves some meaningful supplies for the journey ahead. After some brief deliberation the decision is made to try and make it to the ORCA relief camp in hopes of evacuation from this nightmare (this is reinforced by any NPCs that have joined up with the group by this point, they will all assess this as the best course of action). Continue with Part 3, or...
- *Once the characters have finished their supply raid on the desired location they can be intercepted by a military convoy that offers to escort the characters to the ORCA camp. This will effectively skip the majority of "Part 3: A Long Road" and can serve as the conclusion point for this particular scenario. If this option is selected the final reward should be reduced by ⬆️200 to compensate having completed less of the overall scenario.*

PART 3: A LONG ROAD

Having finally managed to acquire a few items to try and survive the trek ahead the characters set off for the ORCA relief camp being established outside of the city. Chaos is unfolding in the streets all around them as the first wave of the infected have begun to fully ravage the surroundings. Screaming, gunfire, breaking glass, and other sounds fill the air.

Read this aloud to the players:

"Feeling at least generally more prepared to face what lies ahead of them, it has been decided that the best course of action is to press forward to the ORCA relief camp that was being established. Some might not be fond of the prospect of relying on the government, or their ability to even really handle this situation based on what is going on here. Things are just getting so far out of hand that if there is even a chance that the evacuations are true that you have to take it. You've got a long way to go, and you're pretty confident that the clock is ticking."

PATH AHEAD

The characters must travel a total of 42 miles to reach the ORCA Relief Camp, something unlikely to be accomplished in a single day on foot but being early morning they can make good headway. Due to the chaos of the situation, roads have already started to become congested, especially on routes vacating the city, making travel by Vehicle much more difficult if not impossible in many places. It



should be made clear to characters, based off the details they heard on the news, if they want a realistic chance of getting into the camp they will need to get their as quickly as they can.

Special

Running Out of Time: Characters will need to get to the camp within ⌚10 in order to be processed in. The Gamemaster will be able to make a number of {Encounter%} over the course of this travel. This also means it is very likely that the characters will have to move at a rate greater than “Normal Speed” in order to make it on time.

Travel Speed: Characters will need to decide on a speed for their travel, each pace having varied consequences and impacts on their progress. The party will be able to travel a maximum distance equal to that of the slowest member of the party. Travel Speed can be changed every ⌚1 if characters desired to adjust pace as they go. The options and impact of different speeds are presented below:

- **Crawling Speed:** (S_B + W_B) x 0.5 Miles per ⌚1 - Traveling at this rate will add a bonus + to all phases.
- **Normal Speed:** (S_B + W_B) x 1 Miles per ⌚1 - Traveling at this rate will not add any additional bonus or penalty to any phases.
- **Doubletime:** (S_B + W_B) x 2 Miles per ⌚1 - Traveling at this rate will allow the Gamemaster to add “Fatigue: +1” per Mile traveled this round for a cost of ⚠3 per character. Additionally, Characters will have to add ■ on all the phases of the round.
- **All Out Sprint:** (S_B + W_B) x 3 Miles per ⌚1 - Traveling at this rate will allow the Gamemaster to add “Fatigue: +2” per Mile traveled this Round for a cost of ⚠3 per character. Additionally, characters will have to add ■ ■ on all the phases of the round.

Hazards

Standard Opponent ⚠1

Deploy a Standard Opponent (Living).

Infected ⚠5

Deploy a Zombic Host.

Tragedy ⚠15

The characters come across some terrible scene that is the stuff of true terror. Each character will lose 😞1 that witnesses this horrific scene.

Cover Blown ⚠50

Immediately run an Encounter with 1d3+1 Zombic Hosts. The Opponents get a Surprise Round. An additional ⚠25 may be spent on additional Hazards.

Piggyback - Pit Stop

“As night falls, it is decided that the best course of action is to get a little rest before finishing the rest of the journey the following day. Everyone is exhausted after enduring the events of the past couple days, and it is

becoming difficult to press forward. A small convenience store that appears to have already been sacked seems like it would make the best bet. You should be able to readjust some of the shelves to help secure yourselves while you sleep. Of course, making it suitable for sleeping is another matter altogether.”

This is an optional sequence should the Characters elect to try and get some rest during the course of their trip (likely due to Fatigue getting too high to manage).

Mission Overview

Mission: Set Up Camp (Piggyback) - Location: Convenience Store
Outbreak Level: 2

Objective: ✂30 per Character

Risk Bonus: ⚠20

{SC%}: {Spot/Listen%, Search%, Lift/Pull%}

Resource Catalog

Since this Location has already been sacked, Characters can elect to unlock levels of the Resource Catalog for purchase while setting up camp. This can be done with {Search%} as normal, but doing so will require ⌚1 be spent. This can also be attempted with {Spot/Listen%} for no ⌚ cost, but will unlock less Levels as normal.

Lv.1 - Glass Bottle (10)

Lv.2 - Candy Bar (5), Bottled Water (5), Brick (2)

Lv.3 - Bottled Water (5), Energy Bar (3), Cigarettes (2), Sleep Aids (5)

Lv.4 - Beer (5)

Special

Power Grid: Stable - Characters needing to make use of ‘Power’ for any Feature or Gear they may do so freely and without penalty. Time requirements for charging devices still apply, and other penalties based on circumstance may also apply.

Communication Grid: Unstable: 3 - Characters attempting to use cellular networks for online access or phone calls will find interruptions in service more frequent. All {Digital Systems%} made when attempting these actions will be done at ■ ■ ■, however text messaging remains functional at this time. Dedicated landlines are now “Unstable: 1” at this time.

Hazards

Restless ⚠5

The Characters make camp, but it’s uncomfortable. Characters only remove 1 Fatigue.

Success

✂200 and remove d3 + W_B Fatigue

Camping Grounds

After having endured so much the characters have finally made it to their destination, but the real question that remains is if they made it in enough ⌚ or not. If the characters are running a bit behind schedule they might still have a chance at getting in, but it is certain

to be much more difficult of an endeavor.

Read this aloud to the players:

"After miles of walking and bearing witness to untold events you never expected to experience in your wildest dreams, you finally see the camp come into view. It looks like they are already working on getting everything established at this point, and you can tell that there are already people starting to gather in hopes of being let in to escape this disaster. Now you just have to hope you didn't get here too late to be included."

Special

Getting Processed - The characters will need to try and be processed into the Relief Camp in order to complete the primary Mission of the scenario. If this can be done or not is dependant on the amount of ⚡ it took the Characters to get to the Relief Camp from the start of Part 3. This is outlined below:

On Schedule - ⚡10 or less - The characters were able to arrive early enough that they have no issues getting processed into the Relief Camp. The Scenario is a success and the characters have hope of making it through this whole thing - a chance to make it to one of the government Safe Zones if they exist.

Fashionably Late - ⚡11-12 - By the time the characters arrive there are a number of people already gathered at the camp entrance in hopes of getting in. The characters have to wait for ⚡1 in line and will then have to generate a collective +++++ on a {Diplomacy%} in order to be allowed in. Uses of {Intimidation%} will result in automatic failure. Should they fail to get in characters will need to pass a {Composure%} or lose 😞1 as a result.

Missed Opportunity - ⚡13 or more - It took the characters too long to arrive, and by the time they join the crowd and wait for ⚡3 without moving much it becomes clear they have no hopes of actually getting in. Hell, most people won't be getting in. They will have to come up

with a new plan to weather the storm and the character will lose 😞2 if they cannot pass a {Composure%}.

Success

Characters may claim the award for the Primary Objective of the Scenario.

AFTERMATH: ONE OF THE FAMILY

Once things have finally come to their natural conclusion, assuming that they were successful, the players may be provided with a general wrap-up to the scenario as a whole.

Read this aloud to the players:

"Having finally made it to the relief camp and being processed in you settle in to get some much needed rest finally feeling at least a little secure. They have you in a holding area for the time being along with a few other folks separated by sheets within tents. It is a pretty lackluster quarantine, but under the circumstances seems it will have to suffice."

Within a couple of days you're moved to a different portion of the camp, and you're now able to go about your business to some degree. People here aren't too forthcoming with information, at best you're told that it shouldn't be long before they can start processing folks out of here. From time to time a chopper lands somewhere in the camp and takes off again."

Eventually they start taking on volunteers for various tasks in and around the camp. You really hope that this doesn't last for too long, and that they get you off to these Safe Zones sooner rather than later."



Scenario 2: Broken Lines

INTRODUCTION

The date is May 23 and the outbreak has been growing into a full blown global pandemic. The characters have sought refuge within an ORCA Relief Camp hoping to be evacuated from the nightmare, when it is overwhelmed by a wave of infected. As the camp is falling, characters will have to once again escape catastrophe and work to establish a Stronghold with others that make it out in order to ensure their continued survival. This Scenario highlights a series of critical moments that transpire in the course of the days following the camps fall.

Scenario Summary

Time: ⌚40 + Establish Stronghold Mission (See Part 3)

Starting Time of Day: 🌅2

Outbreak Level: 3

Starting Risk: ⚠️160

Mission: Establish the Homefront

Optional Objectives

Rescue Survivors: ⬆️50 each

Piggyback Missions: This scenario will feature the option to Piggyback other Missions at various points, should characters complete them they may claim the rewards for the extra Missions as normal, but each will extend the Time invested.

Special

I'm a Survivor: Since this Scenario makes the assumption that the Characters have already endured the pandemic for the past 30 days, and had to somehow find their way to the camp, if you have not done some kind of prelude leading up to this Scenario they will be granted ⬆️150 at the start. They may use this in any normal manner they see fit.

Competence: The characters will start the Scenario with 🎯3. They may use this in any normal manner they see fit.

Power Grid: Unstable (2)

Communications Grid: Restricted

Success

⬆️600

Characters will have access to a Stronghold from which they may operate.

PART 1: THE SECOND FALL

The Characters find themselves still in an ORCA Relief Camp in their area when it is overrun by the Infected. A hoard of them have set upon the camp, overwhelming the National Guard detail and

start savaging the camp without mercy. The Characters will need to clear themselves a path out of here, and will have the opportunity to try and save others as they do.

Read this aloud to the players:

"30 days. It was 30 miserable days ago when everything that you have come to know, love, cherish, and desire was washed away like the waning tide. 30 days since ZOMBV ravaged the globe. The virus tore across the world in what seemed like an instant, there was barely even a chance to react.

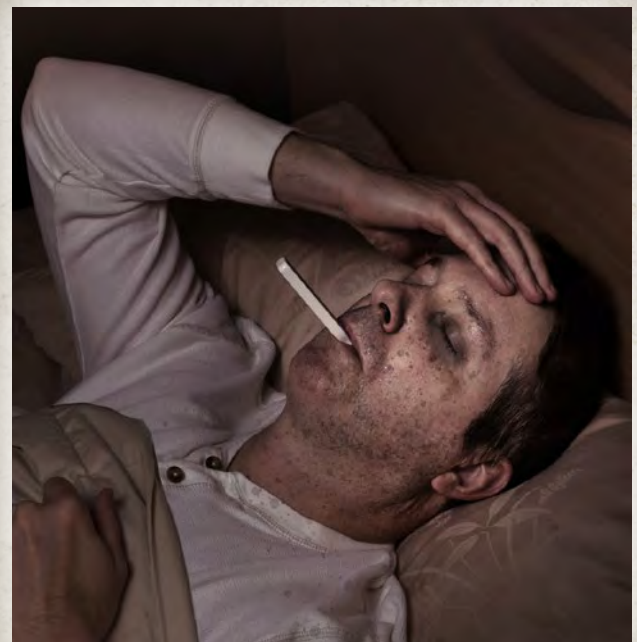
For nearly this entire month an overwhelmed Relief Camp managed by the Outbreak Response and Containment Agency, or ORCA for short, has served as your home. They are supposed to be getting you all out of here, taking you to Safe Zones that the government has established around the country. Then again, it has been some 20 days since you saw the last chopper.

You're in the commissary line getting a late breakfast, dreading the idea of yet another MRE and day of waiting around for something that seems like a pipe dream. That is when the gunfire starts. And the screaming. The running. Panic.

You see the people you had arrived with, some random group of one time strangers you fell in with when this all kicked off, and whom you have come to know and trust over your time together. As you come together one thing is clear, you need to get the hell out of dodge - and it might be wise to try and gather what supplies you can in the process. Like that tactical map sitting just inside of the communications tent, though food and weapons are also important.


From behind you comes a sudden, skin crawling combination of sounds. The rending of the chain link fence at the rear of the camp near your location mixed with the chilling moans of those things. And there is something else too, something unlike anything else you've heard, a deep and almost choked growling guttural noise. As you turn you see the wave of infected pour into the camp flanked by some massive behemoth.

You're going to have to clear a path out!"



Encounter - The Horde

At the start of the scenario the characters will be confronted by a small horde, though the true size of the hoard descending upon the camp is much larger than what the characters individually must contend with, and the Gamemaster should make use of flavor descriptions between Rounds to help give this greater sense of scale to the situation.

The characters will find themselves facing the following: 1 Unique Opponent (Glutton), 1d5! (where  counts as 5) Standard Opponents (Zombic Host) +1 per player character, and 1d5!+1 Alternate Opponents (Survivors).

The Infected will be between the characters and their only true route of escape which is the breach in the fence the Infected entered by as deeper into the camp appears to be far more dangerous. Have the Infected be more focused on the NPC survivors who will in turn keep them in the path of the players.

Special

Panicked - Any Living used in this Encounter will count as being Panicked automatically.

Target Rich Environment - Opponents are so thick in number that they will come from all feasible directions. Every 3 rounds results in 3 Standard Opponents being deployed per Point of Entry.

Hazards

Increased Danger



Add 1 additional Standard Opponent to the Encounter.

Resource Catalog

Due to the immediate chaos of the situation, Characters will find themselves able to try and loot some items from the Camp as they attempt to escape. This can be accomplished by making a {Spot/Listen%} only at this time. Characters will be unable to perform an involved {Search%} while in the middle of a Combat situation. Items noted as being on Level0 of the Catalog will be detectable by all characters regardless of if they make a {Spot/Listen%}.

RESOURCE CATALOG - CONVENIENCE STORE

| LEVEL | ITEM(S) & CAPACITY |
|-------|--|
| 0 | Map* |
| 1 | Backpack (3), MRE (5), Small Canteen (3), Cigarettes (3), Improvised Bludgeoning (6) |
| 2 | Backpack (6), MRE (10), Combat Knife (3), Small Canteen (6), Lighter (3) |
| 3 | 9mm Pistol (3), Binoculars (3), Combat Knife (3) |

*This is a map to a small supply cache of Rare items intended for Pandemic Play. This can still be used outside of Pandemic Play without any changes should the GM wish.

The Wilds

After fighting their way out of the camp the characters will find themselves in desperate need of somewhere secure to settle down.

They will be posed with a few options on how they would like to progress.

Read this aloud to the players:

"After managing to clear a path, you make your way through the absolute chaos to one of the broken fences and out of the camp. And you run. You run harder than you have in years. You run for your life. You run until the sounds of the horror that lies behind you begins to fade.

Once you do finally stop, you assess the situation and see who all made it. Deciding it isn't safe to just stay out in the open like this, things have clearly gotten worse, you quickly look around for a vantage point to get your bearings finding a moderate hillock that would suffice. From the hill you take in your surroundings and can see a couple possible places to travel to, but it is safer for everyone to stay together so you are going to have to make a decision.

You can make out what looks like a convenience store off the highway to the east in a small suburban development that might work, a larger town to the north that might have some more options, and just a small way out of the town to the west appears to be a farm house that could also work. You just have to make a decision and get there to check and be sure it is safe."

At the beginning of this sequence each Character will gain 1 Fatigue due to fleeing for their lives from the ORCA Relief Camp. The Characters will need to make a decision on which Location they are going to attempt to go. Each one presents different circumstances, and can support different types of Strongholds. Who knows how long this situation is going to maintain, so you are going to need somewhere safe that has access to resources for you to try and survive this.

Gamemasters will be able to make an {Encounter%} for the period of travel from the characters current position to the decided location, and an additional {Encounter%} at the Location itself.

Special

Supply Cache: The supply cache detailed on the Map that could be obtained at the Relief Camp rests squarely between the three Locations making it an equally viable spot to check regardless of which option is selected. In this way players do not need to feel influenced to any particular option.

Multiple Locations: This sequence can take place in multiple Locations based on the choices of the Player Characters. The basic descriptions of each can be provided for the purposes of deciding which one they want to try and check out and their impact on this Mission are provided for the Gamemaster.

Convenience Store - Suburb: The building looks pretty small, could be cramped with too many people. It could also be a bit tricky to fortify and really secure, but it looks clear from the hill.

Risk Bonus: 15

Survival Point Bonus: 5

Hazards Options: Exposed (5), Looter (10), Picked Clean (0)

Structure: 10

Viability Mod: -10

Size: 1

| RESOURCE CATALOG - CONVENIENCE STORE | |
|--------------------------------------|---|
| LEVEL | ITEM(S) & CAPACITY |
| 1 | Cigarettes (5), Energy Bar (3), Bottle Water (2) |
| 2 | Energy Bar (2), Bottle Water (3), Beer (5) |
| 3 | OTC Painkillers (2), Sleep Aids (3), Cigarettes (5) |
| 4 | Water (5), Lighter (5) |

Mega-Mart - Urban - Looking to the town shows signs of a shopping center. It is big enough that you can fit everyone, and should also have supplies. On the other hand, it is directly in town and rather large.

Risk Bonus: ⚠️75

Survival Point Bonus: ⬆️5

Hazard Options: Looted* (⚠️0), Odor of Rot (⚠️5), Rats (⚠️0), Standard Opponent (⚠️10)

Structure: 15

Viability Mod: -15

Size: 3

| RESOURCE CATALOG - MEGA-MART | |
|------------------------------|---|
| LEVEL | ITEM(S) & CAPACITY |
| 1 | Toiletries (10), Pastimes (10), Clothes (5), Boots - Hiking (5), Light Jacket (5), Shoes - Sneaker (5), Backpack - Small (5), Backpack - Medium (5) |
| 2 | Raw Meat (10), Raw Fruit (5), Raw Vegetables (5), Multitool (5), Hammer (5), Bolt Cutter (5), Duffel Bag (5) |
| 3 | Bottled Water (10), Beer (10) |
| 4 | Cookware (5), Cooking Spices (5), Baseball Bat (5), Weight Lifting Gloves (5) |

*Note that the 'Looted' Hazard can be taken additional times as well, but at a cost of ⚠️5 per additional purchase.

Residential Home - Rural - The farm seems like it is nice and isolated, which should make it a bit safer overall. It would no doubt have a mix of supplies, and should fit a few comfortably.

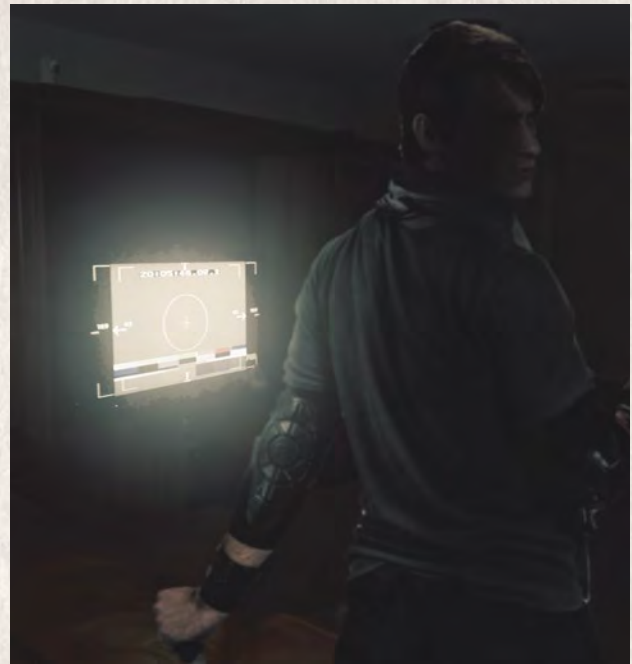
Risk Bonus: ⚠️10

Survival Point Bonus: ⬆️5

Hazard Options: Infected (⚠️1), Squatters (⚠️1), Looted (⚠️5), Picked Clean (⚠️10), Tragedy (⚠️15)

Structure: 12

Viability Mod



| RESOURCE CATALOG - RESIDENTIAL HOME | |
|-------------------------------------|---|
| LEVEL | ITEM(S) & CAPACITY |
| 1 | Cigarettes (2), Small Bug-Out Kit (3), Blanket - Cotton (5), Canteen (5), Heavy Coat (5), Boots - Work (5), Clothes (5), Shoes-Sneakers (5) |
| 2 | Canned Fruit (6), Canned Meat (6), Backpack (5), Duffel Bag (5), Cookware (4), Cooking Spices (4) |
| 3 | Gauze (4), First Aid Spray (4), Kitchen Knife (5), Hay Hook (3), Crowbar (2) |
| 4 | Prescription Painkillers (1), OTC Painkillers (2), Sleep Aids (2) |
| 5 | 30-06 Bolt Action Rifle (1), Heavy Rifle Cartridges (4) |

*Note that the Viability Bonus is a result of the "Hobby Farm" Feature due to the fact that this is a Rural Location.

Phases - This sequence of the Scenario will be broken down into Phases. The way that each Phase will operate is as follows:

Travel - The Characters will make a {Stealth%} to represent the travel to reach the selected Location. Any ⬆️ generated from the check will allow ■ to be added to the {Encounter%} made during the travel. Conversely it will generate ⚠️5 per ⬇️ in the {SC%}. This travel, regardless of destination, takes ⌚2 from the present position with the characters being able to make the check each ⌚ in opposition to the {Encounter%}.

Inspection - Finally the Characters will need to inspect the Location by means of {Search%}. Characters can make a {SC%} once per Size of the Location selected. For any ⬆️ generated a ■ may be added to any following {Encounter%} at the Location if applicable, or to unlock Levels of the Locations Resource Catalog. Conversely it will generate ⚠️10 per ⬇️ in the {SC%}. Each {SC%} in this Phase will take ⌚1 to complete and the GM may make an {Encounter%} upon arrival and after each ⌚ passes as normal.

Once the characters have immediately secured the Location of choice they will be able to finally start settling in to be able to get some much needed rest. This section will also present players with an opportunity to get immersed in some deeper roleplaying with their characters should they choose to.

Read this aloud to the players:

"After getting the place as organized as you were able to before it got too dark, you all sit down to finally get as much relaxation in as you can, and hopefully some sleep. As you settle in everyone takes stock of the supplies you have available, and think about the events that have transpired over the past month - particularly today. It is hard to believe that all of this is actually happening. Still, some rest is desperately needed."

From here allow the players to depict how their characters go about settling in for the night. Remind them of the Sustenance requirements if they have not managed them already.

The following endings can be used to tie up this part as a standalone:

- Characters may elect to take a Long Rest as per the Core Rules in order to reduce Fatigue and make use of Natural Healing. If any characters elect to stand watch a single character may do this with no Rest, two characters may do it and still get a Short Rest each following the Core Rules, or three characters can participate allowing all to still get a Long Rest. Continue with Part 2, or...
- They can be suddenly overtaken by the hoard, or more specifically a chunk that broke off and followed them as they escaped. This will initiate the "House on the Hill" Scenario as a Finale, with some very basic modification to accommodate the events of the scenario.



PART 2: MAKE IT OURS

Eventually all of the characters will settle in for the night and attempt to get whatever rest it is that they can manage. The task ahead will be to properly establish the Stronghold and gather the supplies they will need for the long haul moving forward.

Read this aloud to the players:

"In the morning, once the last of you has finally gotten up, you stretch and try to relieve your stiff body as you go about the process of getting yourselves together. Looking around it is pretty clear that you are going to need to get some additional supplies to really make this place safe and secure. It is decided that the best course of action is to head into town and see if you can manage to track down someplace that can provide what you will need."

"After walking for most of the morning you manage to come across a small hardware store that looks like it might still have some useful things inside, things that will help with securing your new home."

The Characters will spend some time locating, gathering, and returning supplies back to their designated base camp in order to secure it as a Stronghold. The main factor of this sequence will be the limit of Gear that Characters are able to transport from one place to the other. Keep the Encumbrance rules in mind while approaching this sequence.

Shopping Spree

Location: Hardware Store

Hazards

Looted

⚠️ 5

Reduce Capacity by 1 for all items on the Resource Catalog, potentially removing some items. This can be selected multiple times.

Guards

⚠️ 10

Add "⊕ = Sentry" to the Encounter Table.

Security Measures, Heavy

⚠️ 15

Characters must disable a security system with either a {Construction/Engineering% or Digital Systems%} when they enter the Location. If this isn't done, add ⚠️ 25.

Special

Looter: A Looter is a (potential) opponent who is already in the process of plundering the Location's contents. Characters can either wait to pick what's left (see "Lay Low" Mission Brief to Piggyback off this Mission) or engage them and either trade or fight for what's there.

See the "Assess Person" Mission Brief to see how this interaction could play out if Piggybacked on this Mission.

The primary difference is that avoiding them and using "Lay Low" will cause the Location to have 1 DP per ⚡ added to every entry on Resource Level 1. Each ⊕ in {Search%} the looters get will increase the Resource Level affected in this way by 1.

ENCOUNTER TABLE - MODIFIED SUPPLY RUN

| COST | ENCOUNTER | SPECIAL / NOTES |
|-------|--|-----------------|
| ⊕ | d3 Standard Opponents | N/A |
| ⊕ ⊕ | 2 Looters | "Looter" |
| ⊕ ⊕ ⊕ | d6 + 1 Standard Opponents, one is a Template | 1x Template |

Resource Catalog

The point of this sequence is for the Characters to unlock Resource Catalog Levels. This is accomplished by making {Search%} as normal.

RESOURCE CATALOG - MODIFIED SUPPLY RUN

| LEVEL | ITEM(S) & CAPACITY |
|-------|--|
| 1 | Bag of Jerky (5), Batteries (5), Candy Bar (5), Flashlight (5), Building Materials - Loot (25) |
| 2 | Bolt Cutter (5), Axe (5), Hatchet (5), Multitool (5), Building Materials - Loot (20) |
| 3 | Hammer (5), Sledgehammer (5), Crowbar (5), Tire Iron (5) |
| 4 | Chainsaw (5), Air Compressor (5) |

Piggyback: Encounter - Distant Gunshots

As the characters are getting near the end of their supply run they will be interrupted by a chance situation. This will present them the option to Piggyback an additional Mission onto the Scenario.

Read this aloud to the players:

"You suddenly hear gunshots ring off in the distance. To the best of your knowledge the infected don't seem to be cognitive enough to use firearms, which means there is someone alive out there still. Or at least alive for now. After a couple more shots crack off in the distance you are able to get a good idea of the rough direction it is coming from, what appears to be a residential area a few more blocks down."

"If you hurry you might be able to help, and having some extra hands around wouldn't be the worst thing. Of course that does mean you'll need more food and water to keep everyone alive. It is simply a choice you are going to have to make."

This should be run, if it is going to be at all, while Characters are on the 'Supply Run' Mission sequence. In this way the Characters will be presented with the choice in the midst of working on the other Mission will need to Piggyback this Mission or ignore it. While not required for the Scenario by any means, it can increase the potential reward by providing more NPCs that could be potential recruited.

Mission Overview

Mission: Search and Rescue - Location: Residential Streets

Piggyback Penalty: +⚡ 3

Risk Bonus: ⚠️ 85

Opponents/NPCs: 10 Standard Opponents (Infected)*, 1d3 Alternate Opponents (Survivors)

Special

Aborted: Characters or a Formation who Abort this Mission will also lose 🟡 1.

Hazards

Carrier

🟡 5

As normal, the 🟡 cost could be modified based on success in previous Missions.

Infected

🟡 5 per Viral

As normal, the 🟡 cost could be modified based on success in previous Missions.

Under Siege

🟡 10

The survivors are under attack when found, allowing for the listed Standard Opponents to be used in the Encounter. Additional Opponents can be added for 🟡 5 per d3 Standard Opponents.

Success

+100

+50 per Survivor recruited to the Stronghold

Piggyback: Supply Cache

If any of the characters took the Map in Part 1 it will trigger the following situation, but if the map was left ignore this section. This will present them the option to Piggyback an additional Mission onto the Scenario.

Read this aloud to the players:

"Being all but resigned to get back to the camp with your supplies it is suddenly remembered that there was a military supply cache out here, and despite being pretty loaded down already one must consider if it is worth a check. With the relief camp having fallen it is only a matter of time before someone comes for those supplies, so if you're going to try for it now is the time to do it. Waiting will surely result in missing the opportunity, but going for it is another risk in and of itself."

"It seems this is what your lives are now, making tough calls on a regular basis. Time to decide again."

Characters should be made aware that they will be engaging in activity during the night if they decide to undertake this Mission. That will bring with it penalties due to Darkness as well as granting additional Risk to the GM.

Mission Overview

Mission: Supply Run - Location: Military Cache

Piggyback Penalty: +8

Risk Bonus: 🟡 65

Opponents/NPCs: The GM may make a total of five (5) {Encoun-

ter%} checks to see if the characters are met with any resistance in their efforts. If not, they must simply invest the 8 required to complete the Mission.

ENCOUNTER TABLE - SUPPLY CACHE

| COST | ENCOUNTER |
|-------|---|
| + | d3 Standard Opponents |
| ++ | d3 Standard Opponents, 1 Template Opponent |
| +++ | 2 Looters |
| ++++ | d3 Sentries |
| +++++ | d5! Standard Opponents, 1 Template Opponent |
| +++++ | 2d5! - 3 Looters |

Special

Sentries: A Sentry is an Opponent that is unaware of the characters' presence. The characters must either evade or defeat the opponent while generating no Noise or the Sentry will raise an alarm and generate 🟡 10. Infected opponents cannot be Sentries in the truest sense.

Looter: A Looter is a (potential) opponent who is already in the process of plundering the Location's contents. Characters can either wait to pick what's left (see "Lay Low" Mission Brief to Piggyback off this Mission) or engage them and either trade or fight for what's there.

See the "Assess Person" Mission Brief to see how this interaction could play out if Piggybacked on this Mission.

The primary difference is that avoiding sentries and using "Lay Low" will cause the Location to have 1 DP per 8 added to every entry on Resource Level 1. Each + in {Search%} the looters get will increase the Resource Level affected in this way by 1.

Hazards

Under Lock and Key

🟡 5

Increase the 8 required to Piggyback the Mission. If the characters have some tools by which to remove the lock it will only increase by 8 1, needing to find something in the environment like a rock will increase it by 8 2.

Guards

🟡 10

Add "+ = Sentry" to the Encounter Table.

Resource Catalog

RESOURCE CATALOG - MEGA-MART

| LEVEL | ITEM(S) & CAPACITY |
|-------|---|
| 1 | Bicycle (3), Motorcycle (1), Nail Gun (1) |
| 2 | First Aid Kit - Large (5), Taser (5), Emergency Radio (5) |
| 3 | AR 15 (5), Intermediate Rifle Cartridges (5), Tac Vest (5), Laser Sight (5) |



Success

✦70

Access to all **Resource Levels** at the Location.

Concluding Part 2

After their excursion the characters will return back to their camp site, likely needing to bunk down again for the evening.

Read this aloud to the players:

"Having finally returned back to your camp with the supplies, it is now time to get to work on making this place a more long term option. You have all the tools and raw supplies that should be required to get the job done, it is just a matter of a little back breaking labor to get the job done. If you expect things to get done in a reasonable timeframe, everyone is going to have to pitch in.

Of course it would be best to get a fresh start at it all, working in the light of day so you can see if you're drawing any unwanted attention. Then again, the longer you remain somewhat exposed the better the chances that something terrible might befall you. Time to make another decision."

The following endings can be used to tie up this part as a standalone:

- **Bunking Down** - Characters may elect to take a Long Rest as per the Core Rules in order to reduce Fatigue and make use of Natural Healing. If any characters elect to stand watch a single character may do this with no Rest, two characters may do it and still get a Short Rest each following the Core Rules, or three characters can participate allowing all to still get a Long

Rest. Continue with Part 3, or...

- Some military personnel, a total of 1d5! + 1, who have gone rogue in the chaos managed to track the characters back to their camp. They will attempt to sneak into the camp at night and plunder the supplies the characters have accumulated. If the characters have a watch in place they can potentially detect the approach via {Spot/Listen%} and warn the rest of the troupe in advance, otherwise the characters will be awoken to their camp being raided and need to defend themselves from a disadvantageous position.

PART 3: HOME SWEET HOME

The closing of this scenario is primarily a matter of ⚡ investment to complete the project of securing the Stronghold. Gamemasters will find a number of options available to utilize remaining Risk on to develop this sequence out in more detail by injecting complications into the process.

Read this aloud to the players:

"As day breaks again and you all begin to stir the time has come to dig in and do a bit of back breaking labor, it is time to make yourselves someplace safe to hold out for the long term. For the most part it seems that it should all just be a matter of time and work. You each set out with a few tools and a series of individual tasks to take care of. If you're lucky, maybe you'll have a few lucky breaks in your favor for once."






Building Sanctuary






The characters now essentially have a Piggyback Mission on the whole of the scenario via Establish Stronghold. This is pretty much






a straightforward situation though the Gamemaster will have a number of options available to add various complications to the proceedings and spice it up. This also presents another fantastic opportunity for characters to engage in a bit of roleplaying and relationship building.

Special

Multiple Locations: This sequence can take place in multiple Locations based on the choices made by the characters. Details pertaining to each of these Locations and their impact on this Mission are provided.

Convenience Store: This Location requires  110 and an investment of  worth of Crafting Materials (Characters may also invest  to this at the cost of gaining “Fatigue: +1” to indicate more intense work) to complete the Mission. It will also grant a bonus of  5 if successful. Finally it will grant the Gamemaster  15 for doing the Mission here.


Mega-Mart: This Location will require  345 and an investment of  worth of Crafting Materials (Characters may also invest  to this at the cost of gaining “Fatigue: +1” to indicate more intense work) to complete the Mission. It will also grant a bonus of  75 if successful. Finally it will grant the Gamemaster  75 for doing the Mission here.

Residential Home: This Location will require  225 and an investment of  worth of Crafting Materials (Characters may also invest  to this at the cost of gaining “Fatigue: +1” to indicate more intense work) to complete the Mission. It will also grant a bonus of  5 if successful. Finally it will grant the Gamemaster  10 for doing the Mission here.

Hazards

Increased Danger



Gain a bonus  to any successful {Encounter%} already rolled.


Encounter









Roll another {Encounter%}.

Surprise Attack



Any Opponents deployed due to resolving  or more get a Surprise Round.

ENCOUNTER TABLE - SUPRISE ATTACK

| COST | ENCOUNTER |
|---|-----------------------|
|  | 1 Standard Opponent |
|   | d3 Standard Opponents |
|    | 1 Unique Opponent |

AFTERMATH: WHO ELSE IS OUT THERE?

When it is finally time to close out the scenario, assuming that the characters have made it all the way through successfully, you can provide them with a small wrapup to the scenario.

Read this aloud to the players:

“This has been a tough few days, and it doesn’t really seem like things are going to be getting much easier going forward. After hours of backbreaking labor, you find yourselves here and now.”

Special

Multiple Locations: This can take place in multiple Locations based on the choices made by the characters over the scenario. Details pertaining to each of these Locations and their impact on this Scenario are provided.

- **Convenience Store** - If the Characters used this Location as a Stronghold continue with the following to close out the scenario:

“While it is a cramped living space, it is at least someplace safe. You have a cache of supplies available, and quick access to the city moving forward. Of course you are close enough to the city that both the infected and other survivors are going to be a daily concern, but that is the cost of having expedient access. And thankfully the place won’t require a lot of hands to keep it running along.”

- **Mega-Mart** - If the Characters used this Location as a Stronghold continue with the following to close out the scenario:

“You’ve sure got a lot of room, but that might make it more difficult to keep secured unless you can gather up some more people. You have a trove of supplies available, you’ll have to keep scavenging to survive though. Being inside the city proper gives you a lot of quick escape methods when it comes to the slower and less cognitive infected, but you’re going to be a prime target for anyone still alive that wants what you have.”

- **Residential Home** - If the Characters used this Location as a Stronghold continue with the following to close out the scenario:

“It might be a bit more secluded, but that means safety. You might have to deal with the odd infected that shambles out this way, but most survivors are not going to be taking notice of you unless you want them to. Scavenging will be difficult out here so you are going to have to make some good use of the fertile land if you hope to survive for the long haul.”

Success

Characters may claim the rewards for the primary Mission and now have a Stronghold moving forward. This will require dedication to manage properly, but will allow for a more secure life while enduring the pandemic. Finally the characters will be able to move any remaining items in the Location Resource Catalog into their Stronghold Resource Catalog.

Scenario 3: Not All Monsters

INTRODUCTION

It has been the better part of a year since the outbreak initially kicked off, and so far the characters have managed to survive it. By this point they have managed to join up with a Stronghold of other survivors in an effort to band together and weather the pandemic. If players are continuing on from the previous scenarios they may make use of the Stronghold that they have established themselves. All other players may make use of the "The Arroyo" Stronghold Template provided on page 203 of the *Outbreak: Undead... Survivor's Guide*.

The primary focus of this scenario is centered on the external threats that characters face outside of the infected - namely the threat of other survivors and the first winter since the outbreak began. The characters will be confronted by another of the "Lords of the Wasteland", and they will have to take them out before they destroy everything the characters have struggled to build.

Scenario Summary

Time: ⌚60

Starting Time of Day: 🌅3

Outbreak Level: 4

Starting Risk: ⚠️200

Mission: Neutralize the Threat of The Hammer

Optional Objectives

Piggyback Missions: This scenario will feature the option to Piggyback other Missions at various points, should characters complete them they may claim the rewards for the extra Missions as normal, but each will extend the ⌚ invested.

Special

I'm a Survivor: Since this scenario makes the assumption that the characters have already endured the pandemic for the past several months, and have participated in the formation of a Stronghold. This will allow for Characters to start with 400 Survival Points and can be presented with the basic Gear of a 'Heavy Coat', 'Medium Backpack', and a weapon of some kind (whichever of their combat {SC%} is best).

Competence: The characters will start the Scenario with 3 Competence Points. They may use this in any normal manner they see fit.

Power Grid: Collapsed

Communication Grid: Collapsed

Success

✦600

Characters will have removed a severe threat from the local area, and strengthened their bonds with a neighboring Stronghold.

PART 1: NOT THE PLAN

Winter has set in across the region, the first of many more to come in this bold new world. The characters find themselves sent out on a trade endeavor on neutral ground between their own Stronghold and that of a neighboring Stronghold. This is a trade they have made numerous times already, but on this particular day things don't go according to standard procedures.

Read this aloud to the players:

"It is hard to believe it has been most of a year since this nightmare started. The summer and warm weather seems like a distant memory now, and people who were once strangers to you are now the only family you have left. You've also discovered that you're not the only people that made it, and other small groups have managed to establish holds in the area similar in respect to your own. In one case a trade agreement has even been established with a group who managed to take control of a petrol station, allowing you to barter some of your excess building supplies in exchange for fuel to keep the generators running. Today you all trudge through the freshly fallen snow from the night before on your way to the designated exchange point, somewhere you all thought was neutral ground."

A brief pause can be taken at this point to allow the characters to banter back and forth. The Gamemaster is also encouraged to slot in a generic NPC of their choosing at this time that can be used to provide additional context about the Stronghold the characters are a part of. As this is many months out from the last scenario presented, it is possible that a Gamemaster could run their own homebrew sessions between "Broken Lines" and "Not All Monsters" in which case they can make use of an NPC developed over this time for providing any desired exposition.

Encounter - The New Lord

The characters finally start to come to the designated meeting point, but they will quickly find things spiraling out of control. It seems someone else has set up shop in the area, and they are none too friendly.

Read this aloud to the players:

"Rounding the corner of the block for the meeting place you suddenly catch sight of it. Just ahead of you is Javier, Will, and Jenny with the fuel stock you have come for - but today it seems they are not alone. A group of men surround the trio, armed to the teeth with assorted firearms. One in particular, a man with muscles like hardened sinew and brandishing a massive hammer of some kind, seems to be confronting the three helpless victims. It does not look like it is going to be good."

You can hear Javier begging the man to just take the fuel and let them go, when suddenly the monster drives the hammer down on Javier's skull while bellowing out 'Down Boy!' as the body crumples under the blow. The gore sprays over the other two survivors who are frozen with shock. The man suddenly hits Will with the butt of his hammer and is able to restrain him with little effort as two of his thugs move in and savagely stomp Jenny to death in the street - laughing gleefully all the while. The lead man declares 'This one's comin' wit' us!' as he shoves Will to some of the others before declaring 'Check 'round fer any'un else, kill 'em!'"

This is bad, and they're starting to search the area. Best to keep your heads down and try to get back to the Stronghold. If that beast or his lackies catch you...no, you just get back."

The objective at this point, as the characters are outnumbered and likely out gunned (which should be made clear to them), is for the characters to hide from the potential Encounter if at all possible.

The characters will find themselves facing: "Lord of the Wasteland - The Hammer" plus 1 additional vigilante (Militia Archetype) per player character.

Special

Trade Goods: The player characters will be carrying enough weight in 'Loot-abrication' to place them all at 1 Encumbrance (unless they abandon their packs). The NPCs they were coming to meet were hauling an equal amount of "Fuel".

Hazards

I Thought I Heard Something... 10

One Opponent must be killed or incapacitated in a single Round or the {Encounter%} will be forced. Characters must also ensure they do not generate 'Noise' in the process of dealing with this Opponent.

Another Source




Having managed to avoid the thugs the characters finally return to their Stronghold, breaking the unfortunate news to their fellow survivors. At this point they are going to have to figure out what to do, they still need to get fuel so the generators keep running, it is too cold to risk otherwise. For now they will need to get some rest and keep their strength up, they'll have to make another run in the morning.

Read this aloud to the players:

"Nightfall back at the Stronghold is a somber affair this evening, considering the events that transpired earlier. It was decided that someone will visit your neighbors tomorrow, tell them what happened and give condolences. You'll still need fuel for the generators, so you and the crew will head back out to see what you can get from a petrol station a ways across town. In the meantime you all sit around eating your daily rations, tonight is from the small stock of MREs. Conversation eventually steers to the events of the day, no one able to really get what they have seen off of their minds. It takes some time before you finally drift off to get some sleep.

Shortly after dawn you have all gathered up your gear to go out in search of fuel. If you don't manage to find something you'll be out of fuel by tonight, with the cold weather that is not something you care to even consider. You set out and make your way to the petrol station a ways across town. You've still got your packs, but this time they remain empty for you to load up with anything else of value you manage to find. Additionally you each have a 14 gallon transportable tank equipped with wheels to make pulling it a little easier, though in fairness you have a feeling they didn't design them to be pulled through snow."

Characters will each have a transportable fuel tank during the course of this sequence. When filled, they will be required to make a {Lift/






Pull% requiring  in order to drag the tank along with just a single hand being taken up, failing the {SC%} will require the Character to use both hands to haul the filled tank. Characters need to start coming back by  8 in order to get back before nightfall. This sequence begins at  1 in the overall day.

Resource Catalog

The petrol station has been mostly picked over since the outbreak started, but there is the potential for minimal supplies inside the store itself.

| RESOURCE CATALOG - PETROL STATION | |
|-----------------------------------|---|
| LEVEL | ITEM(S) & CAPACITY |
| 1 | Cigarettes (1), Energy Bar (1) |
| 2 | Canned Food (1), Vodka (1) |
| 3 | OTC Painkillers (1), Sleep Aids (1), Cigarettes (2) |
| 4 | Canned Food (2), Crowbar (1) |

Special

Takes Time: Syphoning fuel out of the tanks at the station will require the characters to invest  2. Travel to and from the station will also require  2 each way. This means the total  characters must spend at a minimum is  6 so characters must set out from the Stronghold no later than  4 to be back before nightfall.

Encounter - Robbed Blind

"Having gathered up what you can from the petrol station you are preparing to set back out to your Stronghold, so far everything is on schedule to get you back before nightfall. As you make your way out of the door you run right into him. The man with the hammer, he is like a living wall of muscle and smells like he hasn't bathed since this all started. Before you can even try to turn tail and run his minions start to surround you, coming in from broken windows and the back door which is hanging open on the hinges. Is this it...is this how it is going to end? The man with the hammer bellows out 'Well, well, what 'ave ya got 'ere?' looking at the fuel tanks. A sinking feeling fills your stomach, maybe you can try and reason with him - it is really your only hope."

This Encounter will make use of one of the special features that the 'Lords of the Wasteland' possess, 'Highway Robbery'. The Characters can either comply with the results of the {SC%} or make a stand here. At this point they will likely be no match for the O.B.M. and his minions, and should avoid a major confrontation until they have a plan - perhaps recruit assistance.

The characters find themselves facing: "Lord of the Wasteland - The Hammer" and 1 vigilante survivor (Militia Archetype) per Character + 2 large canines

Special

Highway Robbery: This Encounter will explicitly make use of the 'Highway Robbery' feature of the 'Lord of the Wasteland' allowing for the Characters a chance to negotiate their way out of the situation diplomatically.

PART 2: TAKE A STAND

By this point in the scenario the characters will have been accosted by the new Lord of the Wasteland once indirectly and directly. It will be clear to all in the Stronghold that something has to be done in order to ensure the survivors continued survival. Once the characters have made it back to the Stronghold little time is wasted.

Strategy Meeting

As soon as the characters return from the previous Encounter the whole of the Stronghold comes together to make a plan on what their next move will be. One thing is for certain, this monster and his goons can't remain or you'll all be dead before the turn of Spring.

Read this aloud to the players:

"Having managed to get out of the terrible situation with your lives intact, you head back to your Stronghold feeling rather deflated. You make a longer walk of it which gets you back later than you had hoped for, but it is better that you ensure you aren't just leading that monster back to where you lay your heads. After getting back you warm your frozen bones next to the fire, you can't really run the generators since you couldn't get the fuel you needed so you have to stretch the remaining supply. Something has to be done about this terror, and it has to be done immediately or you're all going to end up dead before winter breaks. You settle in to discuss the next course of action."

In this sequence the characters will be formulating their plan for dealing with the 'Lord of the Wasteland' once and for all. They need to be up by 2 the following day at the latest, and should consider this for the purposes of sleep.

The characters will be joined by: 3 Survivors (Civilian Archetype)

Special

Set a Trap: Characters may elect to try and set some kind of trap to help with the coming Encounter with the 'Lord of the Wasteland' and better ensure their survival. This will require an investment of 100 and ●● worth of "Loot - Fabrication or Chemical" to represent supplies to set the trap, but will allow the Final Confrontation to begin with the 'Trap Sprung Introduction Branch' if completed.

Meal Time: The NPCs have prepared a meal for everyone this evening, so the characters will be able to meet their Sustenance requirements for the day if desired.

Piggyback: Diplomatic Negotiations

"Having decided that the best course of action is to recruit some help from your allied neighbors who have also endured this monster, you set out early in the morning to connect with them directly. You make your way through the cold, snow covered streets into the city - ducking past the odd infected as you go. In the interest of not leading these drugged up thugs to your allies home you also take some time to back track as you go, confusing the path for any who might try to track you. You can tell that your arrival wasn't expected so soon after you sent someone to tell them about the attack, but you're welcomed all the same. Everyone gathers together to hear you out, now it is just a matter of convincing them."

This Mission is a diplomatic Mission that will primarily be based on the roleplaying of the Characters to generate Ad-Hoc Labor.

They may only make the {SC%} for the Mission once per Character otherwise, with each DoS generating 5 Labor to the Objective.

Mission Overview

Mission: Helping Hand

Location: Convenience Store

Outbreak Level: 4

Objective: 57 (75 - 18, the Combined Eb of NPCs)

Bonus Risk: 20

{SC%}: {Diplomacy%}

The characters will be engaging with: 6 Survivors (Civilian Archetype)

Special

Least a Monster We Become... : Characters electing to use {Intimidation%} for their {SC%} will need to make a {Composure%} as a Save Throw. Should they fail they will be reduced by 1 due to the realization they are becoming as bad as what they fight against.

Success

50 and Characters unlock the 'Allied Forces Introduction Branch' for the O.B.M. Showdown.

Encounter - The Showdown

"The time has come to put an end to this - either this monster dies or you do."

If the characters unlocked the "Trap Sprung Introduction Branch" earlier in the scenario then reduce the Health Points of the 'Lord of the Wasteland' and all Vigilantes by 2 and continue with the following:

"You all agreed that it would be best to set a trap, worst case it does nothing and best case it helps you survive this. You arrive at the intersection a bit before midday and set off to work. Moving some of the abandoned cars on the street you form a funnel point. If you're lucky he won't notice it in his drug addled state. You manage to rig together a tripwire system connected to some makeshift shrapnel bombs. Then you wait. It feels like you wait for years, the anticipation of what comes next eating away at you. That tension mounts to a wave of pure adrenaline as the 'Lord of the Wasteland' and his compatriots stride into view down the road. This is the moment you have been waiting for. You take up position, anxiety fills each of you as he draws up to the trap none the wiser. You feel the explosion in your chest as the bombs go off, and your ears ring sharply as the situation escalates."

If the Characters failed unlocking the "Trap Sprung Introduction Branch" earlier in the scenario then continue with the following:

"After gearing up you set out to track down and confront this threat head on. Better to die taking a stand than the alternative. You head back to the meeting place you have arranged with the other group of survivors for trades, it is the first place you ever saw him so it seems fitting. You don't have to wait long either, as by midday the 'Lord of the Wasteland' and his followers make their way onto the street and take notice of you directly. As they close in on you all quickly take up position and brace for what is to come."

If the Characters unlocked the “Allied Forces Introduction Branch” then apply the “Allied Forces” Special rule and continue with the following:

“As you come to the agreed upon location you are pleased to see the faith you put in your allies was well founded. They have sent three of their own, each brandishing a handgun, to help aid in your efforts to eliminate this grave threat. You all settle in and wait, but you don’t have to wait for very long. Around midday you see the beast of a man and his cronies make their way onto the street. It doesn’t take long at all before they notice you, the moment you have been waiting for is here. You grit your teeth as the situation quickly escalates.”

If the Characters end up in the Encounter due to being captured in a past Encounter then reduce 😊 2 and continue with the following:

“After being taken captive you are dragged back to an old high school. One of the classrooms serves as your holding cell as you await your inevitable fate. They keep you waiting reeling with anticipation. They do feed you, but it tastes terrible and is hard to choke down - you don’t even really want to think about what it is. Finally, one afternoon some thugs come to your room and escort you to the gym. A bunch of drugged out thugs fill the bleachers making quite the commotion. Various debris seems to be strewn about the main floor, almost making some kind of battle arena. You are each armed with makeshift weapons, most consisting of tools of some kind, and all requiring you to get in close and personal.”

If the Characters end up in the Encounter due to initiating combat in any of the past Encounters then continue with the following:

“There is no way you could stand for the atrocities you have witnessed at the hands of the ‘Lord of the Wasteland’ and his lackeys. As the situation escalates you all come to the same conclusion at the same moment. Quickly you all scramble in an attempt to get to any kind of potential vantage point, somewhere out of the direct line of fire.”

This is the final confrontation with the ‘Lord of the Wasteland’ and will determine the final outcome of the Scenario.

The characters will find themselves engaged with: “Lord of the Wasteland - The Hammer” (including Minions per ability), 3 Standard Opponents.

Special

Arena: If the characters find themselves needing to compete in the Arena this will result in completing 1d5! +2 consecutive Encounters with a mix of Undead and Living Opponents, culminating in a showdown with the ‘Lord of the Wasteland’ and his thugs. Treat these each as having 😊 + in an {Encounter%} and select Opponents accordingly.

Allied Forces: If the characters managed to recruit the aid of the allied Stronghold they will be able to place 3 NPCs into the Encounter to assist them. While the NPCs will not fight directly, characters can make use of them each Round to gain a bonus 😊 on their attack {SC%} to represent the cover fire they are providing. Each NPC can provide a single 😊 each Round, so not all characters will be able to take advantage of this bonus. The NPCs can also be targeted by Opponents and potentially killed (thus reducing or eliminating the bonus as the Encounter progresses).

AFTERMATH: FRUITS OF OUR LABORS

“As the world was falling apart you knew that winter would be difficult to survive. For everything that you planned for, you simply weren’t prepared for the reality of the situation you found yourselves in.”

If the characters were slain at the hands of the One Big Monster then continue with the following:

“Little did you know it wouldn’t be the virus, but rather the hands of other survivors that would be your downfall. As you lie there bleeding out, feeling the cold bite as life fades, you think back to the days before ZOMBV. You try to focus on all of the good things, the joyful memories of a life that once was but never had the chance to be fully realized. You think of loved ones you haven’t seen in so long, and try to remember what their voices sounded like. You think about your favorite meal in the whole world, and the last time you had a chance to eat it. You think about how bittersweet this release is as your vision fades to black.”

If the characters defeated the One Big Monster then provide the Success entry and continue with the following:

“Despite all of that you somehow pulled through. That monster could have been the death of you, of everyone you have come to depend and rely upon. In the end, you did the only thing you could and you’re better off for it. Maybe you could chalk it up to the simple will to survive in a world gone mad, but deep down you know that isn’t true. You survived because this world has changed you. The dreams, skills, sentiments, and thoughts that made up the person you were before ZOMBV ravaged the world is not the same person you see when you look in the broken mirror of the bathroom back at your Stronghold. It begs the question - though you are still alive, what kind of life is this and what can you make of it?”



APPENDICES

On the following pages Gamemasters will find content designed to be printed out and handed out to players during the course of the Scenarios presented in Chapter 5. This will allow for parts of the stories to feature a “show, don’t tell” approach to the content the characters encounter, providing them a more visceral experience

overall. The handouts are provided in order (Handout #1 first, followed by Handout #2, etc) with each one taking a full page as they are not directly numbered so as to not disrupt the content presented to the players. These can be printed or photocopied for personal use.

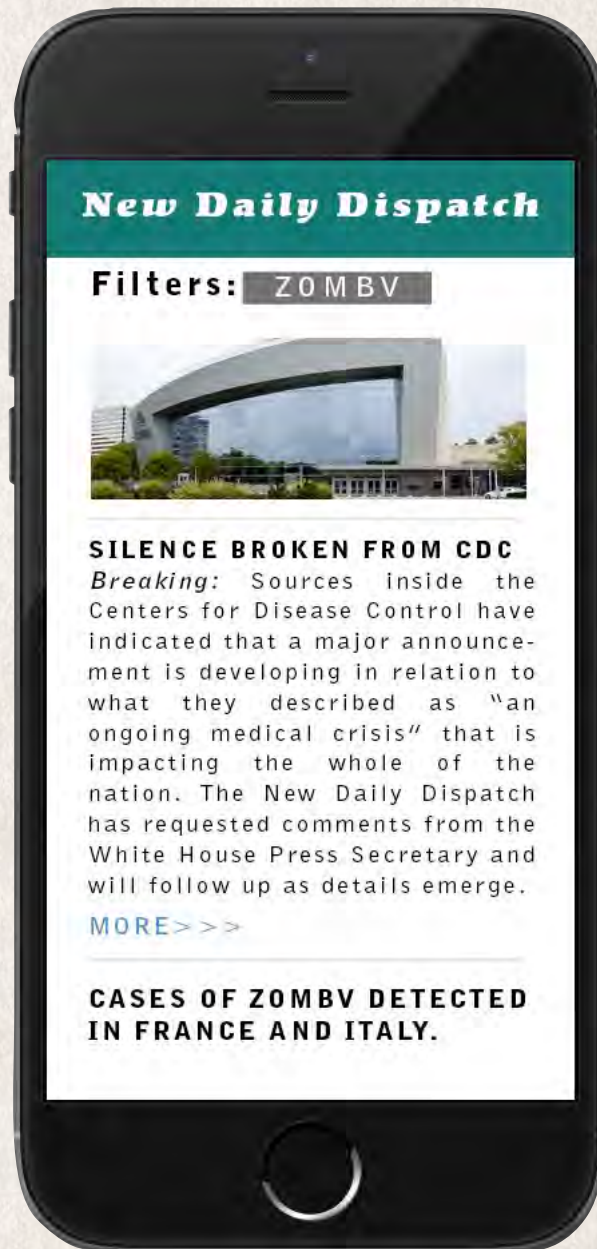
Looking back, it’s plain to see how easy we had it in the beginning. Of course, we didn’t see it that way. Everything was sheer terror and fast moving death. Constant running, Zs taking chunks out of your friends, everyone screaming, blood everywhere. But, hey, at least we had electricity. At least we had hope of medical attention. At least we had running water. Once that all went away things got real bad.

These days, I’m not afraid of a Z. I know that enemy well and I know how to defeat it. No, these days my fears turn towards the unseen enemy. Infection of any type, viral or bacterial. Aside from causing the Z menace, infection is the leading cause of death in my world.

A broken bone can mend. A cut can heal. A burn will eventually run cool again. Those things haven’t changed much. But a bacterial infection, something we used to never give much thought to, well, that’s a totally different story in a world without a pharmacy to get a script of antibiotics filled at. A viral infection that leads to a severe fever is now more deadly than ever before.

When I was younger my friends and I would pretend we were superheroes and we were invincible; nothing could stop us. Last week I buried my daughter. She died from tetanus brought on by a cut while she was playing. Did you know that when tetanus goes untreated it causes muscles in the body to tighten up? Sometimes the spasms are so severe they fracture bones in the spinal column and along the back. I watched my little baby girl rip herself nearly in half with spasms. The only relief was when she took her last breath.

Only then did I thank God.



BLOGSPORTS

MY NEIGHBOR JUST SNAPPED

I can't believe I'm actually writing this, but that illness in the news has gotten out of hand and no one is really talking about it. My neighbor just went completely nuts. She had gotten sick sometime late last week, and she kind of disappeared for a couple of days. Then all of a sudden last night I caught her out in my backyard chasing after the cat! She was completely out of her mind.

When I went outside to see what was going on she was thrashing out at the cat and growling. Thankfully, Mr. Bonkers ran into the house as soon as I opened the patio door, but then she came charging at me. I managed to get inside first, but she started banging at the door. I called the cops, and when they showed up she spewed this bloody bile all over them before she tackled and started biting and clawing one of the police. They tried to restrain her, but ended up having to shoot her. This is all just completely insane!

SPUDD_SPUDD

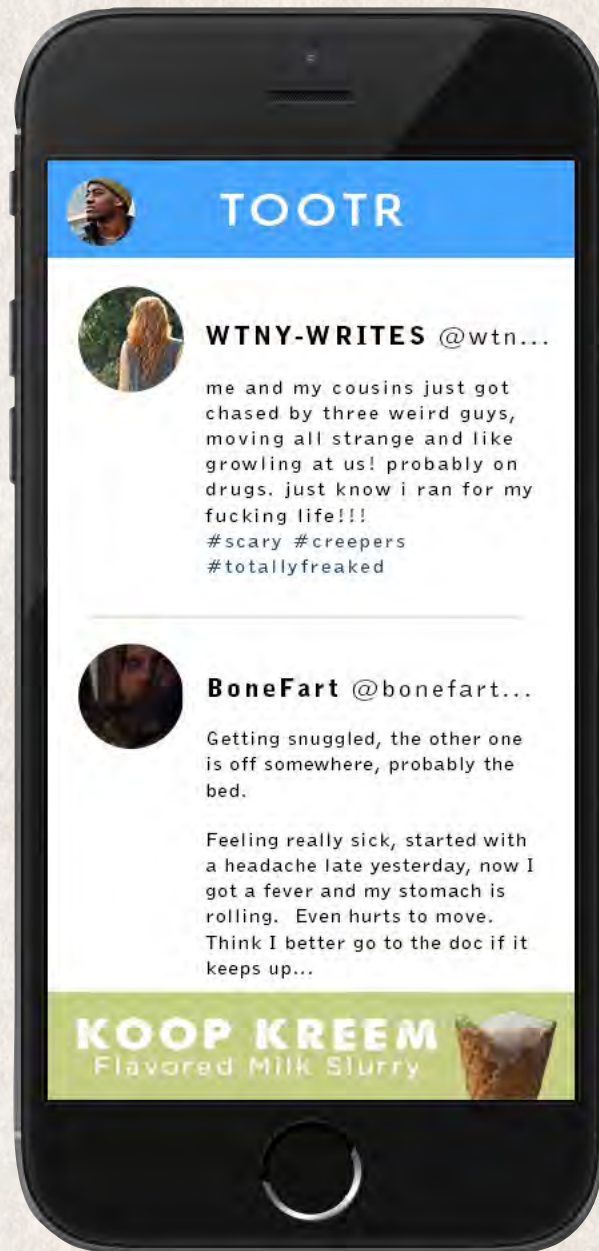
Calling BS on this, bro. Pics, link or gtfo.



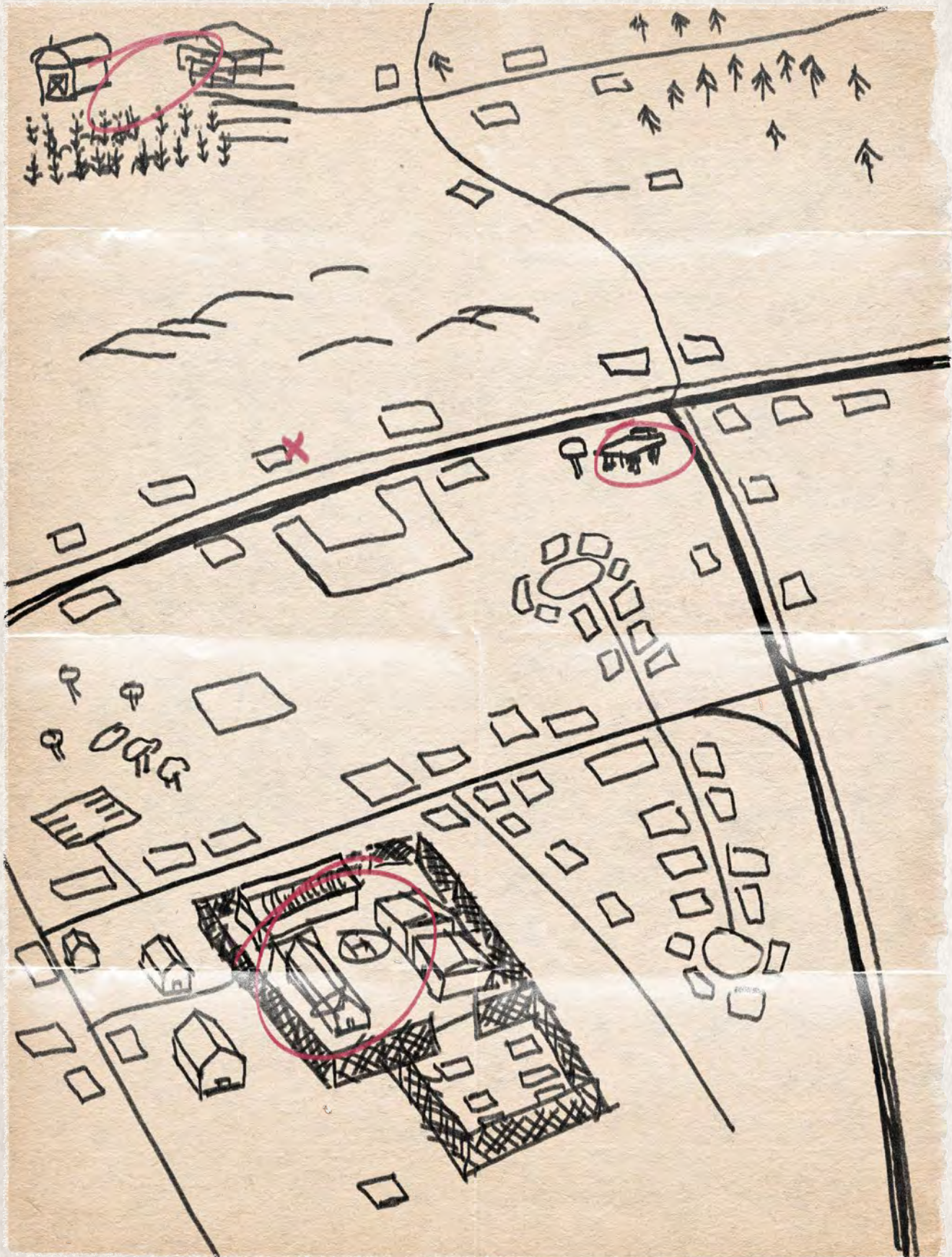
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HANDOUT #4

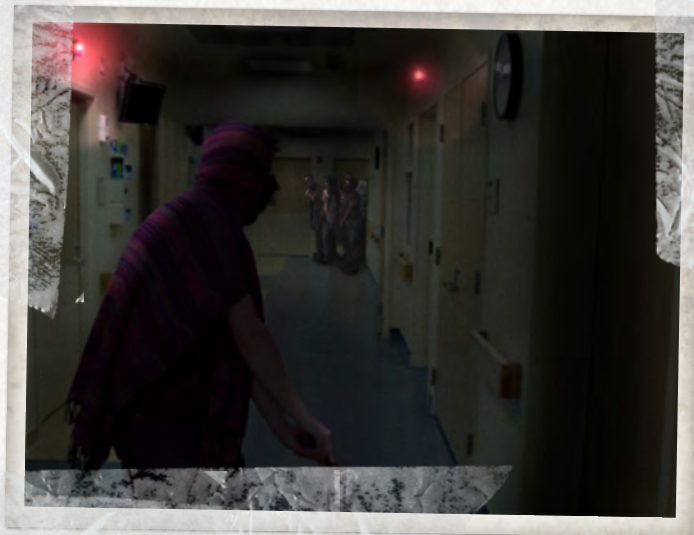


Strain Series: ZOMBV

The living dead are a nightmare that is deeply ingrained into the human psyche. From alien parasites, to black magic, to engineered viral infections, **Outbreak: Undead..** allows you to experience a survival horror sandbox of your own design. **ZOMBV**, the first entry of the Strain Series, is a world book exploring the Zombic virus, with you and your friends at the center of the story.

Presenting a brand new setting for **Outbreak: Undead.. 2nd Edition!** Take the work out of world design and get focused on the personal stories that make up the heart and soul of your Zombie Survival Simulation. Included in this supplement you will find:

- An immersive apocalyptic setting serving as a backdrop for your scenarios
- Diverse survivors for use by players or as NPCs
- New and useful equipment viable both in and out of the setting
- A detailed strain of infected opponents with new game mechanics
- Exciting new scenarios exploring the first year of the pandemic
- And even more horrors untold...



As **PANDEMIC RAVAGES THE GLOBE**

Only one thing remains certain

**YOUR ZOMBIE
SURVIVAL PLAN
WILL FAIL™**



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