

Outbreak:

UNDEAD.

I don't know how I've
managed to live this long,
I don't know what makes
me special that I lived.
About the only thing I can
say for sure is that
this has been year one

Annual Vol. 1



Credits

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We'd like to give a special thanks to our fans,
especially our forum members who've made this
first year a memorable one.



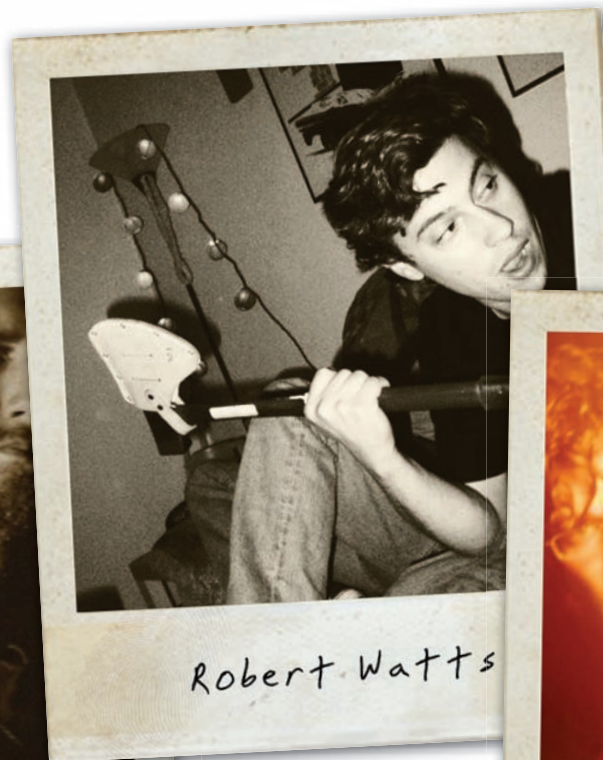
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Introduction

Our first annual. We actually had no idea quite how much content we've generated for our 'Free Content Fridays' until we began to edit it for this publication. And for you, our fans, we have been more than happy to both write this material from month to month, as well as backtrack through a year's worth of material to collect it into this book. To those of you picking this up with the Core Book for the first time, thank you for buying this collection of our past year's downloadable content. You will find the contents extremely helpful; with several new missions, expanded rules and a cast of terrifying 'One Big Monster' opponents, as well as handy references for looting locations for supplies in a zombie infested setting. To those of you who have been with us the past year, you will find this book helpful as well. It will have what you have faithfully downloaded from our site from month to month in a revised, and easily referenced format. To our fans both new and old, you have made our first year a rewarding one, and we look forward to the continuing privilege of developing content for such an exceptional group of people that we are fortunate enough to call fans (and 'Survivors'). Thank you for your support in allowing us to develop *Outbreak: Undead* into the definitive zombie survival game. Here's looking forward to many more projects in the upcoming year and those to follow!

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



Types

Secret Agent

First appearing in FCF vol. 007

"Yesterday is Not Tomorrow"

The most highly trained asset in any governmental military institution, the Secret Agent excels at stealth, speed, accuracy and the neutralization of targets. Typically taken from the most elite special forces in the world, Secret Agents have their already extensive knowledgebase increased, and their skills honed to an almost unnatural level to make them the deadly killing machines they are. King and Country must be protected at all costs, and what better way than to be on the offensive.

Note that a Secret Agent can be a catch all term for similar governmental agency operatives.

Attack Bonus: +30

Starting Equipment: 3 CU with no restrictions to specializations or rarity

Starting Skills: Survivalist - Urban, Stealth

Bonus Skills: Marksman, Stealth, Fast Shot, Gunslinger, Martial Arts, Mountain Goat, Traceur

Special

Suave: +30 to 'Emp - Diplomacy' when undercover and when navigating social scenes.

Zombies

VERMIN

First appearing in FCF vol. 001

Rats and mice have been humanity's silent enemy for thousands of years. Even in present day, billions of dollars worth of crops are destroyed each year by swarms of these vermin, driving entire nations into economic ruin and starvation. They took a more sinister role during the Middle Ages, being host to the carrier fleas of the bubonic plague. In the wake of a zombie outbreak, the vermin remain our hidden enemy, having gorged themselves on the abandoned food stores to become numerous. They have not only depleted food sources, they have also feasted on the bodies of the dead, to become carriers of infection and are seemingly without number.

Type: Standard, Beast

Size: 0 (Special, Swarm)

Attack: 0-4 Bites (damage special)
5+ Smother (knocked prone + damage as described below)

Defense: G - 0/ R - 3

Speed: Fast (Lv. 4)

Perception: High (Lv. 4)

Senses: V, S (+60 E%)

Viral: 0-1

Special:

Movement: A swarm of vermin, while being fast and perceptive can only move 10' a turn.

Scent: Vermin have a keen sense of smell, and add +10% per Perception Level of Scent instead of the normal +5%.

Pounce: Some vermin varieties (squirrels) can leap greater than their normal movement. They have the 'Pounce'

horror trait as described in the 'Horror Traits' section.

Swarm: Vermin are not dangerous unless encountered in large numbers. Roll a d3 + Outbreak Level when encountered. That will be the 'Size' to determine number of ZK% required to destroy the swarm of vermin. This number also determines Strength. The Strength of the vermin swarm is 5 per Size of the vermin swarm. This means that the same vermin swarm can have different Strength attributes from turn to turn.

Encounters: If subsequent E% rolls result in vermin, then add 1d3 + Outbreak Level to the existing swarm's Size.

Attacks: There are no penalties for making multiple attacks or attacking multiple targets against a vermin swarm.

Damage: The collective bites will only do 1 damage per Size of the vermin swarm. Defense, however, cannot reduce this number.

Smother: If an unfortunate Survivor is knocked prone in a swarm of vermin, then they will take additional damage as the swarm rushes over them and into their clothing, biting furiously. The character will take 1d6 damage per Size of the swarm per turn they are prone. Defense cannot reduce this damage.

Bane - Flame Weapons, Bludgeons, Shotguns: In addition to normal Bane rules, vermin swarms have a Defense of 0 at long and short range when hit with these weapons. For Flame Weapons, each degree of success in the attack will count towards

the amount of ZK% needed to kill the swarm instead of just 1.

Resistance - Rifle Weapons/Bows/Crossbows:

These weapons are very ineffective against a vermin swarm, and only an attack with 3 or more degrees of success will count as a ZK% against them.

Unarmed: There are no penalties for being unarmed when attacking a vermin swarm.

Flee: Zombie Encounters with only vermin can be fled from without penalty, or adding Time if the Survivors flee across bodies of water, in vehicles or to higher floors within a building.



One Big Monster

First appearing in FCF vol. 002

"Things that go 'Crash' in the Night"

In *Outbreak: Undead*, a dangerous recurring creature is called the 'One Big Monster' or the OBM. In the Core Rulebook, this is a template that you can add to an existing zombie, zombie subtype, beast or even The Living, but they can be monsters with any number of unique traits or backgrounds that are not based on anything presented in the Core Rulebook. These traits can be a series of mutations, an exceptionally large physique or even supernatural power.

Introduction Methods

The Dawning Horror

The appearance and use of the OBM can be a carefully crafted builder of tension, with each successive encounter becoming more and more dangerous. In this way, the OBM can become just as much of a story element as it is a simple matter of survival in the world of *Outbreak: Undead*. For example, we will use one of the OBMs described in this book: The Chainsaw Maniac.

First Encounter - The Witness

The first encounter with the OBM can be nothing more than just witnessing the creature. The OBM is obviously a dangerous opponent, and conventional wisdom among survivors should be to avoid conflict with it. The survivors should be able to do so with relative ease, either witnessing the creature at a safe distance or finding strong evidence of the OBM's existence and nothing more.

i.e. At night, as the survivors make their way through a seemingly deserted town, they see a light on in one of the houses. Having

fought several zombies and weary from running, they run up to the house. As they make their way to the window, they see a hulking beast of a man sitting at a kitchen table with a hooded sweatshirt obscuring his face. The man shoves handfuls of beans into his mouth and tosses the empty can among others on the ground.

This clattering can draws the survivors' attention to the floor where a massive chainsaw rests, covered in gore. The survivors also see that the ground and walls are splattered with blood and several corpses are strewn about the room... it is unclear whether or not these were zombies before they were so clearly disemboweled with the chainsaw that rests near the eviscerated. The survivors decide not to figure it out one way or the other, so they sneak away before this monster notices them staring at him through the window.

Second Encounter - The Demonstration

The second encounter with the OBM can be a little more up close and personal. In this instance, the survivors witness in some way the awesome power that the OBM is capable of. This may be demonstrated on a member of their party, but as such an encounter will likely result in that character's death, it is advised to not do this unless a healthy cast of template characters are available to replace the soon-to-be-dead character.

i.e. The survivors have destroyed a small band of zombies that have ambushed them as they searched an abandoned house for food. A familiar crash and moan can be heard as more zombies breach the windows

and enter the house... but a new sound is also heard... With a sharp engine pop, a chainsaw roars to life outside where the zombies attempted to crawl through the window. The monstrous silhouette of the chainsaw maniac can be seen, a cloud of oily exhaust billowing around him as he hefts his massive chainsaw into the air, only to quickly bring it down on the zombie as it attempts to crawl through the window, cutting it cleanly in half.

The survivors' momentary relief is dashed entirely as they witness the same chainsaw continue to rip through the wall around the window. With a feat of unreal strength, the weakened wall gives way from a shoulder charge from the maniac. His awesome height was not realized before, but now he stands, filling the room with his massive frame, with the exhaust from his bloody chainsaw billowing around him. The survivors see that this monster will pursue them as quickly as he would pursue any zombie, and that he is clearly not on their side. After the survivors uselessly pour round after round into the body of the maniac without halting it, it is clear that escape is the wisest option.

Third Encounter - The Battle

The third encounter can occur when the survivors are a little more well armed (and perhaps the wheat has been separated from the chaff among their numbers). The arrival of the OBM is not as surprising an event, but its shocking resistance to injury is easily demonstrated as its body is subjected to an incredible degree of punishment before the creature flees or escapes somehow. The OBM may at this time reveal some aversion or physical vulnerability to the survivors.

i.e. The Survivors have lost one of their own to a small horde of zombies. The remaining

ones have pried the guns out of the hands of the police officers that they found laying near their squad cars. The floorboards of the car have a shotgun resting on it, with one of the officers having grabbed it before being killed moments before, making such a vital weapon fall from immediate view. Now, well armed, they seek to find a way out of this nightmare town.

The chainsaw whirr can be heard closer and closer, but feeling much more confident, the survivors ready their newfound firearms to the entrance of the building as the monster crashes through a door in the house they holed up in. The chainsaw maniac is greeted with a withering hail of firepower that would fell any lesser man. Great wounds are torn in his arms, legs, chest and even his head, which causes him to stagger and lower his chainsaw. Its whirr lowers to a rhythmic purr as the giant man collects his senses.

Even in the face of all this firepower, the monster shambles forward, but his staggered gait causes him to stumble over the splintered pile of wood created by his dramatic entrance. As he rose to his feet, a large piece of cloth held tucked away from immediate view behind him snags on a splintered plank and is yanked from his pants. It is a fuzzy and stained blanket that is filled with several holes. Upon losing the blanket, the creature abruptly turns and drops his chainsaw to retrieve it. The maniac grabs it and hefts the chainsaw in the other hand and quickly bounds away, leaving the survivors completely baffled, and terrified... but thankfully unharmed.

Fourth Encounter - The Plan

Having witnessed the full and awesome power of the OBM, and perhaps a weakness, the survivors can confer and try to find a

way to avoid it for good or perhaps destroy the creature. They could also search for or create weapons or traps of far greater potency than the ones they've been using.

i.e. The survivors, having seen the monstrous man and its unusual attachment to that blanket, decide (upon a successful 'We Know This Much' mission) that destroying the blanket with fire or some other means would probably drive him mad to the point of pursuing them relentlessly until they are all killed. It is decided that it is to be stolen and used as bait in a trap that is designed to kill him...easier said than done.

Fifth Encounter - The Execution, AKA 'The Showdown'

The plan is put into action and every mission the survivors participate in are the events building up to the execution of the plan and what results from its success or failure.

i.e. The survivors determine that this emotional attachment to the blanket could be a key to this monster's undoing. It is decided that one of the survivors is to steal it and incite the chainsaw maniac to pursue them in the hopes that he falls into their trap... by chasing the survivors into a building rigged with explosives.

We will not spoil the ending for you...

Alternate Entry: Shock and Awe

The introduction of the OBM can be done with as much shock and awe as the beast is capable of. This instantly shakes the survivors out of any sense of security they once had, as this new and wholly unexpected threat makes itself known in the most dramatic fashion possible, and with the most astonishing of results.

In the above mentioned progression of the 'Dawning Horror' the first encounter can be skipped in order to introduce the OBM in the most dramatic way possible. This can be accomplished with either a devastating attack on a non-player character or can even result their shocking and immediate demise.

Horror Traits

First appearing in FCF vol. 002

*“Things that go ‘Crash’ in the Night”
and FCF vol. 004*

Charge

OBM Only

Similar to the zombie horror trait ‘Pounce’, an OBM that can charge can make their full movement in a straight line, adding 2d6 feet to its movement, ending once it collides with a solid object. Instead of engaging in melee combat with this extra movement, the OBM will instead make a single attack against all targets in the line, doing 1 point of Health damage per foot travelled before being struck. Zombies will have an equivalent ZK% hit with a percentage chance equal to 2x the distance travelled before being struck with the charge. If the additional movement ends with the collision with a solid object before the end of its allowed movement, the OBM will be ‘knocked prone’ for the next round.

Chatterbox

This zombie subtype does not have their parietal lobe damaged to the extent that other zombies do, so their speech center remains intact, but nowhere near to their original capacity. They will chatter incessantly, either repeating the same word or phrase over and over or babbling a nonsense stream of consciousness as their brain synapses misfire. This creates a cacophony of noise as zombie moans are replaced with (quite literally) mindless chatter. They are less likely to hear survivors over the chatter of themselves and their fellow zombies, so they have 1 less Level of their Hearing sense, but they are a lot more unnerving to fight, so at the beginning of an encounter with them, all Survivors must pass a ‘Will - Resist Panic’ check.

OL 1 - A chatterbox zombie at OL 1 can be deployed as Sleeper zombies are deployed to represent the zombies blending in with the Panicked until they attack.

Horror

OBM Only

This OBM is a nightmarish brute or a supernatural terror that can take an action to intimidate all the survivors in the same encounter, instead of attacking. All survivors in the encounter must make a ‘Will - Resist Panic’ check with a Difficulty equal to the physical Size of the OBM.

Regeneration

OBM Only

An OBM has astounding regenerative power, capable of repairing gaping wounds and severed limbs sometimes right before the survivors’ eyes. Whenever enough time passes for another E% to be rolled during the same encounter and the E% indicates an encounter with the OBM again, then the OBM will regenerate up to 1 successful ZK% made against it. It will also regenerate 1ZK in between encounters if fled from during a ‘Final Confrontation’ of a ‘Showdown’ mission.

Seeker

This type of zombie will actively seek out the weakest point in a building instead of mindlessly pounding on the same surface until it gives way. Zombies with this Horror Trait can discount a location’s ‘Structure’ equal to the zombie’s level of Perception and a location’s ‘Size’ equal to the zombie’s level of ‘Speed’ when determining the Difficulty of a Breach check.

'Survivor Bane' Weapon

OBM Only

The OBM is in possession of weapon of obvious lethal potential. Check the section on 'Survivor Bane' Weapons in order to see all of the properties such weapons have.

Territorial

OBM Only

The OBM is restricted either by natural attachment or physical confinement to a specific location, region, or climate. This is automatically applied to aquatic OBMs as they would be restricted to large bodies of water. Some territorial attachments are strictly psychological or supernatural; the OBM not leaving for reasons known only to them. The reason can be discovered by a successful 'We Know This Much (about the OBM)' mission, however.

Wolf in Sheep's Clothing

OBM Only

The OBM is skilled at hiding in plain sight, often looking like a normal zombie or even a lone survivor, until it strikes or reveals its terrifying power. When a successful E% is rolled that indicates an encounter with an OBM, they are not deployed as normal. They appear as one of the regular zombies or vigilantes in the encounter until engaged in melee combat or killed with a ranged attack. Once a zombie or vigilante is revealed to be the OBM, it gets a surprise round.

If an OBM is disguised as a Survivor, then if the other survivors abort the mission to return to their Stronghold, the next 'All Out Defense' mission will automatically reduce the Pop by 1. In addition to the normal zombies that will attack the Stronghold, the OBM will be among the numbers.

THE TRI COUNTY NEWS-PRESS

• The finest news reporting since 1906 •

THE CHAINSAW MANIAC STILL AT LARGE!

A living human who has lost everything can become deranged and wish to go out in as much blood and mayhem as possible. For some, they chose especially dangerous weaponry, even though such a weapon as a chainsaw inspires no fear in zombies, it empowers the madness of some shattered

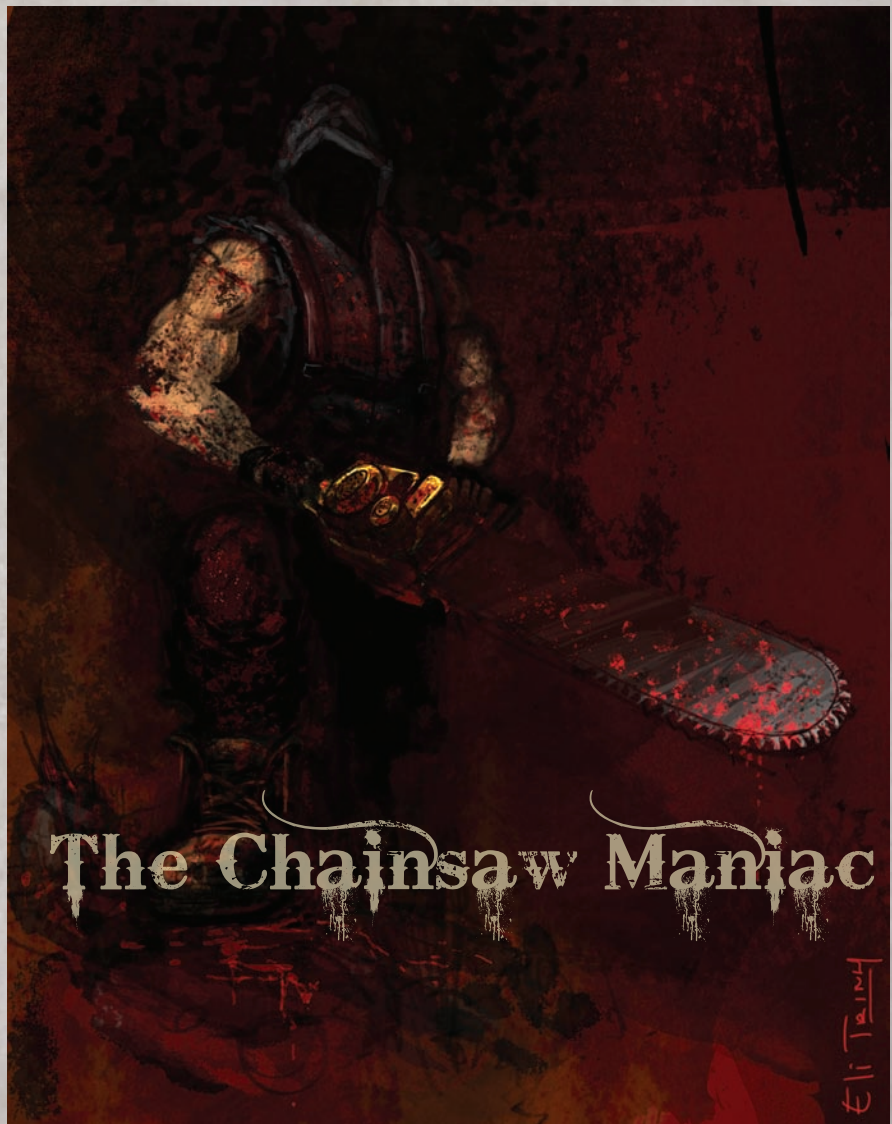
humans to superhuman levels of bravado and bloodlust. Should the shattered human be that of someone who was already a dangerous sociopath, the result can be deadly, and the rapid firing up and metallic whirr of a chainsaw, coupled with the speed and intelligence of a living

opponent can mean a violent and bloody end to those survivors who dare to tempt the madness of the Chainsaw Maniac.

OBM Template added to 'Shattered'

The Chainsaw Maniac.-

Type: Unique (OBM)
Size: 2 (4)
Attack: 25
Strength: 40
Damage: 2d6 (Chainsaw),
1d6 (Brawling)
Defense: G - 2/R - 0
Virus: 0
Speed: Fast (Lv. 4)
Perception: High (Lv.4)
Sense: V/H



First appearing in FCF vol. 002
"Things that go 'Crash' in the Night"

Special:

Survivor Bane Weapon (chainsaw) - The Chainsaw Maniac has an especially large and vicious chainsaw that he uses to attack with. It has all the rules for a Survivor Bane Weapon. Instead of grappling normally, the OBM will do 2d6 damage per degree of success in a Grapple Check, as well as be able to make attacks at melee range.

Security Blanket - The Chainsaw Maniac carries a 'Security Blanket' that can be taken from him if he is defeated in an encounter.

Attraction - The Chainsaw Maniac is drawn to his 'Security Blanket' if it is ever taken from him. It counts as both 'Bait' and serves the purpose of a 'Noisemaker' as well.

The Living - The Chainsaw Maniac is based on a 'Shattered', so is biologically alive. He is immune to Panic and cannot have 'Emp - Diplomacy' checks made against him. He is affected by items or equipment that only affect The Living. If at any time an item will inflict automatic Pain, the Chainsaw Maniac will count as being 'Knocked Prone'.



The Infested

One of the most bizarre symbiotic relationships ever witnessed among the undead has been the Infested, these are zombies that are carriers of not only the zombie virus, but of other, smaller creatures that take residence inside their body cavity. The size and threat these zombies pose varies tremendously by the zombie's size and how many creatures that live inside it. It is assumed that these zombies were created when a body being feasted upon reanimates with the vermin still inside it. Instead of fleeing, they take advantage of the situation by swarming out and attacking the same target the zombies attack, and collectively feast upon the remains. The largest of these monstrosities rival the size of the infamous Gluttons, but instead of having bellies full of flesh and gore, they have swarms of rats and flies that live inside them that can be seen writhing just beneath the surface of the skin.

Type: Unique (OBM)

Size: 2 (4)

Attack: 10

Strength: 35

Damage: special

Defense: G - 3/R - 1

Virus: 1

Speed: Medium (Lv. 3)

Perception: Medium (Lv. 3)

Sense: V/H/L

OBM Template
added to 'Glutton'



Special: The Infested has all the same special rules as a normal Glutton with the exception of the following changes to Evacuation and Guttled:

Evacuation - Instead of vomiting or defecating, the Infested will produce a swarm of 'Vermin' from its body that will attack the same target the Infested attacks. The Vermin will immediately attack the survivor and inflict damage equal to 1d6 per Degree of Success.

Guttled - If the Infested is ever Guttled as per normal Glutton rules, instead of covering the Survivor with gore, the Survivor is immediately swarmed over with the rats that made their home in the Infested. The Size of the swarm is equal to the roll of 1d6+2. Upon gutting the Infested, apply the Vermin's 'Smother' attack against the unfortunate Survivor.

Flee - The Infested will flee the encounter once it is gutted. The Vermin swarm will remain in the encounter, but the Size of the Vermin swarm will be reduced by 1 per turn as the swarm slowly diminishes as it retreats to follow its host.

Aversion (Flame Weapons) - An Infested will react as its symbiotic Vermin does to flame: with extreme aversion. An Infested won't Evacuate if it is ever 'engulfed'.

Bane (Flame Weapons/submerged) - An Infested will be severely damaged by the Vermin inside it as they struggle to flee from their fiery or watery death. If an Infested is ever 'engulfed' or completely submerged in water, the Vermin inside will count as causing 1 successful ZE% against the Infested per turn 'engulfed' or submerged.

First appearing in FCF vol. 002
"Things that go 'Crash' in the Night"

WANTED

DEAD OR ~~ALIVE~~

Before the zombie outbreak, the feared Lord of the Wasteland was a distributor for a drug cartel. Following the collapse of civilization, the Lord of the Wasteland went from Drug-Tzar to warlord as he claimed vast tracts of abandoned territory as his own. He ruled by sheer intimidation and force using his imposing 6'4" stature and broad muscular frame, as well as his close circle of soldiers that are fiercely loyal, and almost always drugged into a frenzy. They feel neither fear nor pain. The Lord of the Wasteland allow these psychotic foot soldiers to roam freely and kill and steal at will in exchange for protection and loyalty. The zombies, in this case are simply a nuisance. The Lord of the Wasteland's stronghold has several feeding pits where zombies are kept as macabre pets, and where dissenters and prisoners are thrown into for punishment or simply for sport or amusement.

The Lord of the Wasteland keeps his face hidden under a cage-iron mask, and in a raw display of awesome strength, carries a 'squad automatic weapon', whose recoil alone would crack any normal man's bones. He uses this weapon with almost reckless abandon, but only for intimidating displays. In actuality, the Lord of the Wasteland is quite accurate with the weapon when his desire is to kill instead of inspire terror in those around him.



OBM Template added to 'Vigilante'

*First appearing in FCF vol. 002
"Things that go 'Crash' in the Night"*

Lord of the Wasteland

Size: 1 (3) Defense: G - 4/R - 4
Attack: special Speed: fast (Lv. 4)
Strength: 45 Perception: high (Lv.4)
Empathy: 5

Weapon:

Squad Automatic Weapon (SAW - M294 Design) - Light Machine Gun (Lethality 35/30/25, CU 3, FC: Special, Cap: 100 Round Magazine, Val: 10 x OL, Dam 2d6 - See page 281 of the Core Rulebook).

Special Rules:

Warlord

The Lord of the Wasteland has the 'Warlord' skill as described in the Core Rulebook.

Just Walk Away and I Will Spare Your Lives...

As in 'Highway Robbery' on pg. 195 of the Core Rulebook, only the Lord of the Wasteland demands ALL of a party's items upon a successful 'Emp - Diplomacy (Bribe)'. Characters are unable to negotiate the loss of a specific item, and any resistance is met with immediate combat. You're lucky enough if you can just get him to talk to you. If a party surrenders all weapons and equipment, the Lord of the Wasteland and his vigilante underlings will let the party pass until the next encounter.

For The Arena...

If the Empathy check against the Lord of the Wasteland is a 'Catastrophe', then the Survivors are to suffer a fate almost worse than death: they are to be dragged back to his Stronghold. A Survivor can earn their freedom by fighting 1d6+2 consecutive E%.

Getting high on your own supply

The Lord of the Wasteland and his vigilante minions are constantly in a drug induced frenzy. They count as being under the effects of 'Opiates' at all times, and require ZK% instead of Health damage in order to kill them to represent their complete inability to feel pain.

Minions

The Lord of the Wasteland is always followed by a cadre of his vigilante minions. He is always present with 2d3 + 1 other vigilantes armed with appropriate equipment.

Lord of the Wasteland's Stronghold

This nightmarish parody of a Stronghold is nothing more than a depraved gladiatorial arena, where kidnapped survivors and the most deranged members of their society battle captive survivors, zombies and each other.

Structure: 7 Culture: 1
Population: 8 Morale: 10 (drug induced)
Science: 3 Viability: 3

Stronghold Upgrades: Watchtower, Tripwire Alarms (Explosive), Pet Zombie, Firing Range, Dojo/Gym (Arena), Signal Pyre, Workshop

MISS HOLLOW EYES

First appearing in FCF vol. 002

"Things that go 'Crash' in the Night"

Nobody knows what the little girl's name is, but she hasn't aged a day since she's lived at the orphanage. Teased for the dark circles under her eyes, the other kids called her Miss Hollow Eyes, even though they teased her out of fear. Every single family who has attempted to adopt her has died in some mysterious way, they were all found separately in different rooms. Several times the orphanage has attempted to to throw her out, but she just waited on the front door until she was let back in, days, in some cases weeks later. She doesn't eat, she doesn't sleep, and nobody has ever heard her speak.... once.

When her orphanage finally was destroyed in a fire, she took to wandering the streets. Few people ever see her for more than a moment. A glimpse in the night, but for some. It is the last thing they see...Most of the bodies are found withered and ancient, as if their corpses were left to dry in the sun; the victim's faces twisted in horror.



Miss Hollow Eyes

Type: Unique (OBM)

Size: 0 (2)

Attack: 5

Strength: d6 (3) (d6 damage)

Defense: G - 1/R - 2

Virus: 0

Speed: Fast (Lv. 4)

Perception: Medium (Lv. 3)

Sense: V/H/L

OBM Template added to 'Urchin'

Special Rules:

She's... In my Dreams

Survivors who encounter Miss Hollow eyes gain no usable sleep for the next two nights. This restricts any natural healing and recuperating factors of sleep, as their dreams are filled with the images of this little girl's deeds.

How, How did you get in here little girl?

Miss Hollow eyes is not restricted in encounters by entrances or regular movement placement as most zombies or OBMs are. She can be placed anywhere according to the the GM's discretion when an encounter is rolled with her. This can even happen in a player's stronghold.

Don't find yourself alone with her

Miss Hollow Eyes has a *Death Attack* as if she carried a *Survivor Bane Weapon*. The attack is triggered if

any Survivor is alone in a room with her.

Security Blanket

Miss Hollow Eyes is drawn to a certain special something... her spirit is tied to an object of significance that if destroyed, will prevent Miss Hollow Eyes from ever returning. What this object is and where it is to be found are other problems to contend with. The object can be placed on any Resource Catalog for a location, but must require 5 degrees of success in a 'Per - Search' check to find. The required degrees of success is decreased by d3 if Miss Hollow Eyes is encountered (she appears nearby the object, usually to guard it).

Psychic Shriek

If ever attacked, Miss Hollow Eyes will unleash a psychic attack that has all the same rules as a Banshee's *wail* ability as described in the Core Rulebook. It is important to note that this is a purely psychological assault, and no noise is actually being generated. Zombies are likewise drawn to the encounter at a faster rate for similar supernatural reasons.

Territorial

Unless pursuing characters with that 'certain special something', encounters with Miss Hollow Eyes will be restricted to one specific location and usually under specific circumstances (i.e. the old school at night/midnight).

Zombie Claus

First appearing in FCF vol. 004

Type: Unique (OBM template added to Glutton)

Size: 2 (4)

Attack: 10

Strength: 55

Damage: 2d6 (1d6 for hits made with sack of toys)

Defense: G-5/R-3

Virus: 1

Speed: High (Lv.4)

Perception: High (Lv. 4)

Special:

Same as Glutton in the Core Rulebook with the addition of the following rules:

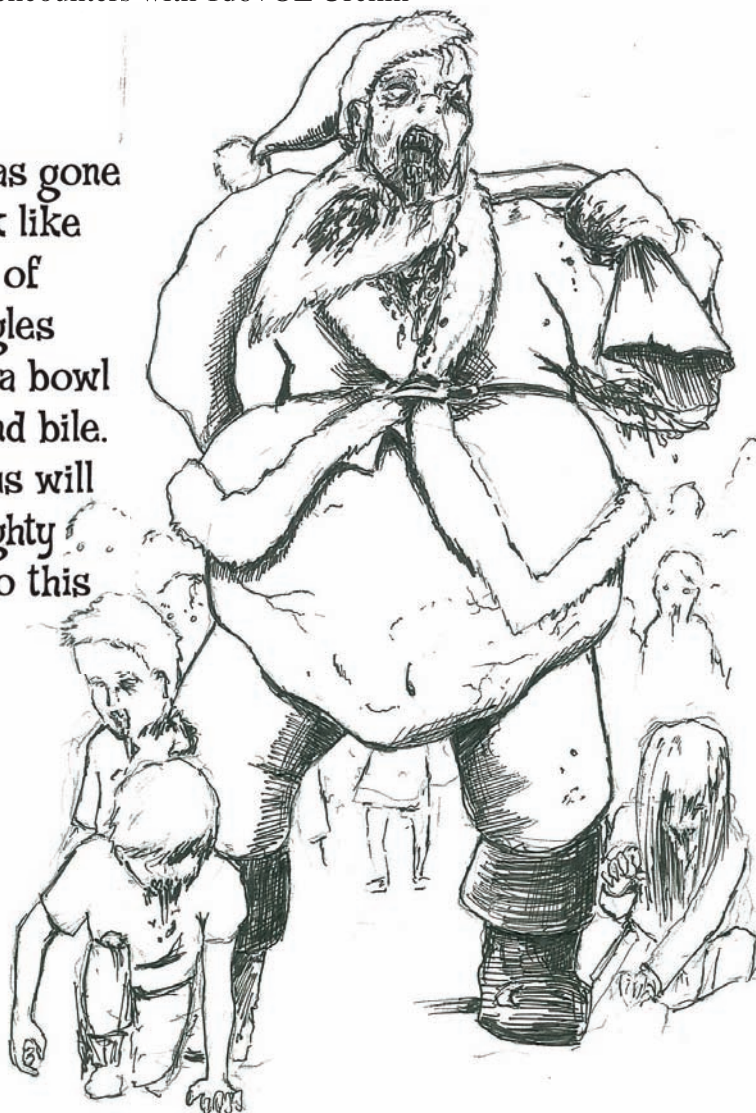
Bowl Full of Jelly - Additional base defense (already factored into the profile)

Bag of Toys - Destroying Zombie Claus will grant 1D6 Resource after encounter.

Helper Elves - Zombie Claus enters encounters with 1d6+OL Urchin

Attraction - Milk and Cookies

This former mall Santa has gone mad! Brandishing his sack like a mace and with a swarm of urchin at his feet, he gurgles and his belly shakes like a bowl full of undigested meat and bile. The dreaded Zombie Claus will force you to behave naughty by putting a violent end to this zombie's rampage!





Eibmoz

First appearing in FCF vol. 006

Eibmoz is a tortured soul, cursed by either bad science gone awry or the wishes of a gypsy. Eibmoz is doomed to walk the earth, only to die every few hours and then be born again. Suffering an agonizing transformation several times daily, when Eibmoz 'dies', his body rises and tears through the streets with a voracious hunger. He scours the land until his body uses up whatever energy it had while alive. Once it's finished, his body 'wakes up' in a new terrified location filled with nightmares and blood on his hands. The process is horrific and terrifying and has taken an impossible toll on his sanity, to the point he cannot even remember his own name. He cannot be killed by normal means as a result of this curse, but he constantly begs for death; latching onto anyone and everyone screaming for the death he has been so callously denied.

OBM Template (Ghoul/Shattered)

Attack - 25

Str - 35

Damage - 1D6 (bite) 2D6 (claw)

Def - G - 2/ R - 2

Size - 1 (3)

V/H/S/Li

Perception - Very High (Lv. 4)

Speed - Very High (Lv. 4)

Mutation - Eibmoz uses the rules for 'Shattered' when he is alive and 'Ghoul' when he is dead. Every 2 'Time' Eibmoz rolls to determine if he changes or not. The mutation check begins at 40%, and can change based on how active/inactive he is in the opposite form, add 35% to the check if Eibmoz was considered 'active' in the previous time. If Eibmoz fails his check to change, he will change automatically in the next Time. When Eibmoz is rolled in an encounter with players, the check is always done after making the encounter roll.

It's like they don't even know he's there

- When Eibmoz is in his 'Alive' state, he is always ignored by zombies. His curse rendering his body as if it were undead. Zombies will never initiate a Grapple against Eibmoz.

Oh God! Help me! End this nightmare now! -

When players encounter Eibmoz when he is in his 'living' state, he will always attempt an Empathy check to have players help him. This check will first start with a modifier of 30 and decrease by 1 Difficulty for each subsequent check, going into the negatives until there is only a chance roll. He will do whatever it takes to get the players' attention and approach them with no regard to the current scenario. Eibmoz will only leave when the players successfully flee an encounter and make a successful 'Hide' check. If not, then Eibmoz will follow players even if he changes (especially if he changes) and will only stop when he is disabled.

“The Living” OBMs..

First appearing in FCF vol. 010

Some deranged survivors may have welcomed the zombie apocalypse. Their inner darkness, no longer held captive by the short-sighted and fearful mores of society are left to run rampant against the backdrop of already considerable dread due to the zombie apocalypse. In many ways, zombies are preferred, because zombies are not inherently evil, unlike The Living who have the capacity of terrible sins against their own kind, in sometimes gruesome and homicidal fashion.



The Controller

Not content to simply start the zombie menace and create patient zero on of their lab table and usher in a global apocalypse, this madman wants to rule the world through his own personal forces of undead and evil. Through the study of arcane knowledge, voodoo black magic, or elaborate surgically implanted neurological devices, The Controller is not only able to walk amongst the zombie horde, but benefit from their protection, and use them as they were created for: tools as a means to an end.

Profession - Scientist (Mad)

Strength: 30

Perception: High (Lv. 4)

Speed: Medium (Lv. 3)

Empathy: 5

Senses: V/H

Lair - Any.

Weapons - None or any. Uses Phalanx of zombies as first line of attack/defense.

Special

My Pets... - Each time the players encounter The Controller he will have a new Phalanx of 2d6+2 zombies of the standard or a unique type.

Experimentation - Each zombie in the Controller's Phalanx can have one (or two) additional Horror Trait(s) for the given scenario above what the standard zombie has.

Back to fight another day - If the amount of zombies in The Controller's Phalanx ever falls to 3 or less, he will flee the encounter. The zombies will remain until destroyed and will continue to cause subsequent encounters with the standard zombie if not dispatched in the appropriate amount of time.

Radio Controlled - The Controller can force encounters with Players without even

having to be present. These encounters can be solely with zombies of his Phalanx, or alternatively he can send 1 or 2 of his Phalanx zombies into any standard Encounter (at GMs discretion).

Wrapped Neatly With a Bow - If The Controller has access to Munitions and has taken the Radio Controlled special rule, he can equip zombies in his phalanx as radio controlled bombs. Upon successful grapple (or at GM's discretion) the munitions detonate dealing 5d10 damage.



The Butcher

Many a vigilante (and even some survivors) resort to cannibalism, although some do not do so as a last resort, but instead because the setting of the zombie apocalypse has provided the perfect backdrop to do so in order to satisfy this dark hunger. This deranged person no longer needs to hide their cannibalistic desire from the scrutiny of society, they now flaunt it with terrifying disregard, going as far as to wear macabre trophies of human body parts that are coated with several layers of blood. They drag their victims off into the night, kicking and screaming as they contemplate their fate.

Profession - "Chef"

Strength: 45

Perception: High (Lv. 4)

Speed: Medium (Lv. 3)

Empathy: 2

Senses: V/H

Lair - Warehouse, Restaurant, Slaughterhouse.

Weapons - Medium and Long steel piercing or slashing weapons (meat cleaver, meathook).

Special:

Meat - The Butcher counts as having unlimited 'Bait' for any type of zombie currently in the scenario, representative of the stockpile of fresh meat stored up...

Here Piggy, Piggy - During an encounter with Players, if The Butcher ever rolls a 'Headshot' for an attack on a character, the GM can elect to have The Butcher instead purposely end the encounter, but take a hostage with him. This can either be the PC or NPC The Butcher was attacking (eg: the person fell and is easily captured by The Butcher) or another weaker PC or NPC in the party (due to the Butcher's lightning speed or distraction of this particular party member The Butcher was able to use this opportunity

to grab a member of the team forcibly, and run off from the encounter) at the discretion of the GM. A subsequent 'Rescue' mission can be immediately piggybacked to attempt to rescue the captured party member(s). If this is not taken immediately, the character carried off will almost certainly be killed.

The Freshest Meat - If players flee from The Butcher for 2 separate encounters, The Butcher follows them back to their Stronghold. The Players not only take the normal Risk penalties for fleeing an encounter, but during the next All Out Defense Mission, The Butcher appears during the chaos and steals a member of the Stronghold Population for his stew. Remove one point of Population from the Stronghold. A subsequent 'Rescue' mission may be attempted to recover this population, however, this must be the very next mission selected, otherwise this stolen population is lost forever.

Hung Up to Dry - If a rescue mission is attempted to rescue a PC or NPC from The Butcher, it is possible other potential victims are currently held against their will in his lair. There is a 50% chance 1d3 population can also be rescued simultaneously.

Slaughterhouse - If the characters perform a rescue mission to try to reclaim The Butcher's hostage, they will eventually track The Butcher to his lair, which will almost certainly have every level of horror imaginable within it. In addition to any other location rules, the lair will require a 'Will - Resist Panic' check at the beginning of any encounter in the location, as well as if they want to perform any 'Per - Search' actions. Regardless if the character is rescued or not, the sights the characters saw in the slaughterhouse will require an Empathy check be taken on behalf of the characters or the stronghold loses d3 Morale. This is increased to d6 Morale if the rescue is a failure.

'Survivor Bane' Weapon

First appearing in FCF vol. 002

"Things that go 'Crash' in the Night"

An OBM may be in possession of a weapon of such potency that it can kill outright. This weapon can take the form of a giant blade, hammer, whirring chainsaw or some more exotic means of death. It can even be a supernatural power that drains the life force of a survivor, or causes them to age rapidly till death, or explode in a spray of gore and bone shards. An OBM that possesses such a lethal attack will have the following rules added to their template:

Noise

The 'Survivor Bane' Weapon will be obvious in its lethal nature and will either be so large, or be an adaptation or mutation so extensive that it requires the OBM to drag the weapon, move at a slower and more predictable rate, or the weapon itself is loud and makes a distinct noise, or manifests a tangible supernatural aura and otherworldly sound. The weapon generates 1 Sustained Noise and characters are allowed to make 'Per - Sneak, Hide' checks with 1 less Difficulty to avoid the encounter.

Short ranged

The Survivor Bane Weapon or Attack is always a weapon that must be used in Grapple or Melee range.

Death Attack

A Melee attack or Grapple with the OBM with 5 or more degrees of success in favor of the OBM will result in the full horror of this weapon being brought to bear, killing the target outright in a dramatic fashion. All other Survivors in the encounter must make 'Will - Resist Panic' checks in this event. This attack can also be triggered by other factors instead of a 5 degrees of success attack. Such exceptions will be listed in the OBM's profile.

Feint/Dodge

The 'Death Attack' can sometimes be avoided by some means. Such means will be dictated in the OBM's profile. Successfully avoiding the 'Death Attack' will only prevent a Survivor from suffering instant death. It will not prevent a Survivor from avoiding damage from the same attack.

Huge and Dangerous

The means of delivery of the 'Death Attack', be it a weapon or otherwise, is so large or cumbersome that it is virtually impossible to move, let alone use, which prevents any Survivor from using it. Some such things are beyond a mortal ability to touch or move if it is a more exotic or supernatural attack, or at the very least extremely difficult if the OBM's Survivor Bane weapon is a mutation or adaptation, or it is somehow grafted to the OBM's body.

Deprived

Survivors who incapacitate the OBM can sometimes steal the 'Survivor Bane' Weapon. There will almost certainly be repercussions for such a daring feat. The amount of CU the weapon occupies, any special effects or events, as well as how an OBM will react should they be somehow be deprived of their 'Survivor Bane' Weapon will be in the OBM's special rules. At the very least, such an object will follow the rules of both 'Bait' and serves the same function as a 'Noisemaker' that functions only on that particular OBM.

Equipment

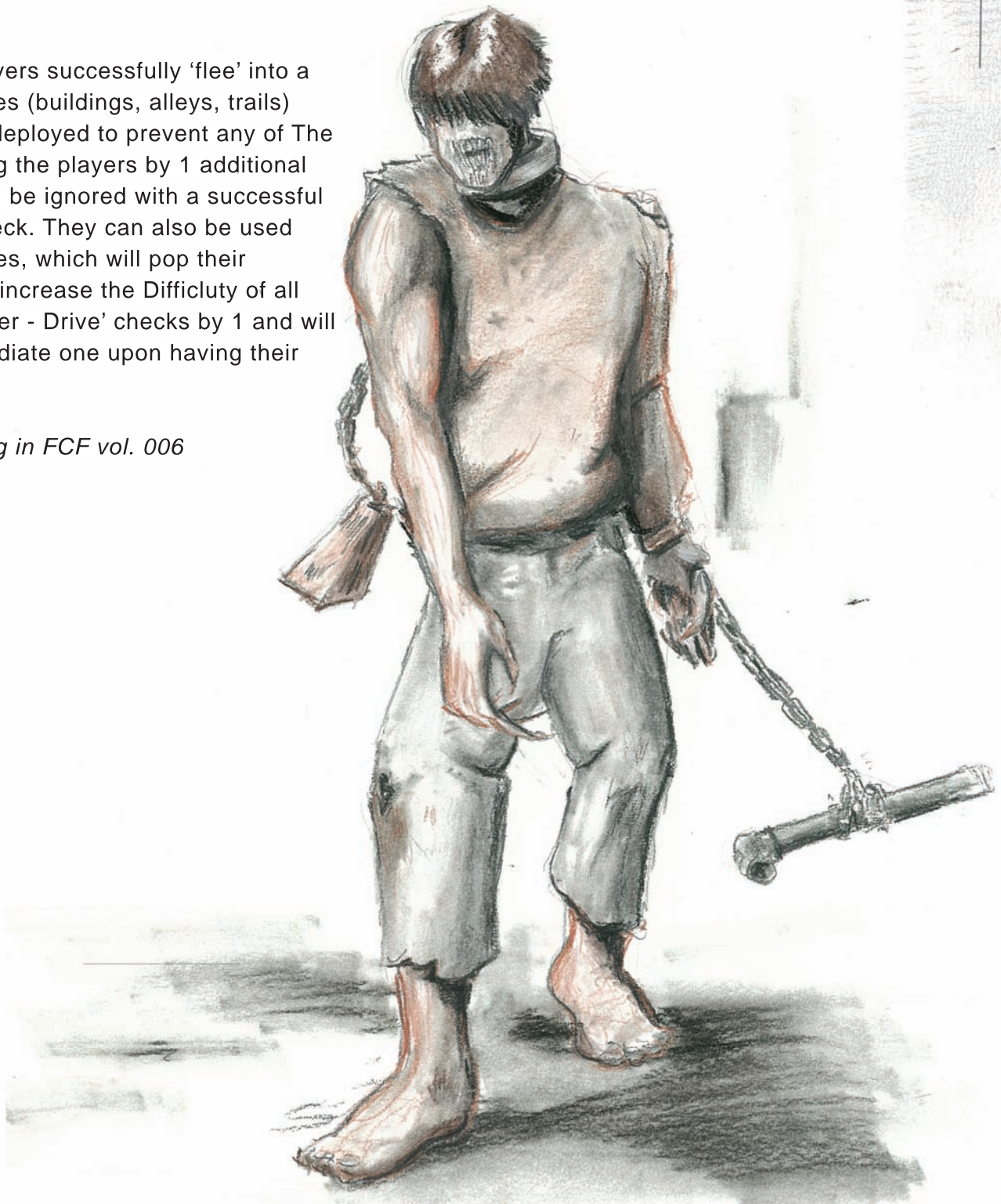
Caltrops

CU: 0.5

These are sharp objects that are used as a deterrent during chases or to impede movement.

Whenever players successfully 'flee' into a confined spaces (buildings, alleys, trails) these can be deployed to prevent any of The Living pursuing the players by 1 additional Time. This can be ignored with a successful perception check. They can also be used against Vehicles, which will pop their tires. This will increase the Difficulty of all subsequent 'Per - Drive' checks by 1 and will force an immediate one upon having their tires popped.

First appearing in FCF vol. 006



Missions

Chart the Course

First appearing in FCF vol. 004

By dedicating some time to careful planning, the survivors can better navigate their surroundings.

Prerequisites

Map or functioning navigation equipment. Specific destination (can be a destination that is determined by, or otherwise related to, another mission). Survivalist skill can substitute, but increases Difficulty of the objective by 1.

Time

1 Time per 3 miles to travel in cities and towns, 1 Time per 50 miles in rural areas.

Objective

'Per - Navigation' check, +10 bonus for each item of functioning navigational equipment (including the prerequisite), the Navigator skill also allows its bonus, as does Survivalist.

Success

Survivors attempting to arrive at the destination will get a +20 bonus to any 'Per - Navigation' checks plus an additional +5 per Degree of Success. This will last throughout the mission to reach the destination.

Failure

No significant benefit is gained from taking this mission.

Special

Catastrophe - A Catastrophe in the objective will result in plotting a course that is wildly inaccurate. Increase the Difficulty of all 'Per - Navigation' checks by 2 for the duration of the next mission.

Time - A Headshot in the objective will result in the survivors being able to add an additional Degree of Success in their 'Per - Navigation' checks for the duration of the mission when determining how much Time is spent evading an encounter.

Dinner and a Movie

First appearing in FCF vol. 009

"Cabin Fever"

As the name implies, this involves some diversion from the normally bleak day-to-day survival with a feast and some entertainment.

Prerequisites

2 Food for each Population in the stronghold (also 1 per player character), 1 Resource dedicated to this mission that acts as 'kitchenware' and 'tables', Power, 3 resources dedicated to this mission that acts as a TV/Projector, video player, (with movies), open space. Minimum Stronghold Lv. 30.

Time

3 Time

Objective

This mission is the closest people can come in a zombie apocalypse that can be classified as a "Feast of Plenty". The only difficulty in doing this mission is the resources that are spent in order to make it happen. No empathy check is required, and players are considered to automatically pass if they meet all requirements.

Success

Raise the Morale of the Stronghold by 2.

Failure

This mission has no additional results for

failure.

Special

Cheap Date - Players can attempt to run this mission without the 3 Resource + power that are required for the 'movie' part of the mission, but then it only raises the Morale of the Stronghold by 1. This represents the characters and Population putting on a play or perhaps a saucy puppet show instead of watching a movie.

Reflections of a Forgotten Past - GMs can decide to use the opportunity to force survivors to make a Will check. If they fail they may react as unintended and instead spiral downward emotionally as the event may remind them what was lost due to the collapse of modern society. Failed checks can result in players becoming 'panicked' or alternatively this mission's results due to a 'success' may be discounted entirely.

Formation - Packing Light

First appearing in FCF vol. 005

The Survivors can move very quietly and fast when not burdened by too much gear.

Prerequisites

Map or functioning navigation equipment. Specific destination (can be a destination that is determined by or otherwise related to another mission). Survivalist skill can substitute if traversing the biome the skill specializes in.

Time

n/a

Prerequisites

10 Zombie Encounters evaded by means of 'Per - Sneak' checks.

Objective

Standard point/middle/rear formation. Point must have Per 35. All characters must carry 2CU gear less than their normal capacity would allow. Gear reduced to 0CU for purposes of carrying capacity do not count towards the amount a character is allowed to carry.

Success

The 'Listen' sense for Standard Zombies is reduced by 1 level so long as this formation is maintained for purposes of making E%.

Failure

n/a

Formation - Rally

First appearing in FCF vol. 005

Through a combination of morale-boosting exercises and strong teamwork, a formation can resist breaking.

Prerequisites

Morale 7. Five consecutive mission successes, broken formation

Time

1 turn (declare at Intent phase)

Objective

'Emp - Diplomacy (Command)' Difficulty +1 per Panicked character.

Success

Formations that are broken can be restored during combat while characters are still Panicked. This immediately ends 'Panic' from any characters who fall into formation.

Failure

A broken formation is not restored and panicked characters remain panicked.

Special:

Point - The check for the Objective can only be attempted by the person taking or desiring to take 'Point' in the formation.

Flee - This formation can be attempted once in order to prevent characters from fleeing a zombie encounter when all characters are panicked. The Difficulty is increased by 2, however.

Formation - Search Party

First appearing in FCF vol. 004

The survivors are searching for not only useful supplies, but for people who are either injured and unable to help themselves, or are hiding in fear and unwilling to move. They are fully equipped and prepared for this specific task.

Prerequisites

Must not search for Resource throughout a mission.

Time

As per normal Search rules.

Objective

As per normal 'Per - Search' rules. Search and rescue dogs, as well any skills or items that add bonuses to 'Per - Search' can be added.

Success

Any 'Per - Search' that has 5 degrees of success will result in a 'Rescue' as described in the special section. _____

Failure

No Survivors can be found.

Special

Rescue - Any result of a 'Rescue' will result in finding survivors as if they encountered

them from an E% check. The number found will be OL - d6. If this results in a negative number, then the absolute value of that number (i.e. -2 is 2) is how many injured survivors are found. They must be treated with 'Per - First Aid' checks before they can be moved and/or returned to the Stronghold. At OL: 4, the likelihood of finding living survivors that have been injured is slim, so the number of survivors will simply be equal to 1, or 1d3 in the case of a Headshot.

Dogs - Trained dogs can add +25 to the 'Per - Search' check when looking for survivors in this mission.

Injured survivors - Transporting injured survivors back to a Stronghold will not allow movement faster than half speed when returning to the Stronghold. The survivors do not get any bonuses for moving at the reduced rate for E% made during the return trip.

Piggyback - This mission can be piggybacked on another mission without any penalties, or any additional checks.

Formation - Sniper's Roost

First appearing in FCF vol. 004

If a sharpshooter takes a higher position as their fellow survivors guard their back and ground, they can pick off several zombies at very long range that are in their intended path.

Prerequisites

One designated Survivor to be the 'shooter', a 'Rifle Weapon', Ammunition and either 'Weapon Training' and 'Familiarity' with a 'Rifle Weapon' by at least +5 or either the 'Marksman' or 'Sniper' skills. There must be enough Survivors to watch all points of entry from the position the shooter takes.

The Survivors watching the entry cannot perform any actions other than 'Per - Spot'. High position (rooftop or window at least one story above surrounding buildings), Spotter (optional).

Time

varies

Objective

The shooter must make a Ranged Attack at long range with their rifle weapon. Equipment and skill bonuses as well as Environmental modifiers apply.

Success

The survivors get a pool of Free Kills that they can use any time any ZE% is successful during their current mission. This pool is equal to 1 per degree of success in the check. The sniper counts as having fired that many rounds.

Failure

Despite the patience and skill of the sniper, not enough clear shots can be taken or there was not enough successful hits to make a significant dent in the number of nearby zombies. The shooter counts as having taken shots equal to the roll of 2d6 .

Special

Free Kills - A Free Kill can be used when a ZE% is successful as per rules for normal Rifle Weapon rules (so ambushes or surprise attacks are not allowed to take advantage of them). Each Free Kill will prevent 1 zombie of Size 1 or less from entering a ZE as if it had been killed with a 'Rifle Weapon' before the encounter begins. Using a Free Kill does not count as having used a firearm, as the kills were already made at such long distance as to make the use of a firearm almost inconsequential. If the survivors ever flee a zombie encounter before the pool of

Free Kills is exhausted, then the remaining Free Kills are no longer usable. A player may use as many Free Kills as they wish before the start of a Zombie Encounter, but once the encounter has begun, Free Kills can no longer be used.

Zombie Kills - Each Free Kill earned will count as a successful kill with the weapon used for purposes of 'Weapon Familiarity'. Even if the Free Kills are unused or rendered useless by having fled an Encounter.

Time - The shooter can spend as much Time as they wish in accomplishing these missions. Each Time spent will allow a single attempt at this mission.

Saturation - When all else fails, a survivor can go for saturation instead of focusing solely on accuracy. The shooter can make another check in the same period of Time. Each additional check will require the survivor to take 1d6 wasted shots and will increase the Difficulty of the subsequent checks by 1 per attempt past the first.

Trigger Discipline - Any rule that requires the rolling and subtracting of shots will have the number of wasted shots for this mission reduced by 1 for every 10 points in Will and 1 for every Tier in 'Trigger Discipline'.

Spotter - If enough Survivors are present to be the shooter, as well as watch the other points of entry, one Survivor can serve as a 'Spotter'. They need binoculars or a telescope. A Spotter will add +d6 Free Kills to a successful check in the objective. The shooter has the option of not taking advantage of these extra kills. The shooter is required to use shots to take advantage of these bonus Free Kills.

True Marksman - A 'Headshot' in this check

can add +d3 to the number of Free Kills earned by this mission's success. This does use up extra ammunition.

Weather Permitting - Some conditions may make this mission impossible to undertake, such as dense fog, or night. Although any equipment that will allow normal vision under any of these sort of circumstances will allow this mission to be taken normally, although penalties may still be incurred.

Catastrophe - A 'Catastrophe' in this check results in an immediate E% success as the the sniper has drawn far more attention than anticipated. Roll the E% normally and apply its results. If the E% turns up a failure, then apply the results for 0 degrees of success as per the current Outbreak Level.

Game Night

*First appearing in FCF vol. 009
"Cabin Fever"*

Game nights can be fun and distracting, but the meaning of playing them can be lost easily if not presented correctly. Ironically enough, the oldest games tend to have greater longevity over more modern titles. Chess being the most obvious example, the resources spent towards this mission can represent anything.

Prerequisites

1-2 Resource that must represent 'games' and can only be used for this mission, 5 Population.

Time

3 Time

Objective

Every person involved is allowed an Empathy check, combine all of the successive DoS and DoF (where DoF is

negative of course) together to determine the success of the mission.

Success

Raise the Morale of the stronghold by 1, this mission can be taken only once a month, and after 6 months 1 new Resource must be found to replace or supplement the current 'library'. If a 'Headshot' is obtained then this mission can be attempted within a month.

Failure

The meaning of playing games while the dead are walking is completely lost. Lower the morale of the stronghold by 1. This mission cannot be attempted for another month.

Special

Wide selection - Players may take a +10% modifier if 2 Resource was spent for this mission.

Simple pleasures - If there are children in the stronghold, each person can take a additional +15% modifier to their check, as long as their base empathy is at least 20.

Location Upgrade: The Death Trap

*First appearing in FCF vol. 002
"Things that go 'Crash' in the Night"*

One location is selected as a prime spot to set up a trap in which to lure the OBM to its death.

Prerequisites

1d6+4 Resource or 1d3 Munitions. Location designated as the trap area. At least 1 encounter with the OBM, successful 'We Know This Much (about the OBM)' mission.

Objective

Successful Perception check adding any

bonuses for manufacturing or construction specific to the kind of trap being constructed.

Success

The location is designated as having a 'Death Trap' as per 'The Showdown' special rule.

Failure

The Death Trap is not constructed. A Catastrophe in creating this Death Trap will result in the 'Disaster' or 'Faulty' special rule. The Munitions or Resource used in the construction are wasted.

Special

Dangerous Place - Some locations naturally lend themselves to being a Death Trap under specific circumstances (saw mills, power plants, engine rooms, quarries, etc). In these cases, the Death Trap doesn't have to be constructed, but specific parameters still need to be met in order for it to be fatal to the OBM. The Death Trap only counts as doing d3 successful ZK%, but the location must be active or rigged for this purpose by devoting at least 1 Time to doing this. This can be spent in combat with the OBM, taking 1d6 turns to do so, 1d10 if the resetting character is 'Panicked'.

Disaster - If a Catastrophe is made in constructing this Death Trap, then it will prematurely be triggered and do 8d6 damage to one or more survivors constructing the death trap if constructed with Munitions. If no munitions were used, then the Death Trap is 'Faulty'.

Faulty - A faulty Death Trap will deal 5d6 damage to all survivors whenever it inflicts successful ZK% on the OBM. This is determined without the survivors' knowledge.

If It Goes, You Go With It - If the trap counts

as having inflicted enough successful ZK% to kill the OBM outright, then the OBM will get one free melee attack against one survivor chosen at random. If the attack is successful, the survivor must pass a BR% or be an unfortunate casualty of this deadly trap. This can still qualify for a Death Attack, but survivors will still be able to save themselves from it by either passing the BR%, or any other means of evasion available to the survivors, to avoid the death attack.

Scour

First appearing in FCF vol. 005

By doing a thorough search, a group of survivors can turn over every stone in a location, making sure that every item of use is discovered. The survivors can confidently move on and ignore this location in the future, knowing that this place holds nothing more of value. This is only truly effective against small locations.

Prerequisites

Successful 'Scout' or 'Supply Raid' mission at a target location.

Time

1 per Size and Structure of the building.

Prerequisites

Successful search at the same location previously.

Objective

'Per - Search' check.

Success

Gain 1d3 Resource per Degree of Success instead of the normal 1. That location is no longer able to be searched for Resource.

Failure

No resource is gathered and the Time spent is wasted.

Special

Teamwork - Discount 1 Structure when determining the amount of Time this check takes per Survivor helping.

Mobilized Workforce - If taking a vehicle transport, 1 Pop can be brought to help reduce Time in the same way that normal Survivors can.

**Shopping
(Special Raid Mission)**

*First appearing in FCF vol. 009
"Cabin Fever"*

Shopping involves a more planned search than just rading for whatever supplies that can be found. Typically this is for items that are not necessary for survival, but are luxury items and creature comforts.

Prerequisites

Same as 'Supply Raid' mission detailed in the Outbreak: Undead Core Rulebook, but has to be a area in which 'luxury' items can be obtained.

Time

3 Time

Objective

Same as 'Supply Raid' mission in Core Rulebook

Success

5 Reource: +1 Morale
10 Resource: +2 Morale
20 Resource: +5 Morale

These items can represent anything from furniture, fashion, electronics, pieces of art, or even kitchenware. The stronghold

continues to benefit from this Morale bonus for a year before new supplies need to be harvested.

Failure

Same as 'Supply Raid'

Special

0% interest with free delivery! - Larger items will require that players have a Truck or other means of hauling resources back to their stronghold.

Culture - On occasion, a character with the 'Artist/Photographer/Videographer/Musician' type can lend their unique knowledge to finding objects of great cultural significance. They can piggyback their special ability to find items that boost a Stronghold's Culture with this mission.

The Showdown

*First appearing in FCF vol. 002
"Things that go 'Crash' in the Night"*

After being tormented by the OBM time and time again, the survivors have finally discovered some weakness that they can work to their advantage. Hopefully, this will bring an end to this monster's reign of terror.

Prerequisites

The Weakness must be discovered as per the 'We Know This Much (in regards to the OBM)' special rule. Must be in a place where Encounter rolls are made regularly.

Objective

To defeat the OBM by inflicting enough ZK% (1 per Size) in the appropriate manner as determined by the creature's weakness (see Special section below).

Success

The OBM is defeated, and the world is just a little safer.

Failure

If the ZK% are not made in the appropriate manner, then the OBM will return after either feigning death or retreating. If not enough ZK% are made, then the OBM will continue to be a threat.

Special

One of the following options must be chosen when determining how an OBM can meet its demise:

The Death Trap - If a special location is rigged with a death trap, then the trap's specific trigger must be set ahead of time. If the OBM is encountered in this location, the OBM will count as having 1d3+1 successful ZK% inflicted upon them before the encounter begins. If this number is not high enough to kill the OBM outright, then the OBM must be fought as normal, but count the number of ZK% made against them by the trap as well. For GM purposes, the trap must be the thing that kills the OBM, so it counts as not having been triggered until enough successful ZK% have been made to kill it (counting the trap's successful ZK%). This can be best described as a situation where the Survivors have to fight the OBM for a time, weakening or disorienting it in order to get the monster into place where the trap will be triggered, ultimately killing the OBM in a dramatic fashion.

If the encounter is ever fled from, then the trap counts as having been triggered and will result in the OBM having survived it.

The Anathema - A weapon of suitable destructive power is either found or constructed. This weapon will be able to inflict ZK% in such a way as to kill the OBM for good instead of just driving it off or stunning it like other weapons. The weapon

can be chosen for its obvious destructive potential or because of its specific properties that make it lethal to the OBM (the way silver bullets are the anathema to a werewolf or a rocket launcher is an anathema to just about anything).

The Final Confrontation - The OBM, having suffered many defeats at the hands of the survivors decides to pull out all the stops in a last ditch effort to kill the survivors once and for all. The OBM is capable of being killed in the encounter for good with normal weapons as per normal ZK% rules for Size, but the OBM will count as having 2d6 more Size than it had in previous encounters. If the Survivors flee the encounter, then the OBM will pursue relentlessly. All successful E% made by a GM will result in encounters with the OBM if the Final Confrontation is fled from. While pursuing like this, the OBM will not recover any damage from successful ZK% made against it in between encounters.

Stronghold Upgrade/Political - Post Your Colors

First appearing in FCF vol. 004

A Stronghold is in need of a unifying symbol to rally under. They choose a potent symbol of meaning to the population, either representing a government, nation, military branch, religion or any number of organizations (either still intact or brought to ruin by the zombie apocalypse). This provides a potent symbol of hope when there is so little of it in the world. Alternatively, this can be used as a symbol of fear to keep a population in compliance.

Prerequisites

2 Resource, Morale 7

Time

3 Time

Objective

'Emp - Diplomacy' (the method depends upon what you want the symbol to represent).

Success

+15% to any check to prevent the loss of morale for a failed Mission. +1 Morale.

Failure

The population is too cynical to accept this forced patriotism, loyalty or piety. Subsequent attempts at this mission will have +1 Difficulty.

Special

Pride - A 'Headshot' in this check will produce such a swelling of hope and pride that it will increase Morale by d3+1 instead of the normal 1.

Bitterness - A 'Catastrophe' in this check will provoke a huge backlash for even suggesting an allegiance to what is most likely a dead organization. This mission cannot be attempted again, and the Resource is wasted.

Warning to the Others - This mission can be undertaken in order to produce a potent symbol of fear that keeps the rest of the Stronghold in compliance. In this case, there is no Morale prerequisite, but 1 Population must be sacrificed to have their death (and possibly the subsequent display of their body) be used to be an example to the others. This benefits last until a Stronghold fails an 'Under the Lash' check. In this case, another Pop must be sacrificed in order to regain the bonus.

Stronghold Upgrade/Training - Basic Defense Drilling

First appearing in FCF vol. 005

Population counters have a chance of surviving a zombie attack instead of being immediately killed on contact during 'All Out Defense' missions.

Prerequisites

At least 3 'All Out Defense' missions, Morale 4, Population 4, Any character with an Melee or Ranged Attack of at least 20.

Time

5 Time per Population +1 per previous success of this mission.

Prerequisites

Time spent in training.

Objective

'Emp - Diplomacy (Command)', Perception check.

Success

Population counters now have the 'Self Defense' rule. If optional Resource is spent, then one type of weapon is available to Population. This mission can be taken multiple times to increase the Attack value of Population counters.

Failure

A Catastrophe in the Objective negates all bonuses and training for Population during the next 'All Out Defense' mission. The check can be attempted again after the prerequisite Time is spent training, but the Resource cost is not required until unless training with a different kind of weapon.

Special

Self Defense - When one zombie comes in contact with a Pop counter during an 'All Out Defense' mission, a single attack is made against the zombie with an Attack of 10. If the attack is successful, the zombie does not kill the Pop counter this turn.

The zombie remains in combat with the Population counter and another check must be made next turn. If the Pop counters are outnumbered by zombies, the Pop counter still dies, as the Population only gets a single attack.

Additional Drilling - Subsequent attempts at this mission will add a permanent +d3 to the Attack of the Pop counters (to a max of +20).

Confidence Boost/Wake-Up Call - If a Population counter survives a zombie attack during an All Out Defense mission, then a subsequent 'Call to Arms' mission can be taken with a +10 bonus to the required Empathy check.

Massacre - If the Stronghold ever falls to zombies or vigilantes, or all Pop members are killed in any way, all bonuses earned for completing this mission end immediately.

Stronghold Upgrade/Training - Emergency Drills

First appearing in FCF vol. 005

Population counters can move independently of player character escorts to a pre-determined location. The general population of a Stronghold can be drilled in survival preparedness so they have a much stronger sense of what to do in emergencies.

Prerequisites

Morale 4, Population 2

Time

2 per Population + 1 per existing Safe Zone.

Prerequisites

Time spent in training.

Objective

'Emp - Diplomacy (command, intimidate)'

Success

One area in a Stronghold is nominated as a 'Safe Zone' and this can be any room or area in the Stronghold.

Failure

No 'Safe Zone' is created.

Special

Safe Zone - Any room designated as a 'Safe Zone' can be moved to by Population during an 'All Out Defense' without being escorted by a player character. This 'Safe Zone' is the only destination possible by Population without an escort.

Multiple Safe Zones - Multiple rooms can be designated as 'Safe Zones' and Population can move to any designated 'Safe Zone'. The only tradeoff is that multiple 'Safe Zones' make each successive attempt at this Mission take longer.

Breach - If any room designated as a 'Safe Zone' is breached by a zombie while Population counters are inside, that room no longer counts as a 'Safe Zone' for subsequent 'All Out Defense' missions. This mission can be taken again to return the room's status as a 'Safe Zone'.

Disaster - If a 'Safe Zone' is breached by zombies and 1 or more Population counters are killed as a result, that room may not be a 'Safe Zone' nor can this mission be taken again to return that status to the room without adding 'Emp - Diplomacy' with a Difficulty equal to the number of Pop counters killed in the previous All Out Defense to the Objective.

Stronghold Upgrade/Training - Weapon Drilling

First appearing in FCF vol. 005

The population is trained how to use weapons properly so that they can better fight zombies if they ever breach the Stronghold walls.

Prerequisites

Basic Defense Drilling, Any character with an Melee Attack of at least 20, 1 Resource per Pop

Time

5 Time per Population.

Prerequisites

Time spent in training.

Objective

'Emp - Diplomacy (command)', Perception check

Success

The Population has access to one kind of weapon, Bludgeoning, Piercing or Slashing.

Failure

A Catastrophe in the Objective negates all bonuses and training for Population during the next All Out Defense mission. The check can be attempted again after the prerequisite Time is spent training, but the Resource cost is not required until unless training with a different kind of weapon.

Special

Armed and Dangerous - The Population counts as being armed for the Self Defense ability they gained through Basic Defense Drilling. The weapons can be bludgeoning, piercing, or slashing weapons.

Bludgeon - Increase Attack by +15 for the Self Defense rule.

Piercing - Zombie Defense does not decrease the ZK% of the Population's attacks during Self Defense.

Slashing - Successful attacks vs. Zombies for Self Defense kill zombies instead of just preventing Pop. death.

Multiple Weapons - The upgrades for 'Armed and Dangerous' do not combine, but the players may choose which kind of weapon a Pop counter is armed with at the beginning of the All Out Defense mission. Having spent so much Resource on this upgrade, there is enough of each kind of weapon to arm each survivor with whatever kind of weapon the players choose, should multiple options be available.

Massacre - If the Stronghold ever falls to zombies or vigilantes, or all Pop members are killed in any way, all bonuses earned for completing this mission end immediately.

Talent Show/Open Mic

*First appearing in FCF vol. 009
"Cabin Fever"*

This is a fairly easy mission to accomplish as far as resources go, as it only requires the mental aptitude and entertainment abilities of the people in the stronghold. A panel of judges is optional...

Prerequisites

Stronghold level 25, Population 8.

Time

1 Time

Objective

Every person involved is allowed an Empathy check. Combine all of the successive DoS and DoF (where DoF is

negative of course) together to determine the extent of success or failure in this mission. This mission can only be attempted once every month - 1 day per Culture and Morale of the Stronghold.

Success

Everyone enjoyed the material and the natural talents of their fellow survivors. Raise the Morale of the stronghold by 1. This Mission cannot be attempted for at least another 2 months. If a 'Headshot' is obtained then this mission can be attempted sooner.

Failure

Someone told either a terribly offensive joke or the mood is too sour to make any type of recovery. No Morale is generated. A Catastrophe will lower the Morale of the stronghold by 1, and this mission cannot be attempted for another 6 months.

Special

So this guy walks into a bar... - This mission is rare in that it is best to 'plan' the mission beforehand and only attempt it on the correct date. Not doing so will add +3 difficulty to each person's check as people will be rushed to prepare their material.

The power is in the Audience - A fairly open room will add a +5% modifier, and if the stronghold's population is double the population prerequisite it will add a +10% check to the roll.

I'm more of a 'props' kinda guy - Resources can be spent on this mission to allow additional +5 modifiers per Resource used (see 'Shopping').

'We Know This Much (about the OBM)'

First appearing in FCF vol. 002

"Things that go 'Crash' in the Night"

Instead of the normal rules in regards to zombie research, this mission can be taken in order to determine traits about the OBM specifically.

Prerequisites

At least one encounter with the OBM.

Time

1 Time

Objective

Chance of success is the Perception of the character +5% per encounter with the OBM + 5% per Sci of the Stronghold.

Success

Same as original mission as described in the Core Rulebook but 'Bait' and 'Noisemaker' only apply to encounters with the OBM. A party can also artificially alter the degrees of success or failure of an Encounter check by 1 each time this mission is successful. This can only be used if the increase or decrease will allow for an encounter with the OBM. This is very important when making attempts to lure an OBM to a specific location.

Failure

No meaningful information is gathered.

Special

All the same special rules apply except 'Pet Zombie', which is not factored into the chance of success of missions taken to learn more about the OBM. Also, there is one additional rule that applies to missions taken to learn more about the OBM:

Weakness - If this mission is successful by more than 4 degrees of success, then the encounter the survivors reflected upon reveal a surprising and possibly exploitable weakness. The degrees of success are

determined before the rules for 'Diminishing Returns' as per normal 'We Know This Much' missions. This is a prerequisite for 'The Showdown'.

“Zombie Games”

*First appearing in FCF vol. 009
“Cabin Fever”*

Sometimes all you have available for entertainment is the items you have on you. In a world of the Zombie apocalypse, sometimes all you have is zombies, guns and way too much time on your hands. While a morbid way to pass the time, “Zombie Games” can also have a positive result of potentially thinning the ranks around a stronghold.

Prerequisites

1-2 Resource that must represent 'games' and can only be used for this mission, 5 Population.

Time

varies

Objective

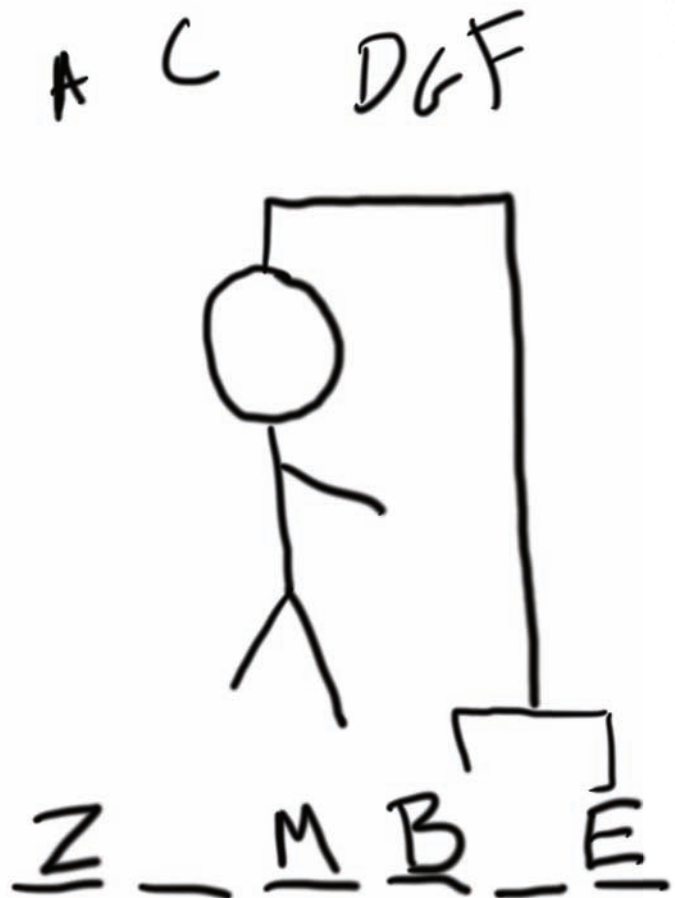
Play out one of the game modes described on the following page. Objective varies depending on the mode you decide upon.

Success

Raise the Morale of the Stronghold by 1. There is a potential for GM's to decide that players lost empathy due to running this mission. This can be done as a basic flat check predetermined by the GM. In the case of 'Crawler Tag' players can attempt to make an empathy check with negative modifiers based on the DoS they obtained for example.

Failure

No additional effects for failure.



This mission tends to be pretty vague, as there are many different types of 'zombie games' to play. We encourage players and GM's to roll out the results using ranged/melee attacks and the following types of modes.

Sample 'Zombie Game' Mode Objectives

Speed Kill - 2-5 Players. (Who can kill the most amount of zombies in the designated time) usually 10-15 rounds, can be either ranged or melee, both players must be armed similarly.

I Spy - 2 players with 1 ref. (ref calls the target, and the player attempts to be the first to kill the specific zombie), a perception check then ranged attack.

Scavenger Hunt - A scavenger hunt is finding all the object on a list of items. This has all the same rules as a regular 'Zombie Game', except that it can be piggybacked on any other mission taken in the field. The Objective is to find a certain number of specific objects. To accomplish this, a character must sacrifice what amounts to 1 Resource per item on the list they wish to find to represent finding an item on the list. The number and type of items on the list is entirely up to the GM... a macabre version of this game can be zombie trophies of some sort as opposed to found objects.

Crawler Tag - Any number of players. (Players attempt to degrade or 'tag' a partitioned zombie crawling on the ground), this translates into a melee attack against the zombie with a +50 modifier. This of course has the potential to be extremely dangerous where a 'catastrophe' attempting to 'tag' could lead to a grapple with the partitioned zombie.

Winner of 'Crawler Tag' is the person with the highest DoS attempting to 'tag' the target. This represents creatively what the players have done to the creature. Note that this is a game of bullying, as it is malicious in conception, with the "winners" being based on consensus.



The Motor Pool

First appearing in FCF vol. 002

These are a series of missions that can be taken in order to make modifications to vehicles. These modifications make navigation of zombie infested terrain much easier (in theory, anyway).

Room for Improvement (Weapon Manufacture)

Through some creative jury-rigging you can add 'Weapon Attachments' to vehicles through the use of a Motor Pool. Each of the attachments/modifications below have these overall prerequisites (not including the ones listed in their individual profiles):

Prerequisites

Motor Pool Stronghold Upgrade, 2 Weeks (or 14d10 Time - represents design as well as creation), 2 Population, 4 Science, 3 Vehicle (Size/Vee TBD below).

The Objective of these missions are as follows:

Objective

10% chance per Science of the Stronghold past the required 4, plus any related skills of the manufacturing Survivor, + 5% per Population helping past the required 2. In addition to the normal *Faulty Construction* failure result for these missions, a GM may opt to apply any or all of the *Job's Good*, *Beyond Repair* or *You Wrecked It!* special results as determined by the DoS's or DoF's respectively (see Core Rulebook for more information on these special results). There are seven types of Weapon Attachments that can be made to a vehicle: Side - Melee, Side Ranged, Front - Melee, Front - Ranged, Rear - Melee, Rear - Ranged, and Defensive. Players and GMs are not restricted to these types or designs and are encouraged to be creative in their implementation of Weapon Attachments.

Slice-and-Dice (Side - Melee)

Through specifically designed slits cut into the sides of the vehicle, chainsaws are inserted into and through the side paneling of vehicles and locked into place along rails preventing the weapons from sliding out of place and injuring the user.

Prerequisites

1 Chainsaw, 2 CU fuel (per chainsaw; must be refilled), 3 CU Generic Resource (per chainsaw). Can only have up to two (2) attachments on a Bus classed (size 5) vehicle, and 1 attachment on a Van/light truck classed (Sizes 3/4) vehicle. May not be attached to any vehicle smaller than size 3.

Success

Chainsaws can be used against targets adjacent to the side of the vehicle following all the normal Chainsaw rules (Lethality 90/-/-), with the exception that a player will not take damage from a failed grapple check, even during Breach checks on the vehicle.

Failure

Faulty Construction - The Weapon Attachment is not constructed and 1d6 of the Resource is wasted (can consume all resources). The remaining resource remains committed to the Weapon Attachment for subsequent attempts at this mission and cannot be spent on anything but subsequent attempts of this mission.

Special

Carry It With You - For an additional 1 CU generic resource per chainsaw attachment, the chainsaw can be detachable. This extra resource represents a locking mechanism that can be opened to remove the chainsaw.

The Jouster (Front Weapon Attachment - Melee)

This puppy needs a weapon to get us out of heavy situations...

Essentially players strap a sturdy, long piercing weapon to the front of their vehicles and use the vehicle itself as a giant ram/impaler.

Prerequisites

Long Piercing Weapon made of 'high' durability material or stronger. 2 CU Generic Resource. May be applied to Motorcycle classed (Size 2) vehicles with the addition of 1 extra generic resource (for stabilization).

Success

Vehicles get the 'Ram' special rule as described below.

Failure

Faulty Construction - The Weapon Attachment is not constructed and 1d6 of the Resource is wasted (can consume all resources). The remaining resource remains committed to the Weapon Attachment for subsequent attempts at this mission and cannot be spent on anything but subsequent attempts of this mission.

Special

Durability Failure - Multiple impacts at high speeds are having an effect...

After killing 50+ Size worth of zombies or hits on Living targets, the durability of the weapon attachment counts as one degree lower than normal (eg: High durability becomes Medium durability), and every subsequent 25 ZK's/hits will result in the lowering of the durability of the weapon attachment by an additional level. If the vehicle is ever 'Crashed', this Weapon Attachment is instantly destroyed.

Ram - With a 'Per - Drive' check, a driver can hit a target directly in front of the vehicle. When targeting zombies add an additional %1 ZK for every MPH the vehicle is traveling plus the original lethality of the weapon. For Living targets, add a bonus degree of success when determining the amount of damage dice rolled. This attack cannot be reduced by Defense.

Auto-detonate (Defensive)

Essentially a car-bomb, this modification allows easy destruction of a structure by parking the vehicle along or under a crucial structure point, or more maliciously as a deadly trap for approaching enemies.

Prerequisites

1 CU Munitions per size of the vehicle. 1 CU generic resource (wiring).

Time Delay detonation: 1 CU generic resource (timer), Remote Detonation: Radio + 1 CU generic resource

Objective

Against structures (demolition): Chance of success is 30% per size of the vehicle (eg: number of munitions in the vehicle) to knock out 1 Structure point of the target.

Success

If the vehicle is placed at/below the geographic center of a structure add an additional +10% per size of the vehicle (eg: number of munitions) and if successful destroy an additional +1d3 structure points beyond the first. If the target's Structure is reduced to 0, it is demolished.

Against Zombies/The Living

All targets in 20 feet are hit with a 15% ZK per number of munitions used (15% for size 1 vehicles, 30% ZK for size 2, etc). Any targets at the center of the blast or within 10

feet of the center are struck with a 25% ZK per number of munitions used. Living targets take 3d6 damage per number of munitions used, and an additional 2d6 damage if they are within 10 feet of the blast.

Failure

Faulty Construction - The Weapon Attachment is not constructed and 1d6 of the Resource is wasted (can consume all resources). The remaining resource remains committed to the Weapon Attachment for subsequent attempts at this mission and cannot be spent on anything but subsequent attempts of this mission. A GM may also apply any of the Special rules below.

Special

Don't Try this at Home - Failing the roll to create this will cause a character to take 2d6 damage per degree of failure. They will be required to remain stationed in the Stronghold and cannot participate in any missions nor assist in any Stronghold Upgrades or Manufacturing. If the Stronghold comes under attack during this time, the character counts as having 'Flesh wounds' equivalent to the damage they have not yet healed.

Ka-Boom! - A catastrophe in the check will destroy the 'Motor Pool' Stronghold Upgrade and must be completely rebuilt if it is to be used again. Immediately apply the '*First Time, Shame On You, Second Time...*' rule.

First Time, Shame On You, Second Time... - If there is a resulting explosion in the attempt to accomplish this mission as described above, characters attempting subsequent Auto Detonate Weapon Attachment missions will require that the character attempting pass an Empathy check.

Gamemaster's Toolbox

The Resource Catalog

First appearing in FCF vol. 001

When running games of Outbreak: Undead, a crucial component of the game is the gathering and spending of Resource by the players. There is generally a question as to what a character would be able to find and subsequently purchase with the Resource they find. Under most circumstances, the rules in the Core Rulebook are more than sufficient at covering a broad range of common items that can be found in the garage, storeroom, behind counters, etc. But this may not be enough for the GM who knows a location well enough to know precisely what is available, and in roughly what quantity. Also, a GM who desires to inspire a higher degree of fear in their players by making certain resources extremely finite (even those that are otherwise common) would benefit from adapting the rules in the Outbreak:

Undead Core Rulebook to incorporate such a frightening reality. An entirely optional, but efficient, way to accomplish this is by using a 'Resource Catalog'.

A 'Resource Catalog' is a list of what a character is able to purchase with their available Resource. What is on this list is based on the locations that the characters loot during missions or what kind of location they are in when the game starts. For most scenarios, the items are automatically added to the catalog once the location is successfully searched and made their way back to a Stronghold. The master list that a can be purchased from when characters are in their Stronghold is the 'Stronghold Resource Catalog'. Otherwise, purchases can only be made in the location they are found in.

Resource Catalog (Hardware Store)

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

0 - Only 'Unspent Resource' can be gathered

1 - Hammer - (2), Crowbar (3)

2 - Axe - (3), First Aid Kit - (2)

3 - Gasoline Can - (4), Chain (2)

4 - Bolt Cutters - (3), Padlock (1)

5 - Chainsaw - (4)

For example:

The players decide to loot a hardware store and a gun store well after the initial chaos of the zombie apocalypse has died down. By looting these locations they are granted 'Resource' from their search normally, but can add several kinds

of tools, and firearms and ammunition to their 'Stronghold Resource Catalog' upon their return. These items will exist in the catalog until they are purchased to the point of depletion by use of 'Degradation' rules.

A GM also has the option to use Degrees of Success on the part of the players in order to determine the quality of the items found at a location, in addition to how much 'Resource' they find.

For Example:

The players from the above example looting the hardware store barely achieved a success in their search, getting less than a degree of success. Consulting the Resource Catalog of the location, it indicates that while they find Resource, the Resource they find cannot be used to purchase any items. Instead it can only be used as 'Unspent Resource' for Stronghold upgrades and Equipment Manufacture missions.

The players in the above example looting the gun store (below) however, get significantly greater Degrees of Success with their 'Per - Search' check, achieving 4 degrees of success. This could indicate that looting the store yields not only 4 additional resource, as per normal Search rules, but the 4 degrees of success indicates that the

players uncovered all but the most hidden items on the list and would be allowed to add the items to their own catalog, as indicated on the store's catalog for 1-4 Degrees of Success. The items on the list that indicate that they require 5 Degrees of Success to purchase still remain unavailable to the characters. So in this case, all but the Intermediate Rifle and SMG can be purchased with the Resource gathered during this mission. The rest of the items that have been found can be added to the 'Stronghold Resource Catalog' and remain there, or the item can be purchased immediately.

Whether or not a GM reveals that there are items yet to be found at a location is entirely up to the GM.

Note: The same item may appear multiple times on the same Resource Catalog. This is done to represent caches of the same item hidden in different quantities, thus giving them differing Degradation values.

Resource Catalog (Gun Store)

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

0 - Gun Cleaning Kit - (1)

1 - Liquor/Alcohol (3), Intermediate Pistol Cartridges (4)

2 - Stun Gun - (1), First Aid Kit - (2), 9mm Handgun - (3)

3 - Intermediate Pistol Cartridges (0.5), Empty Magazine (2), Gasoline Can - (4)

4 - Shotgun - (3), Intermediate Rifle Cartridges (2), Shotgun Shells - (2)

5 - Intermediate Rifle - (4), SMG (intermediate cartridges) - (5)

The same item may appear multiple times on the same Resource Catalog. This is done to represent caches of the same item hidden in different quantities, thus giving them differing Degradation values.

Many pre-made scenarios will provide 'Resource Catalogs' for use, as in the 'Tri County Precinct'. In that scenario, the starting 'Resource Catalog' includes not only what is available in the precinct itself, but it includes a Degradation value to see how much is available for the players to purchase before the supply is exhausted. In this case, 'Degradation' is better described with the word "Exhaustion" or "Depletion", but it felt unnecessary to have two different names for the same mechanic.

Unspent Resource

Because this system automatically factors in availability as well as quantity with the Degradation rules, Resource not spent when making purchases does not immediately become 'Unspent Resource'. It can be continually used to make purchases from the Stronghold Resource Catalog until the item's supply is exhausted. This is covered by the normal rules for Degradation found in the Core Rulebook.

If an item is being purchased on location with Resource found in the location, then the remaining Resource becomes 'Unspent Resource' as normal.

Degradation

If a GM wants to add a high degree of urgency to players for what they find, a GM can either use the provided Degradation to specific items on the catalog in a scenario or invent a Degradation value all their own. This means that a character purchasing an item from the catalog will either find several items of this kind or they may find the only example of it in the entire building.

This can even be used for 'Food' purchased by the players with Resource if you are

playing a long campaign where players either need to continually raid new locations for food and fresh water, or when they have raided a location that is feasibly to the point of depletion.

Restrictions of Rarity

While the 'Resource Catalog' in and of itself lends to restrictions of specialization (requiring that specific locations be looted in order to be added to the catalog), the specialization of 'Rarity' can also be included. If an item has, or is given by the GM, a 'Rarity' descriptor, then its inclusion in the 'Resource Catalog' can be dependent upon the GM rolling equal to or under the percentage value indicated by the 'Rarity' descriptor. Failure in this check means that it is simply unavailable at the locations the characters looted.

If the check is successful, the item can be placed in the location's 'Resource Catalog' for players to be able to find. The rarity of the item and its value will probably mean that it is well hidden, so the item should be placed on the 'Resource Catalog' so that it requires 5 or more Degrees of Success in order to add it to the player's own 'Resource Catalog', and even then with a Degradation of 5 or 6, extremely few examples of its kind will be available for purchase if found.

An extremely lucky group of survivors may find a rare item with much more ease than a 'Per - Search' check with 5 or more Degrees of Success would indicate. A GM can reduce the Degrees of Success required for the item's availability by 1 per Degree of Success in the check to determine if the rare item is even available at the location.

For example:

An extremely valuable .45 revolver is given

'Rarity: 30%' by the GM in order for it to be at a gun store where the characters are searching. The GM rolls a 15 on a d% to determine its availability. This is 1 Degree of Success. This means that the item, instead of requiring 5 Degrees of Success as normal to find, the players instead require only 4 degrees of success in order to find the .45 revolver... still difficult to find, but considerably less difficult than a 'Per - Search' check that requires 5 Degrees of Success.

Building Your Own Resource Catalog

A GM is able to build their own Resource Catalog to reflect the extremely finite resources available to the characters in the world overrun with undead cannibals. This is simple if they are working with broad generalizations or locations that are familiar to them, or are running a short campaign, or one with not much reach as far as distance or variety of locations.

Players arriving in a location that has long since been abandoned can make use of a custom built 'Resource Catalog' to reflect the supplies gathered by the former inhabitants and abandoned in haste. An item's 'Value' is a good indicator if the item was important enough to be taken or left behind.

A GM can use a pool of 25-50 Value (substituting CU if an item has no 'Value') that can be increased by the Sense Level of the zombies in this scenario (the faster zombies will leave less time to gather supplies before fleeing, so better supplies will be left behind). From this pool, a GM can build a list of items that a location has. Placing an item on the Resource Catalog will cost Value from the pool equal to the following formula:

Resource Catalog Construction Formula:

Outbreak Level + (Value or CU of item, whichever is higher) - (Degrees of Success required for the 'Per - Search' to find the item) - (Degradation of item's availability for purchase*) = cost of item's placement on the Resource Catalog**

*This is separate from the 'Degradation' of an item to see if it is used up. This Degradation value refers to how much of the item is available at a location before it is no longer available for purchase.

**Cost cannot be reduced below 1 per Outbreak Level.

Note: items that are available in near-limitless quantity will require only a successful search check to find, and will require purchase normally, but will waive the need for Degradation rolls for purchase with Resource. It is up to the GM then to determine whether or not having such an item in that much abundance is realistic. This sort of item will cost (Value or CU) x (Outbreak Level) in order to be placed on the location's 'Resource Catalog'.

Once the GM has spent all the Value from the pool, then the GM has created a functioning Resource Catalog that players can search for and make purchases from. A GM has the option of omitting or altering variables that contribute to the item's availability on the 'Resource Catalog'. Large or non-essential items can discount their Value or CU when determining if it is available on a location's Resource Catalog, for instance.

Should a GM be using a large city map

to run their current scenario, a location-specific Resource Catalog would be not only tedious, but unnecessary. Simply making certain items, tools, medicines, or weapons available to the survivors on their own 'Resource Catalog' once a location is successfully searched is typically more than sufficient. A GM needs only then to set a Degradation value from the individual items on the Resource Catalog in this case.

Outbreak Level and the Resource Catalog

A prolonged zombie outbreak will force an increasingly dwindling number of survivors to make do with progressively less resources until society and industry returns to normalcy (if it ever does). If running a prolonged escape mission for a scenario, or using locations where players are not using an established Stronghold, a GM can (should they feel it accurately represents the situation) increase the rate of Degradation of all the items on all Resource Catalogs by either a fixed number or a number based on the Outbreak Level. This can mean that the Degradation can be equal to the Outbreak Level, or it can be no more than the Outbreak Level, but is a value determined randomly (such as by a d6).

If a GM built their own 'Resource Catalog' chances are this additional rule is not necessary, as it is factored into the creation of the Resource Catalog to begin with.

Generic Location Resource Catalogs

First appearing in FCF vol. 012

The Resource Catalogs on the following pages are a useful tool, especially if you are running a campaign that does not feature a static Stronghold. Each location has

its own catalog to make purchases from without having to bring Resource back to the Stronghold. Alternatively, you can add any of the objects you find (based on your 'Per - Search' check's DoS) to your Stronghold Resource Catalog upon returning from a mission where the location was searched. In this case, add the item and note its Degradation (generally an number between 1 for comon and 6 for rare) to see how many times such an item could be purchased before a new location has to be raided to add it to the Stronghold Resource Catalog again.

Note: For Outbreak Level 4, GMs should use the resources found in the catalog at OL 3, and remove items from the catalog at their discretion. Also, an item found at a lower DoS can always be purchased (at GM's discretion) if a higher DoS is rolled (eg: a shovel found at 1 DoS at a hardware store can be purchased at 2-5+ DoS even if it is not specifically listed on the catalog for DoS 2-5+, again at GM's discretion).

Final Notes

As always, this is just a tool. A GM can make their own Resource Catalog from whatever they feel like, ignoring the Value pool entirely, or not use a Resource Catalog at all. It is just a means to determine what the Survivors can purchase and in what quantity.

Abandoned Car

Note that due to the small size of a car and the notable lack of cargo, the Degradation assigned to each item should reflect that there is either a single example of the item or one that is in exceptionally low number.

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

(OL 1)

1 DoS - Food (D3 Max)

2 DoS - ERK (Emergency Roadside Kit), Food (D6 Max), GPS

3 DoS - ERK, First Aid Kit, Food (D6 Max), GPS, Pup-Tent, Sleeping Bag

4 DoS - ERK, Field Manual, First Aid Kit, Food (D6 Max), Fuel (Portable), GPS, Pup-Tent, Sleeping Bag

5+ DoS (Headshot) - ERK, First Aid Kit, Field Manual, one 2 CU Firearm or two 1 CU Firearms, Food (D6 Max), Fuel (Portable), GPS, Pup-Tent, Sleeping Bag.

(OL 2)

1 DoS - GPS, Short (Bl) Weapon (eg: Tire Iron)

2 DoS - ERK (Emergency Roadside Kit), GPS, Food (D3 Max), Short (Bl) (Pi) (Sl) Weapon (eg: Tire Iron, Glass Shard, Screwdriver, Etc.)

3 DoS - ERK, Food (D6 Max), GPS, Med (Bl) Weapon (eg: Baseball Bat), Pup-Tent, Short (Bl) (Pi) (Sl) Weapon, Sleeping Bag / 4 DoS - ERK, Food (D6 Max), GPS, Med (Bl) Weapon, Pup-Tent, Short (Bl) (Pi) (Sl) Weapon, Sleeping Bag

5+ DoS (Headshot) - Ammunition, ERK, one 1 CU Firearm, Food (D6 Max), Fuel (portable), GPS, Med (Bl) Weapon, Pup-Tent, Short (Bl) (Pi) (Sl) Weapon, Sleeping Bag.

(OL 3)

1 DoS - Short (Bl) Weapon

2 DoS - Same as OL 2, First Aid Kit

3 DoS - Same as OL 2

4 DoS - Same as OL 2

5+ DoS - (Headshot) - Same as OL 2.

Convenience Stores

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

(OL 1):

1 DoS - Alcohol, Cigarettes, Energy Drink, Food, Lighter

2 DoS - Alcohol, Batteries, Cigarettes, Energy Drink, Food, Lighter

3 DoS - Alcohol, Batteries, Cigarettes, Energy Drink, Food, Lighter, Painkillers

4 DoS - Alcohol, Batteries, Cigarettes, Energy Drink, Food, Fuel (Gasoline), Lighter, Painkillers

5+ DoS - (Headshot) - Alcohol, Batteries, Cigarettes, Energy Drink, one 1 CU Firearm (behind counter), Food, Fuel (Gasoline), Fuel (Kerosene), Lighter, Painkillers.

(OL 2)

1 DoS - Energy Drink, Lighter

2 DoS - Batteries, Energy Drink, Lighter, Painkillers

3 DoS - Alcohol, Batteries, Energy Drink, Food, Lighter, Painkillers

4 DoS - Alcohol, Batteries, Energy Drink, Food, Lighter, Painkillers

5+ DoS - (Headshot) - Alcohol, Batteries, Cigarettes, Energy Drink, Flammables (eg: Flares, Household Cleaners, Molotov Cocktails, etc), Food, Lighter, Painkillers

(OL 3)

1 DoS - Lighter, Painkillers

2 DoS - Batteries, Lighter, Painkillers

3 DoS - Aerosols, Batteries, Lighter, Painkillers

4 DoS - Alcohol, Aerosols, Batteries, Fire Extinguisher (Sm), Food (D3 Max), Lighter, Painkillers

5+ DoS - Alcohol, Batteries, Cigarettes, Crowbar (discarded from previous owner), Fire Extinguisher (Sm), Food (D3 Max), Fuel (Gasoline), Lighter.

Hardware Stores

'Resource' that are used for Stronghold Upgrades can be found in this location with any Degree of Success in all Outbreak Levels.

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

(OL 1)

1 DoS - Flashlight, Hacksaw, Short/Med/Long (Bl) (Pi) Weapon (eg: Awl, 2x4, Pipe, Rebar, Etc.), Short (Sl) Weapon (eg: Utility Knife, Detail Cutting Tool, Etc.), Shovel

2 DoS - Axe, Crowbar, Flashlight, Hacksaw, Med (Sl) Weapon (eg: Machete), Multi-Tool, Padlock, Short/Med/Long (Bl) (Pi) Weapon, Toolbelt, Shovel

3 DoS - Axe, Boltcutters, Crowbar, Fire Extinguisher (Lg), Flashlight, Fuel (Kerosene), Hacksaw, Multi-Tool, Padlock, Rope, Short/Med/Long (Bl) (Pi) Weapon, Short (Sl) Weapon, Shovel, Toolbelt

4 DoS - Axe, Boltcutters, Chainsaw, Crowbar, Fire Extinguisher (Lg), Flashlight, Fuel (Kerosene), Multi-Tool, Padlock, Rope, Short/Med/Long (Bl) (Pi) Weapon, Short (Sl) Weapon, Toolbelt

5+ DoS (Headshot) - Axe, Boltcutters, Chainsaw, Crowbar, Fire Extinguisher (Lg), Flashlight, Fuel (Kerosene), Generator, Multi-Tool, Padlock, Rope, Short/Med/Long (Bl) (Pi) Weapon, Short (Sl) Weapon, Sledgehammer, Toolbelt, Woodsplitter.

(OL 2)

1 DoS - Flashlight, Hacksaw, Multi-Tool, Shovel

2 DoS - Axe, Flashlight, Hacksaw, Multi-Tool, Padlock, Shovel, Toolbelt

3 DoS - Axe, Flashlight, Hacksaw, Med/Long (Bl) (Pi) Weapon (eg: 2x4, Pipe, Rebar, Etc.), Multi-Tool, Padlock, Short (Sl) Weapon (eg: Utility Knife, Detail Cutting Tool, Etc.), Shovel, Toolbelt

4 DoS - Axe, Boltcutters, Flashlight, Generator, Hacksaw, Med/Long (Bl) (Pi) Weapon, Multi-Tool, Padlock, Short (Sl) Weapon, Shovel, Toolbelt

5+ DoS - Axe, Boltcutters, Chainsaw, Fire Extinguisher (Lg), Flashlight, Fuel (Kerosene), Generator, Hacksaw, Med/Long (Bl) (Pi) Weapon, Multi-Tool, Padlock, Short (Sl) Weapon, Shovel, Sledgehammer, Toolbelt, Woodsplitter.

(OL 3)

1 DoS - Flashlight, Multi-Tool, Padlock, Shovel

2 DoS - Flashlight, Multi-Tool, Padlock, Short/Med/Long (Bl) (Pi) Weapon (eg: Awl, 2x4, Pipe, Rebar, Etc.), Short (Sl) Weapon (eg: Utility Knife, Detail Cutting Tool, Etc.), Shovel

Hardware Stores cont'd

- 3 DoS - Flashlight, Fuel (Kerosene), Multi-Tool, Padlock, Short/Med/Long (Bl) (Pi) Weapon, Short (Sl) Weapon, Shovel
- 4 DoS - Flashlight, Fuel (Kerosene), Hacksaw, Multi-Tool, Padlock, Short/Med/Long (Bl) (Pi) Weapon, Short (Sl) Weapon, Shovel, Toolbelt
- 5+ DoS - Axe, Chainsaw, Flashlight, Fuel (Kerosene), Hacksaw, Multi-Tool, Padlock, Short/Med/Long (Bl) (Pi) Weapon, Short (Sl) Weapon, Shovel, Toolbelt.

Office Building

The available resources at an office building are fairly static from OL to OL, mainly because their contents rarely constitute any significant collection of materials that would be considered necessary from a survival standpoint.

(OL 1)

- 1 DoS - Briefcase, Short/Med (Bl) (Pi) Weapon (ex: Broom Handle, Hammer, Letter Opener)
- 2 DoS - Briefcase, Cellphone, Short/Med (Bl) (Pi) Weapon
- 3 DoS - Briefcase, Cellphone, Cyanoacrylate, Short/Med (Bl) (Pi) Weapon
- 4 DoS - Briefcase, Cellphone, Cyanoacrylate, Energy Bar, Fire Extinguisher (Lg), Short/Med (Bl) (Pi) Weapon
- 5+ DoS - Briefcase, Cellphone, Cyanoacrylate, Energy Bar, Fireman's Axe, Fire Extinguisher (Lg), Map (City), Short/Med (Bl) (Pi) Weapon.

(OL 2): Same as OL 1.

(OL 3): Same as OL 1.

Liquor Store

(OL 1)

- 1 DoS - Alcohol, Anti-Septic, Cigarettes, Lighter
- 2 DoS - Alcohol, Anti-Septic, Aspirin, Cigarettes, Lighter
- 3 DoS - Alcohol, Anti-Septic, Aspirin, Cigarettes, Lighter
- 4 DoS - Alcohol, Anti-Septic, Aspirin, Cigarettes, Food (D6 Max), Lighter, Moltov Cocktails (makings of)
- 5+ DoS - Alcohol, Anti-Septic, Aspirin, Cigarettes, one 1 CU Firearm (behind counter), Food (D6 Max), Lighter, Moltov Cocktails (makings of).

(OL 2)

- 1 DoS - Anti-Septic, Cigarettes, Lighter
- 2 DoS - Alcohol, Anti-Septic, Aspirin, Cigarettes, Lighter
- 3 DoS - Alcohol, Anti-Septic, Aspirin, Cigarettes, Lighter
- 4 DoS - Alcohol, Anti-Septic, Aspirin, Cigarettes, Lighter, Moltov Cocktails (makings of)
- 5+ DoS - Alcohol, Anti-Septic, Aspirin, Cigarettes, Food (D3 Max), Lighter, Moltov Cocktails (makings of).

(OL 3)

- 1 DoS - Lighter
- 2 DoS - Anti-Septic, Cigarettes, Lighter
- 3 DoS - Anti-Septic, Aspirin, Cigarettes, Lighter
- 4 DoS - Alcohol, Anti-Septic, Aspirin, Cigarettes, Lighter
- 5+ DoS - Alcohol, Anti-Septic, Aspirin, Cigarettes, Food (D3 Max), Lighter.

Grocery Store

(OL 1)

1 DoS - Batteries, Food

2 DoS - Alcohol, Aspirin, Batteries, Cigarettes, Food, Ibuprofin, Lighter

3 DoS - Alcohol, Aspirin, Batteries, Cigarettes, Food, Ibuprofin, Lighter, Short (SI) Weapon (eg: Kitchen Knives)

4 DoS - Alcohol, Aspirin, Batteries, Cigarettes, Food, Ibuprofin, Lighter, RC Car (Toy), Short (SI) Weapon

5+ DoS - Alcohol, Aspirin, Batteries, Cigarettes, Food, Fuel (Kerosene), Ibuprofin, Lighter, RC Car (Toy), Short (SI) Weapon.

(OL 2)

1 DoS - Cigarettes, Food (D3 Max), Short (SI) Weapon (eg: Kitchen Knives)

2 DoS - Batteries, Cigarettes, Food (D3 Max), Short (SI) Weapon

3 DoS - Aspirin, Batteries, Cigarettes, Food (D3 Max), Short (SI) Weapon

4 DoS - Alcohol, Aspirin, Batteries, Cigarettes, Food (D3 Max), Ibuprofin, Short (SI) Weapon

5+ DoS - Alcohol, Aspirin, Batteries, Cigarettes, Food (D3 Max), Ibuprofin, RC Car (Toy), Short (SI) Weapon.

(OL 3)

1 DoS - Cigarettes, Short (SI) Weapon (eg: Kitchen Knives)

2 DoS - Batteries, Cigarettes, Short (SI) Weapon

3 DoS - Aspirin, Batteries, Cigarettes, Food (D3 Max), Ibuprofin, Short (SI) Weapon

4 DoS - Aspirin, Batteries, Cigarettes, Food (D6 Max), Ibuprofin, Short (SI) Weapon

5+ DoS - Aspirin, Batteries, Cigarettes, Food (D6 Max), Ibuprofin, RC Car (Toy), Short (SI) Weapon.

Residential Houses (Suburban)

(OL 1)

1 DoS - Flashlight, Food, Short (Bl) (Pi) Weapon (eg: Hammer, Screwdriver), Short (Sl)

Weapon (eg: Kitchen Knives)

2 DoS - Flashlight, Food, First Aid Kit, Short/Med (Pi) (Bl) Weapon (eg: Fire Poker), Short (Sl)

Weapon

3 DoS - First Aid Kit, Flashlight, Food, Short/Med (Pi) (Bl) Weapon, Short (Sl) Weapon

4 DoS - 1 CU Firearm, First Aid Kit, Flashlight, Food, Short/Med (Pi) (Bl) Weapon (eg: Fire

Poker), Short (Sl) Weapon

5+ DoS - (Headshot) - Ammunition, one 2 CU Firearm or two 1 CU Firearms, First Aid Kit,

Flashlight, Food, Fuel (Portable), Short/Med (Pi) (Bl) Weapon (eg: Fire Poker), Short

(Sl) Weapon

(OL 2)

1 DoS - Flashlight, Food (D6 Max), Short (Bl) (Pi) Weapon (eg: Hammer, Screwdriver), Short

(Sl) Weapon (eg: Kitchen Knives)

2 DoS - First Aid Kit, Flashlight, Food (D6 Max), Short/Med (Bl) (Pi) Weapon (eg: Fire Poker),

Short (Sl) Weapon

3 DoS - Batteries, First Aid Kit, Flashlight, Food (D6 Max), Fuel (Kerosene/Lamp Oil), Hatchet,

Short/Med (Bl) (Pi) Weapon, Short (Sl) Weapon, Tiki Torch, Tool Kit

4 DoS - Ammunition, Batteries, First Aid Kit, Flashlight, Food (D6 Max), Fuel (Kerosene/

Lamp Oil), Fuel (Portable), Hatchet, Pencillin, Short/Med (Bl) (Pi) Weapon, Short (Sl)

Weapon, Tiki Torch, Tool Kit

5+ DoS - Ammunition, Batteries, one 1 CU Firearm, First Aid Kit, Flashlight, Food (D6 Max),

Fuel (Kerosene/Lamp Oil), Fuel (Portable), Hatchet, Pencillin, Short/Med (Bl) (Pi)

Weapon, Short (Sl) Weapon, Tiki Torch, Tool Kit

Residential Houses (Suburban), cont'd

(OL 3)

1 DoS - Aspirin, Short (Bl) (Pi) Weapon (eg: Hammer, Screwdriver), Short (Sl) Weapon (eg: Kitchen Knives)

2 DoS - Aspirin, Batteries, Flashlight, Short (Bl) (Pi) Weapon, Short (Sl) Weapon

3 DoS - Aspirin, Batteries, First Aid Kit, Flashlight, Short (Bl) (Pi) Weapon, Short (Sl) Weapon

4 DoS - Ammunition, Aspirin, Batteries, First Aid Kit, Flashlight, Food (D3 Max), Short (Bl) (Pi) Weapon, Short (Sl) Weapon

5+ DoS - Ammunition, Aspirin, Batteries, one 1 CU Firearm, First Aid Kit, Flashlight, Food (D6 Max), Short (Bl) (Pi) Weapon, Short (Sl) Weapon

Friends and Enemies: The Art of Diplomacy

First appearing in FCF vol. 003

The majority of the rules in the Core Rulebook operate under the assumption that all the player characters are on the same side and readily cooperate towards a common goal. The only people to potentially react differently are those who are encountered randomly, either in the form of Survivors or other members of The Living... this is far from reality, unfortunately. Group dynamics are an important aspect of survival. A group that works well together will stand a much greater chance at succeeding. This may not be a factor that has to be introduced artificially by a GM. The conflict within the players themselves are almost a guarantee if you are playing a campaign. The players will have a very clear idea as to what strategy would work best for survival and doubtless there will be those that agree as often as there will be those that don't. How this conflict is to be resolved is an important part of running the game. Zombies are basically robots made of meat and bone. They provide nothing but a means to produce conflict and do not pursue their own agendas or ideologies. They simply are. No matter how zen a person is, they cannot (nor should they) approach that sort of simplicity in their own lives, so the difference between a human and a zombie in this case is that a zombie absolutely has no regard for self or others, and would kill indiscriminately for absolutely no reason or greater purpose. If there is to be any interest, any story or any sort of drama, it will come from human interaction. Humans have a greater motivating factor that dictates their every action and shapes their interactions with others. Other people, even those sharing the same goals or ideology may have extremely different ways to reach that goal. Because

of this dynamic, people can provide a strong character dynamic both in-game and out that makes O:U a much richer game experience than simply surviving against zombies. The drawback is that the human interaction is fantastically difficult to break down into a uniform game system without sacrificing a lot of otherwise viable options for how to handle it. While it would be easy to just leave it at a simple Empathy check to determine how people interact, it would not take into account heightened emotion, strain or stress that games of *Outbreak: Undead* can create.

Distinguishing Conflict

As the warning at the beginning of the Core Rulebook indicates, most emotion in regards to the game is heightened significantly in regards to characters based on players. For this reason, if doing this, it is important to determine whether or not determining results of actions in-game with dice rolls will not increase player-to-player hostility or player-to-GM hostility. If the conflict is more of a difference of opinion on how to handle an event, then that is probably a safe one to determine by making checks so long it doesn't escalate in real life. Deferring to the dice may be a way to avoid making any conflict of interest personal, as long as both players understand ahead of time, before any checks are made.

A Difference of Opinion

Differing Opinion, Same Method of Diplomacy

Most conflicts that are a difference of opinions still involve a form of 'Emp - Diplomacy'. So in a difference of opinions among player characters (especially those that are not life or death), each side can make an Empathy check using any method of diplomacy that is appropriate to the situation. The character with the higher

amount of Degrees of Success in their check will be able to have their way in the situation. If the rolls produce an equal number of Degrees of Success, then the argument is unresolved. If both rolls are a failure, then the argument is still unresolved. Minor disagreements have both parties using the same method of diplomacy: Coax/Lie. This is to cover most differences of opinion when the consequence is not particularly dire one way or the other.

i.e. Luke and Matt come to a fork in the road during a long desert trek. Neither are familiar with the area, but they are each convinced that the other's idea of what is the right way to go is wrong. They thankfully have plenty of fuel at the moment, so they could possibly explore both directions, but they'd rather find a place where food is quickly. Luke and Matt make 'Emp - Diplomacy (Coax)' checks and Luke, who wanted to go left, gets 2 Degrees of Success whereas Matt only gets 1. Luke wins and the decision is made to go left.

Conflict

Differing Opinion, Differing Method of Diplomacy

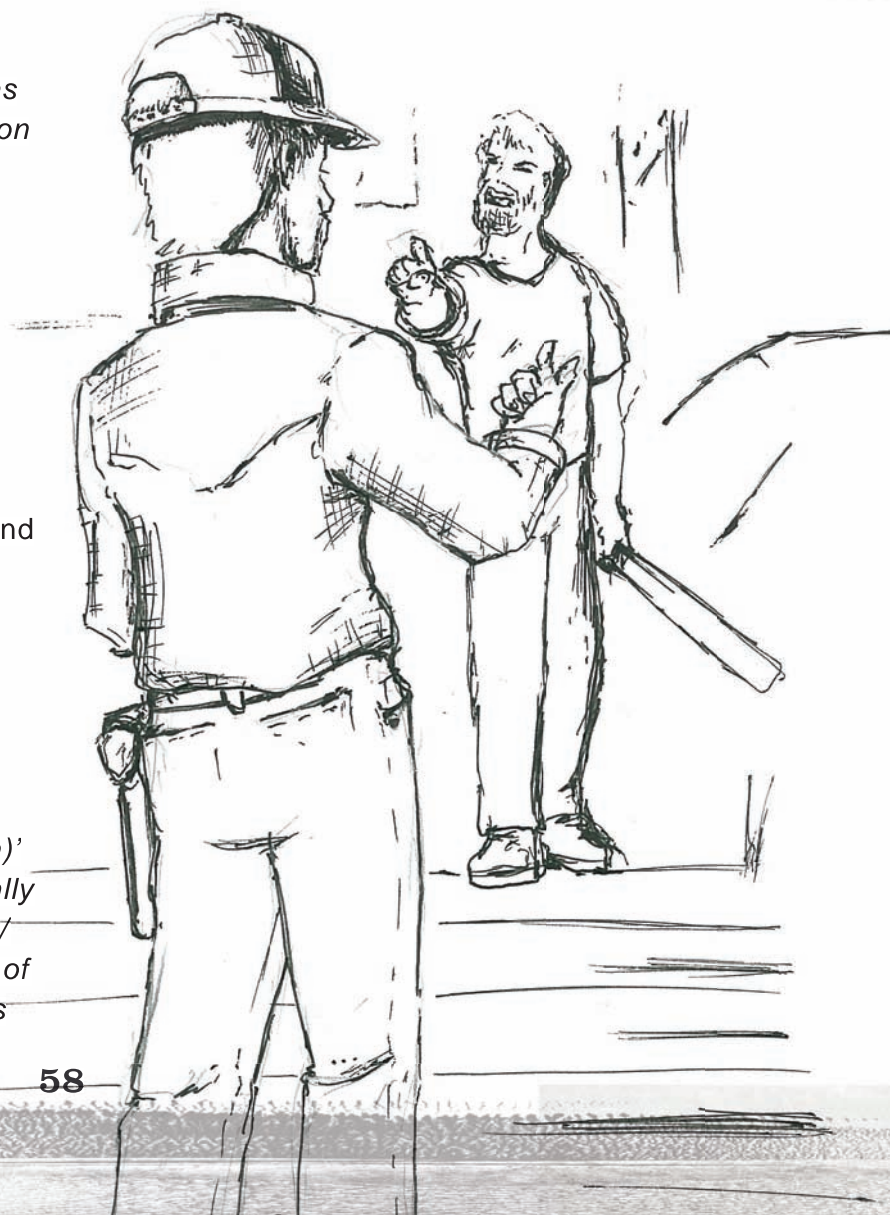
More complex interactions involve two different methods of diplomacy working against each other; with their conflicting methods reflecting their conflicting goals and ideologies.

i.e. Matt's dog has been attacked by a zombie and is starting to get ill. Luke does not want to risk the chance of the dog becoming infected and returning as a hellhound. Matt, not wanting to kill his beloved dog, uses 'Emp - Diplomacy (Plea)' while Luke (being more removed emotionally from the dog) uses 'Emp - Diplomacy (Ask/Command)'. Matt rolls and gets 2 Degrees of Success and Luke likewise rolls 2 Degrees of Success. The argument is a stalemate

and must continue. Had Matt rolled more Degrees of Success than Luke, Luke would not be able to kill the dog. If Luke rolled more Degrees of Success than Matt, then Luke convinces Matt that the dog must be killed.

Digging Heels In

A character has an option to dig their heels in when interacting with other characters. This means that a character ceases to listen and will blindly reassert their position regardless of what information the other party has to offer. This can be done



clandestinely, but more often than not, it is very obvious. If this option is taken, a character may add their Will to their Empathy when making the opposed check. If for whatever reason, the conflict continues after doing this, then the argument will escalate. If any other parties did not use the option of digging their heels in before, then they can do so now. If both parties dig their heels in and there is a tie, or if either gets a Catastrophe, then the argument will escalate. If any character digging in their heels manages to lose the check, then likewise the argument will escalate. Once a character digs their heels in, they must continue to do so until the conclusion of the argument.

Escalation

Digging Heels in has made it worse!

As an argument proceeds, the opposing sides can inadvertently start a heated argument that will gradually get worse. An Escalated argument will require that a participant uses their Will to determine the number of Degrees of Success in a check (if they have not yet done so already in previous arguments). If that tactic has already been taken, then a character can only use the diplomacy method of Intimidation. If this fails to produce a result, or if either side gets a Catastrophe, then the argument will result in physical violence. This will allow a character to add their Strength to their Empathy and Will. If this does not resolve the conflict, there will cease to be an argument and a grapple or melee combat will ensue.

Intervention

Someone tries to intervene, to bring this argument to a close

Any third party can intervene in an argument

to attempt to put a stop to it. If a third party intervenes, they may make a 'Emp - Diplomacy (Coax, Plead)' but they may add their Will to their Empathy without considering it 'Digging Their Heels In'. If physically separating them, an opposed Strength check can be substituted. If the third party is victorious in either way, then the argument ends immediately. Authority figures can use a 'Command' to accomplish this as well.

They're Infected!

Someone has been bitten and they are clearly going to die soon and return as a zombie

Depending on the incubation time of the virus, an infected character can become the subject of intense debate. If the virus incubates rapidly, the decision is almost nonexistent, as a character will have to be put down immediately. If the virus takes some time to take hold in a person's system, then they may negotiate for more time before they are either abandoned or killed by their fellow survivors. An infected survivor can rarely get away with more than an attempt at a plea for their own lives. An infected survivor who is successful in their check will prevent the other survivors from turning on him or her. Failure will mean that the other survivors will attack and kill the infected or quarantine them. Bear in mind that this sort of observation and argument cannot be made about the virus until a successful 'We Know This Much' mission reveals the means of transmission of the virus, and its incubation time.

Modifiers

The following are modifiers to add to Empathy under certain circumstances or based on relations or experience.

There are some factors that are part of a person's thinking process when approaching an argument and will insulate themselves from the arguments from another side. These modifiers provide bonuses to 'Emp - Diplomacy' rolls. They are typically modifiers of familiarity with a subject, or with the person or thing the argument is about.

+5 to Emp - involving a friend, acquaintance, concerning an area of limited experience.

+10 to Emp - involving a close friend, companion, concerning an area of experience.

+15 to Emp - involving a best friend, concerning an area of considerable experience.

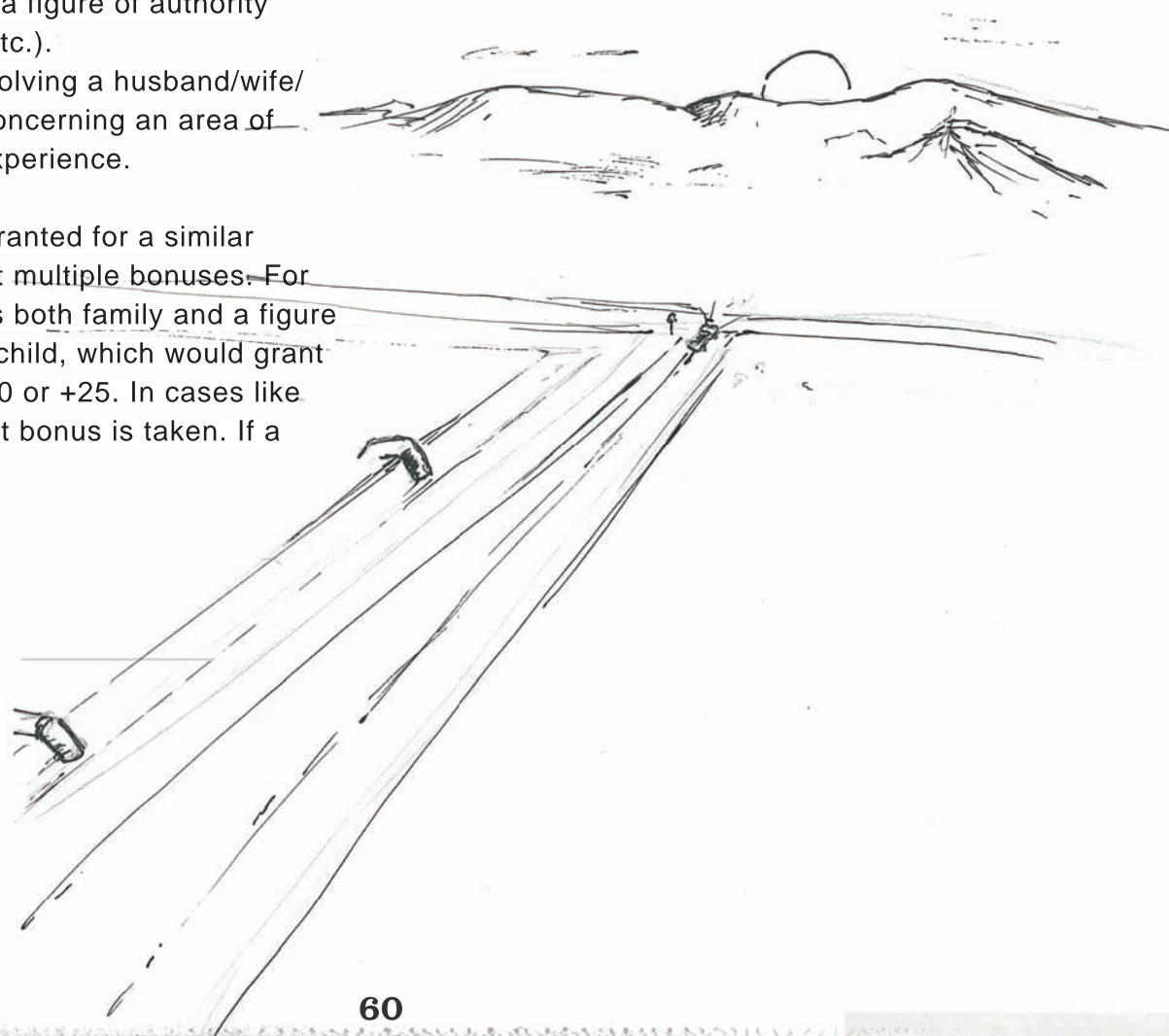
+20 to Emp - any method of diplomacy that comes from a figure of authority (police, doctor, etc.).

+25 to Emp - involving a husband/wife/lifelong friend, concerning an area of unquestioning experience.

Note that a bonus granted for a similar reason will not grant multiple bonuses. For example, a parent is both family and a figure of authority to their child, which would grant them bonuses of +20 or +25. In cases like this, only the highest bonus is taken. If a

person is using multiple methods of appeal in order to strengthen the same argument or assert the same point of view, then the bonuses can be combined.

i.e.: Evan is asking his friend Officer Nick Coughlin what would be an ideal firearm for home defense. Officer Coughlin's reply would come from an area both from experience with laws concerning firearm ownership and use (+25 Empathy for unquestioning experience) and from his friendship with Evan (+5 Empathy for being a friend). So in this case, Officer Coughlin would get +30 to his Empathy when making any 'Emp - Diplomacy' checks to convince Evan what firearm to buy.



Non-Player Characters

First appearing in FCF vol. 008

Non-Player Characters and behavior

A non-player character is basically a hybrid of a stronghold's Population and a player character. Their behavior and ability is largely dictated by a GM, and is strongly influenced by outside factors that are mostly beyond player control. Unlike Population, which is a ratio, a non-player character is always an individual.

Non-player characters are largely given personalities and behavior by the GM that creates them. For pre-constructed scenarios, NPC behavior is dictated by the Stronghold or Party's morale. A Stronghold or party with high Morale will have NPCs that are generally helpful, but as the Morale begins to dip, their behavior will change. Sometimes this is just a personality shift, but sometimes this can lead to a dangerous course of events, and a formerly helpful NPC will begin to become withdrawn or even hostile towards the player characters.

The most direct way to factor in NPC behavior is by using a Behavior Table that represents different attitudes and desired courses of action based on the Morale of the party or Stronghold.

The following Behavior Table is extremely generic. A GM is encouraged to create unique ones based on NPC personality and that can accommodate their personal strengths and weaknesses.

Predicting Behavior

A GM is generally discouraged from letting players know in advance how an NPC will

act at certain levels of Morale. However, they can give players hints based on 'Emp - Diplomacy (Sense Motive)' checks with a Difficulty equal to how far up or down the Behavior Table they wish to be granted insight to or from their current position. So for instance, at Morale: 5, an 'Emp - Diplomacy (Sense Motive)' check at 1 Difficulty will allow a character to predict or read behavior of an NPC at Morale 4 or 6.

It should be noted that NPCs that are schizophrenic, bipolar or sociopaths may be next to impossible to "read" personality-wise or predict how they will react at certain levels of Morale. As a result, any 'Emp - Diplomacy (Sense Motive)' check will be further increased by 1 or more Difficulty in these cases.

It is also recommended that a GM not read the entire descriptor of an NPC's behavior at certain levels of Morale, even if the player's 'Emp - Diplomacy (Sense Motive)' check is successful. Instead, a short description is sufficient, and in a pre-made scenario, such information may already be presented in the form of a GM script to read aloud to players.

Generic Morale - Behavior Table

- Morale: 0** - The NPC will likely abandon the party or Stronghold. The method and nature of abandonment, or under what conditions is unknown. Very rare individuals will rise to the occasion and attempt to rectify this in a dramatic fashion, which may include theft, murder, heroism or an attempt to overthrow PC leadership of the party or Stronghold (which will be more likely). At this extreme, an NPC's choice of skills and their handicaps begin to manifest very negative traits.
- Morale: 1** - This reflects an NPC's behavior when times are at their most desperate.
- Morale: 2** - This is when an NPC begins to publicly show doubts and exhibit some very hostile traits or will passive-aggressively undermine the PC authority.
- Morale: 3** - An NPC will be helpful, but will be hesitant to do anything particularly dangerous. He or she does not trust the leadership fully.
- Morale: 4** - An NPC will function in a way most beneficial to them or to people they care about. They are clearly rattled by the events and are cooperative, but only just. It would take a lot of convincing in order to get an NPC to accompany the party on non-Stronghold Upgrade or non-Equipment Manufacture missions.
- Morale: 5** - An NPC will not display any strong personality conflicts unless they are predisposed to do so normally.
- Morale: 6** - An NPC will be willing to venture outside a Stronghold without much resistance, if any.
- Morale: 7** - An NPC will be extremely comfortable with the group dynamic of the party or Stronghold and will put up no argument save for the most desperate or foolhardy of ventures.
- Morale: 8** - An NPC will have much faith in everyone, to the point where they actively contribute in a way that is very beneficial. Increase 1 other Stronghold Attribute.
- Morale: 9** - An NPC will be extremely loyal. In addition to the increase in Stronghold Attribute from Morale: 8, an NPC will instruct the survivors in new skills. All player characters may increase all their core attributes by d3 or take one skill at 1st Tier for free.
- Morale: 10+** - An NPC is not only loyal, but becomes a good and trusted friend. At this sort of extreme, it's difficult to generalize what effect this will have in game terms. If anywhere there is to be a touch of GM creativity, it should be here.

Sample Type and Skill Choices and potential behaviors

These are a few samples as to how you can manifest behavior out of types and skill choices. These are merely creative generalizations based on some admittedly broad stereotypes. A GM's own flair and experience can have a more accurate assessment as to how such individuals will react in high or low morale situations.

Types

Police Officer/Correctional Officer/Military

At low Morale these types will likely perceive a vacuum in leadership. They will be far more willing to take control of what they feel to be a failing Stronghold or party by force if necessary. At high Morale, they will be willing to train other survivors in whatever skills they may know, and trust dangerous weapons in the hands of the individuals they train.

Scientist/Researcher

At low Morale, the 'mad scientist' may emerge, either proposing, or secretly attempting, experiments in an effort to better the situation of the survivors. These tests will likely have horrifying features, such as human experimentation or keeping various zombies (whole or in piecemeal) strewn about their designated work area. At high Morale, a scientist or researcher may pursue the same goal of one at low morale, but will be far less willing to go to dark and otherwise unethical places in order to accomplish this.

Civilian/Firefighter/Security Guard/Therapist/Social Worker/Volunteer

Unless a civilian NPC exhibits strong personality traits, they are likely better off

using the generic Morale - Behavior table.

Mechanic

At low Morale, a mechanic may attempt to steal a vehicle to escape, filling the vehicle with whatever resources they feel they would need to survive on their own. At high Morale, the mechanic will not only increase their diligence in their duties to the other Survivors, they will begin to pass on their knowledge to other survivors who care to learn.

Doctor/Surgeon

These types may behave similar to a civilian, but at high Morale, they will be comfortable enough with the group to teach medicine and surgical techniques to any survivor that would care to learn.

Lawyer

These types may behave similar to a civilian, only the bonus they grant to Culture will fluctuate at high and low levels of Morale.

Contractor/Construction Worker/Welder/Metallurgist//Electrician/Craftsman/Carpenter/Locksmith

Typically this type would behave as a normal civilian would, but at high Morale the NPC may volunteer their every effort to improve the Stronghold in some fashion related to their trade.

Farmer/Rancher

This type may behave similar to a civilian, but the bonus granted to Viability to a Stronghold they are a part of may fluctuate with High and Low morale.

Priest/Rabbi/Preacher/Minister/Monk

At low Morale, the efforts of this Type may be directed into a very 'end of days' sort

of mentality instead of being beacons of hope. At low Willpower, this NPC may lose the benefits of their Type altogether as the events of the zombie outbreak have forced them to lose their faith. At high Morale, they may increase their Empathy bonus when making Diplomacy checks to reflect their passion for the community they now belong to.

Thief/Burglar

At low Morale, this type will be far more willing to not only abandon a Stronghold or party, but will do so with as much valuable equipment as they can get away with carrying. At high Morale, they may get the 10 Empathy they lost by having this as a Type.

Skills

Lone Wolf

Low Morale may have them abandon the survivors much earlier than at Morale 0. They may be able to take a formation with characters at high Morale where they were otherwise unable.

Survivalist

Low Morale may have them abandon the stronghold much earlier than at Morale 0, but sometimes with the intention of returning to tell of greener pastures. At high Morale, the NPC may volunteer to improve the Stronghold in some fashion.

Billy Goat

At low Morale, an NPC with this skill may be willing to resort to cannibalism much faster than another character without it.

Combat Skills

At low Morale, an NPC with a combat skill may be more willing to use force to

overthrow the current leadership of the Stronghold or party. At high Morale, they will begin to practice more often, training other survivors who wish to learn.

Contemplative

At low Morale, an NPC with this skill will become very withdrawn and unwilling to help or participate in any endeavor the survivors attempt. At high Morale, the normally quiet and thoughtful character will begin to open up and share their thoughts to the benefit of all. They may have a tertiary skill bonus of +1 Culture.

Heroic

At low Morale, the NPC willingness to sacrifice him or herself will be great if they feel it will better the situation of the survivors. At high morale, their infectious bravery will grant Will bonuses to all survivors in an encounter with them.

Leadership

At low Morale, this NPC will almost certainly attempt an overthrow of the current leadership of the party or Stronghold. At high Morale, they will gladly accept a lower ranking position of leadership and serve as second-in-command to the player characters with unwavering loyalty. This may grant bonuses to missions taken to improve a Stronghold under their watch while the player characters venture beyond the stronghold walls to perform other missions.

Scenario Points

First appearing in FCF vol. 011

As you may have discovered, creating an endgame or final Victory Condition when the overall impossible odds of a zombie outbreak are facing you is not an easy one. Perhaps a small victory is a precursor to an even larger victory that could be on the horizon, but more often than not, your players are forced to survive against very grim odds. As Chuck Palahniuk wrote, "On a long enough time line, the survival rate for everyone drops to zero." Given that ultimately, the entire point of this game is survival, how do you construct a scenario that is set up to fail by virtue of having an admittedly impossible goal?

Early on in the creation of *Outbreak: Undead* there was a 'point-buy' construction of an Outbreak Scenario that was designed to not only determine the difficulty of a scenario, but potentially had balancing factors that allowed a GM to purchase additional Horror Traits for their standard zombies or characters to buy additional equipment when facing overwhelming odds. The system did not work the way it was intended, but it did work in one unexpected way when revisiting the system for the purposes of writing new pre-made scenarios. This is especially effective for those campaigns where there is no assumption that any of the players could survive, but their efforts could result in a variety of different endings depending on how well they did throughout the scenario. This is just one of many ways that Scenario Points can be used throughout a campaign.

In this section, we will go over the use of Scenario Points, how to earn them and what potential rewards could result from their use.

Scenario Points and Victory Conditions and Sub-Conditions

In this usage, Scenario Points are awarded upon the completion of Victory Conditions and Victory Sub-Conditions, in large and small amounts respectively. The Victory Sub-Conditions become like 'side quests' that are popular features of most role playing video games, where a little extra effort can result in some form of reward, or multiple smaller victories of this sort could potentially offset a larger failure made earlier in the campaign. Larger rewards for Victory Conditions denote their suitably important role in survival. The Scenario Point award ratio from Victory Condition to Victory Sub-Condition should be a 3:1 ratio at least.

Scenario Points and Endings

As mentioned in the introduction, Scenario Points can be nothing more than an indicator of overall campaign success. Earning large amounts of Scenario Points can earn the players the closest thing to a victory that the scenario will allow. The challenge to a GM becomes outlining the various possible endings based on the possible Scenario Points the players can earn. This will be a regular feature of campaigns written by the *Outbreak: Undead* development team, but it may be cumbersome for a GM to fabricate multiple possible endings from the very beginning of the scenario to accommodate for the multitude of different ways the scenario can turn out.

Scenario Points and Tree Campaigns

Scenario Points can be benchmarks of overall progress that allow for other mission options to open up based on the amount of Scenario Points earned. Scenario Points essentially become as much of a mission prerequisite as Resource. A GM can have the option of Scenario Points being consumed in this way (as their own resource) as an additional option, detailed below. The general idea conveyed by having a tree campaign structure that unlocks various mission options by earning/spending Scenario Points is to limit certain missions that players can take, but at the same time making those missions that are allowed far more important. It also makes sure that players don't take advanced missions too early on to represent their progress in the Outbreak Scenario. It can gauge a real life progress of logic that takes into account a hierarchy of needs (see Table 1 on pg. 68), as well as available resources. For instance, while trying to meta-game an Outbreak Scenario, a group of players immediately decides at Outbreak Level 1 (OL: 1) to reinforce a truck with armor plates to better protect them against zombies. Now, this strategy makes sense because it would increase the likelihood of survival if the vehicle could be reinforced. However, it is not likely to be a person's first choice of actions during the events of what would normally be considered OL:1. Spend a lot of time reinforcing a truck with armor plates? Probably not. Searching for food and shelter seems more likely (remember, hierarchy of needs). Scenario Points become benchmarks that the players must reach in order to take on more elaborate and time consuming missions.

It is important to note that not every mission should have a Scenario Point restriction,

but Equipment Manufacture and Stronghold upgrades are good candidates for requiring Scenario Point prerequisites.

Scenario points should be awarded in a ratio of at least 3:1

That's 3 SP for a VICTORY CONDITION for every 1 SP for a VICTORY SUB-CONDITION (recommended)

Abraham Maslow's Hierarchy of Needs

1. Physiological
2. Safety
3. Love/Belonging
4. Esteem
5. Self-Actualization

Scenario Points as an Expendable Resource

This is somewhat difficult to rationalize, considering that we are discussing the expenditure of what is essentially an intangible resource. Unlike actual 'Resource' which is very much a physical thing, a Scenario Point is a currency that cannot be exchanged or made use of in any direct, quantifiable fashion. Because of this, using Scenario Points in this fashion does not really represent a realistic survival scenario, but they can be extremely fun to implement. Scenario Points are earned normally, but they form

a pool that the survivors are able to use to buy certain things to their benefit. Some examples of purchasable bonuses are as follows:

Minor Purchases (1 SP)

- Remission of 1 Viral to a minimum of 1.
- Reduction in Risk by 1d10 per Scenario Point spent (play any time before a 'Trailing Zombies' roll).
- Extra Resource from a successful 'Per – Search' action.
- Allows 1 Time worth of Normal movement without taking any Time doing so.
- Forcing a re-roll of an E% (declared before zombie deployment).
- +1 Gestalt Die for a player.
- A re-roll on any check.
- +5 bonus to the Objective of any Mission if that Objective is a single check.

Major Purchases (variable amount of SP)

- Advanced Mission options (vehicle upgrades, stronghold upgrades, training missions, etc).
- Learning the scenario endgame or actual Victory Conditions.
- Allowing characters to learn a new Skill immediately.

Some campaigns can allow even greater options for the expenditure of Scenario Points. For example, running a military campaign with a functioning military support structure, players could call for emergency evacuations, precision air strikes, or instigate quarantines of certain areas. In this case, Scenario Points represent the military unit positioning themselves tactically to maximize the effectiveness of their surroundings to best utilize their available resources.

Like most Outbreak Scenario constructions, it is up to the GM to devise

what, if anything, the players can purchase with the SP they earn, and the potential options are almost limitless. In a similar fashion to Value, it is difficult to generalize a static value that extends across all potential Outbreak Scenarios. It is entirely dependent upon what kind of scenario you want run, and what Victory Conditions and Sub-Conditions you set as a GM.

Table 1 - Maslow's Hierarchy of Needs

Abraham Maslow proposed that humans act out of a hierarchy of needs, and that one need must be fulfilled in order for the others to be attempted with any sort of sincerity or effectiveness. While there is some debate in regards to what is considered at the top of the hierarchy (as sociologically, many cultures would value self-actualization differently, and in some cases, negatively), there is significant merit in that those denied the basest and most fundamental of needs would find altruism and higher cognitive functions difficult. A person dying of thirst in a desert isn't thinking about the goodwill of mankind, they will likely be thinking about water.

In the case of an Outbreak Scenario, the hierarchy of needs is not a hard and fast rule that must be adhered to, but it is helpful to consider it when determining at what point certain missions should be taken. For this reason, the Scenario Point value indicated in the parenthesis alongside the need's entry is a variable which is based on how a GM awards Scenario Points.

0 SP - Physiological Needs

These are needs that are basic for survival: food, water, shelter. There does not need to be any greater motivation other than the desire to continue existing for any mission that relates directly to survival (i.e. Escape missions). Likewise, no missions that require high amounts of SP (3x or greater) can even be considered as an option.

1x SP - Safety Needs

These are the kind of needs that are routinely deprived in nearly any Outbreak Scenario. While plans can get more elaborate, and in some cases devious, altruism is still very possible, as a collective desire for safety in numbers can motivate risk-taking behaviors on another's behalf. So Rescue missions are possible as well as those defined by physiological needs. Outbreak Scenarios that require Scenario Points as a consumable resource can, but are advised against, actually requiring that SP be spent in order to take on missions defined by this need. The 1x is little more than an indicator that the need is higher than mere physiological needs.

2x SP - Love and Belonging

This is theoretically where community building may start. This opens up a lot more mission options as this is also likely where Strongholds are likely to be utilized.

3x SP - Esteem

Remarkably, a person's ability to function in a particular Outbreak Scenario has defied the odds and they stand among the few 'Survivors'. This innately shows some inner strength. The reciprocating of non-physical resource like 'respect' and 'admiration' can be demonstrated among the peer survivors. The dark side of this is that when the basic needs of survival are not threatened, the chance of resorting to petty politics is much greater. For better or worse, Political Missions occupy this level of need. Although power struggles can be a characteristic at any level of need.

4x SP - "Pinnacle"

'Self Actualization' has been replaced with 'Pinnacle' as it is intended to cover whatever culturally is described by your players as occupying the zenith of the hierarchy of needs. It can, indeed, be self-actualization, but it can just as easily be charity, altruism and reason. This allows complete freedom in mission selection from what is available as all other needs are adequately addressed.

Cabin Fever

First appearing in FCF vol. 009

The primary concern in most *Outbreak: Undead* games is survival, as it should be, and most people can agree that survival falls into the category of fulfilling three major needs: Food, Shelter, and Water. But what happens when those base needs are fulfilled, even if only temporarily? Defeating the zombie hordes so that you can continue to upgrade and reinforce your base is all part of the stronghold system in O:U, but what happens when your survivors start feeling the effects of their new life? Just living day

to day in a world of the undead can be a great toll on the mind, and without rest, or any form of entertainment to help you relax that mind can take a heavy toll. The ability to handle this stress can end up being the difference between life and death. Morale is important in *Outbreak: Undead*, and losing it can make a major impact on your stronghold.

Gloom

It may seem unnecessary to have missions that exist solely to increase Morale, considering most successful missions will generate it under normal circumstances upon their success. A scenario option you can take is that no Morale can be generated by means that are not purely diversionary. Forcing players to keep up morale in their stronghold, as opposed to Morale just being a by-product of every mission's success can be an enriching element to your campaign. Outbreak Level Restrictions

As mentioned in the earlier section, these Morale-boosting missions occupy a higher tier of the hierarchy of needs, so it is not likely that they can be attempted at OL: 1 or even OL: 2.



Resource Catalog (_____)

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

0	_____	()	_____	()
Found?	_____	()	_____	()
<input type="checkbox"/>	_____	()	_____	()
1	_____	()	_____	()
Found?	_____	()	_____	()
<input type="checkbox"/>	_____	()	_____	()
2	_____	()	_____	()
Found?	_____	()	_____	()
<input type="checkbox"/>	_____	()	_____	()
3	_____	()	_____	()
Found?	_____	()	_____	()
<input type="checkbox"/>	_____	()	_____	()
4	_____	()	_____	()
Found?	_____	()	_____	()
<input type="checkbox"/>	_____	()	_____	()
5	_____	()	_____	()
Found?	_____	()	_____	()
<input type="checkbox"/>	_____	()	_____	()

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