

STRONG FENCES



When you check and repair your strong fences, draw Survival. On a hit, you suss out weak points and address them with supplies on hand; the entire enclave is considered to be barricaded against intrusion until time passes. On an Edge, the process is tiresome; mark a stress to complete the job. On a miss, your inspection reveals a betrayal that you didn't see coming.

ARMORY



When you arm several members of your enclave from the armory, draw Survival. On a hit, everyone armed takes +1 ongoing to violent conflicts until time passes or the weapons are returned. If you use the weapons in a fight, exhaust this advantage until you replenish your reserves. On a Triumph, you find extra ammo; this advantage is not exhausted by armed conflict. On a miss, someone you arm uses their weaponry to disastrous effect.

INFIRMARY



When you give everyone in the enclave basic medical check-ups in the infirmary, draw Survival and exhaust this advantage. On a hit, everyone checked takes +1 ongoing to suffering serious harm until time passes. On a Triumph, the clinic consumes few resources; this advantage is not exhausted. On a miss, your efforts expose a serious illness or contagion in your populace.

GARAGE



When you perform a tune-up on a vehicle in the garage, draw Survival. On a hit, you ensure the vehicle is in top shape; you may use it as a Triumph on any relevant move. On an Edge, you discover a growing problem; after you use it as a Triumph, exhaust this advantage until you can find necessary supplies to repair the vehicle. On a miss, a problem with the garage attracts attention from your surroundings.

CAFETERIA

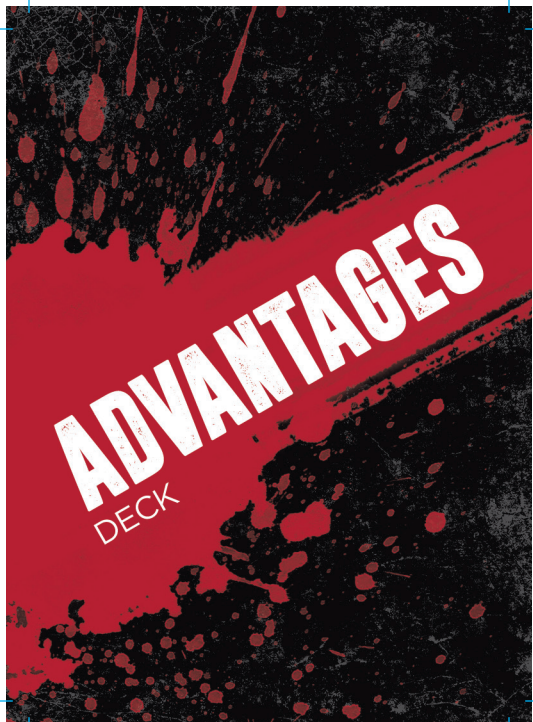
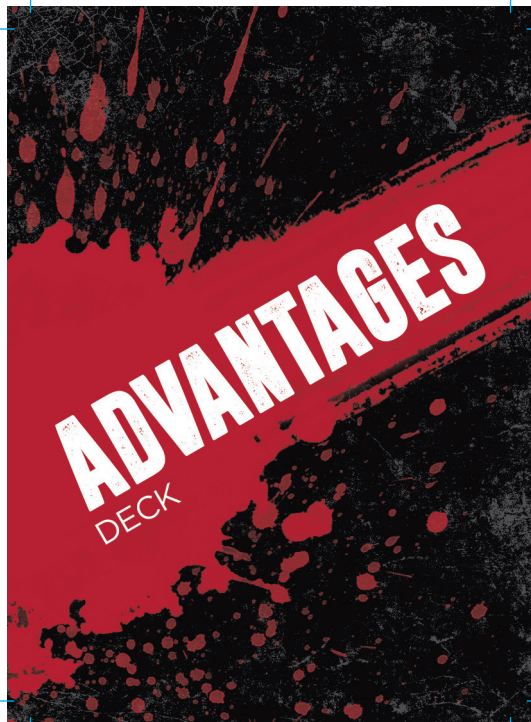
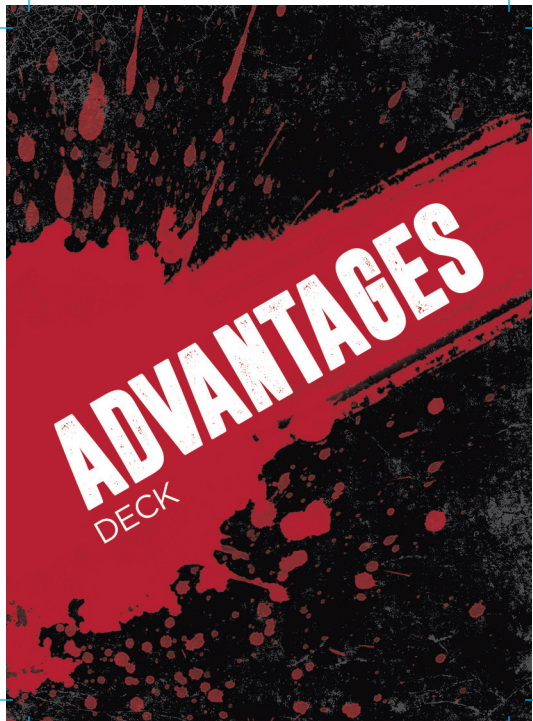


When you set up a meal for the whole enclave, draw Survival. On an Edge, it's a decent meal; everyone clears a stress. On a Triumph, it's filling, and everyone gets into the spirit; everyone clears all stress. On a miss, everyone still clears a stress, but the cafeteria doesn't have enough food to host another meal like this; exhaust this advantage until you go out and get more.

QUARANTINE



When you put an NPC into quarantine, draw Survival. On a hit, you get them there and lock it up safely; they're not getting out unless you let them out. On a Triumph, everyone in the enclave can clear a stress for peace of mind. On a miss, the seal is imperfect; it's only a matter of time before they find a way out.



GENERATORS



When you check and tune up the generators, draw Survival. On a hit, they're still running just fine, and you can use your electricity as a Triumph when having power would help you. On an Edge, you're beginning to run low on fuel; after you use this advantage as a Triumph, exhaust it until you find more fuel. On a miss, a short in the enclave's wiring causes a major problem.

HELICOPTER



When you take your chopper out to survey the area, draw Survival. On a hit, the GM will tell you an important or interesting detail you notice from above. On a Triumph, you can ask a follow-up question. On a miss, the chopper draws attention to the enclave with its noise; it won't be long before you attract a few visitors.



BITE

YOU ARE BITTEN

Your death is certain. You may not die right now, or even in an hour, or even in a day. But you will die. The GM will tell you when.



SAFE

NOTHING GOES WRONG!

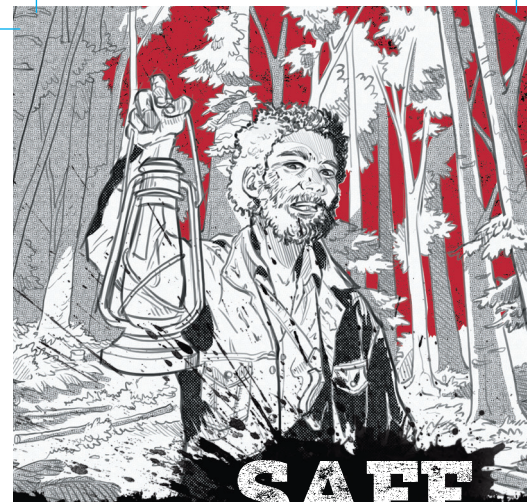
For the moment...



SAFE

NOTHING GOES WRONG!

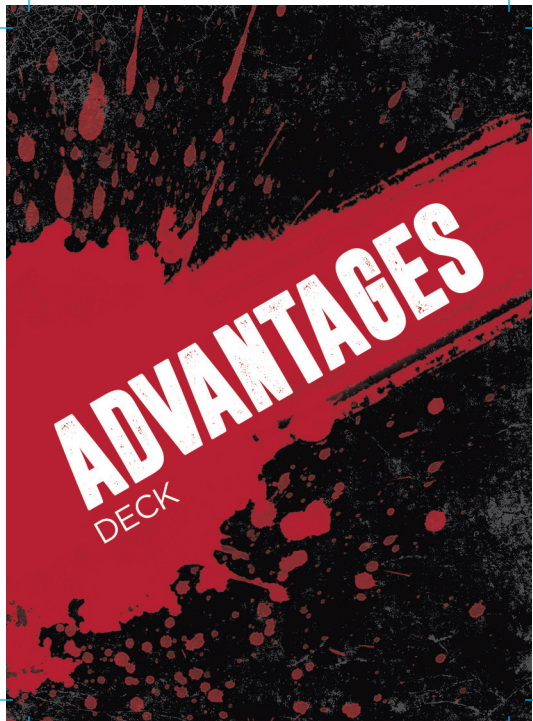
For the moment...

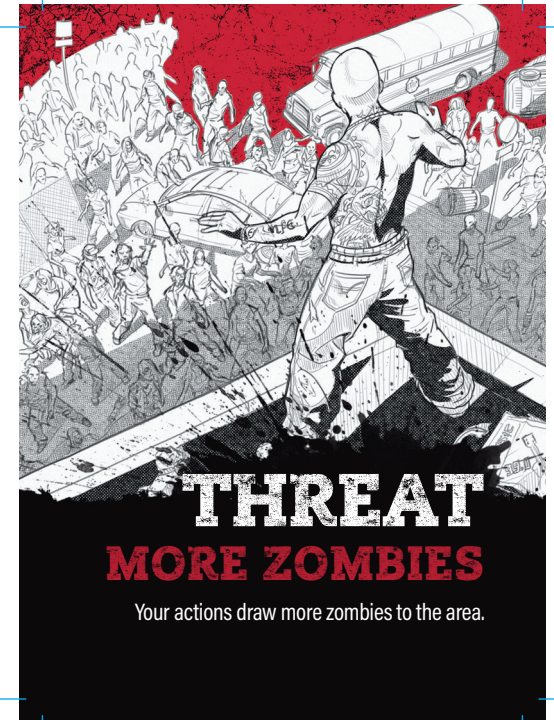
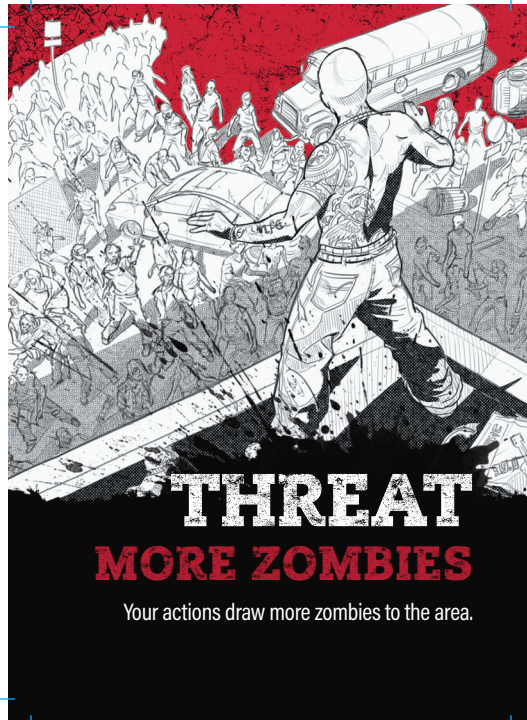
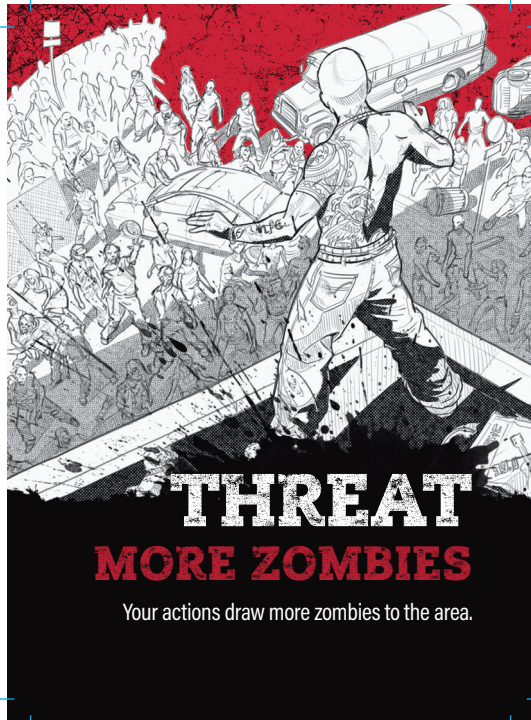
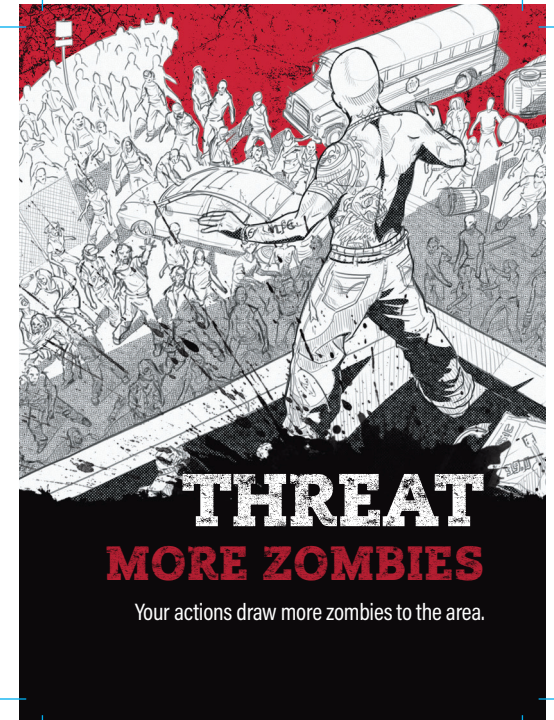
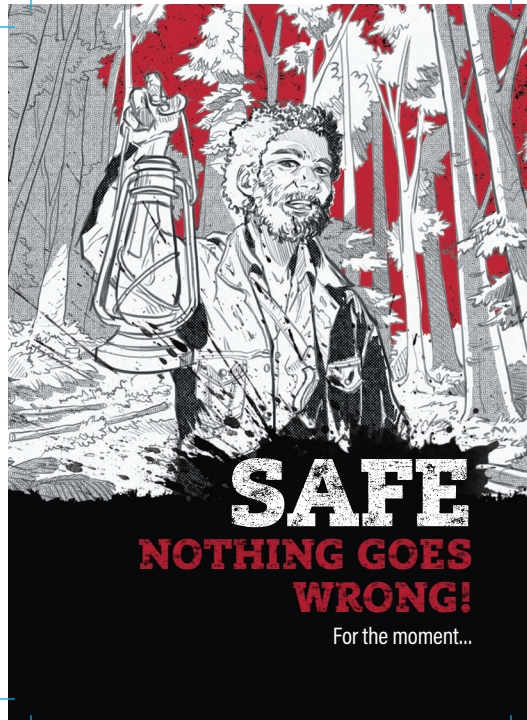
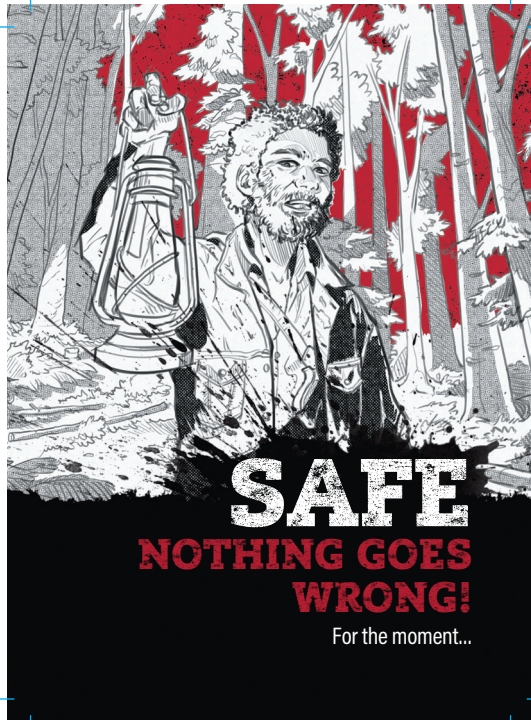


SAFE

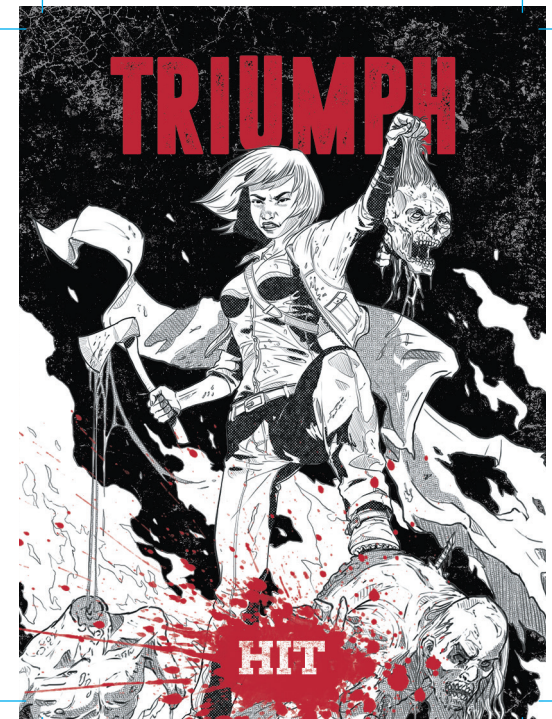
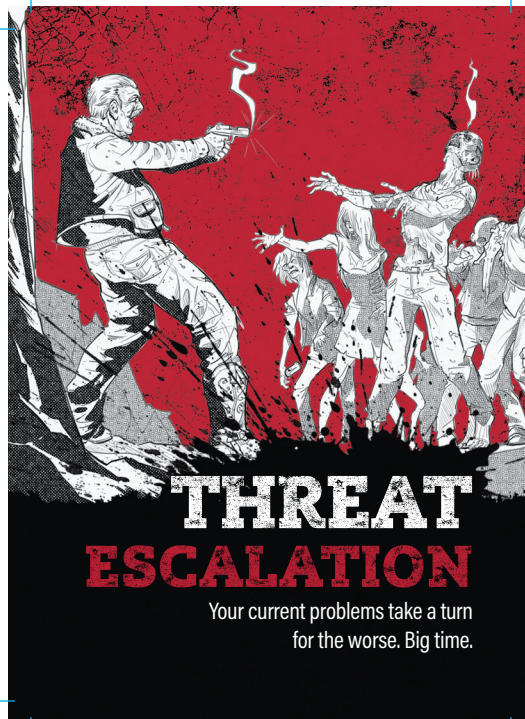
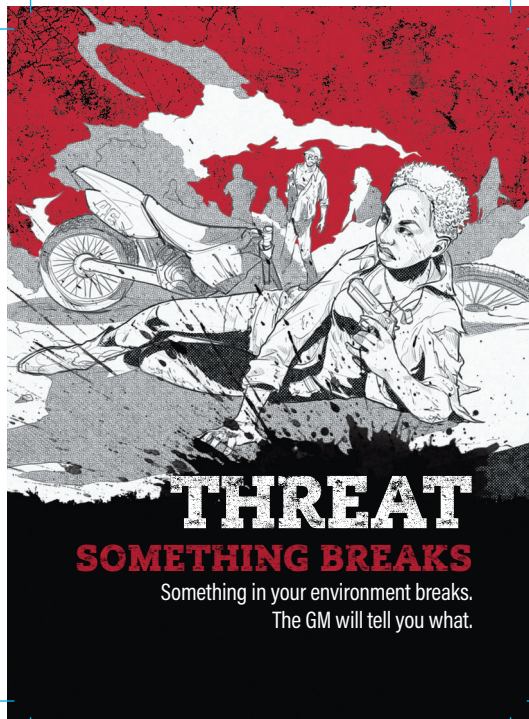
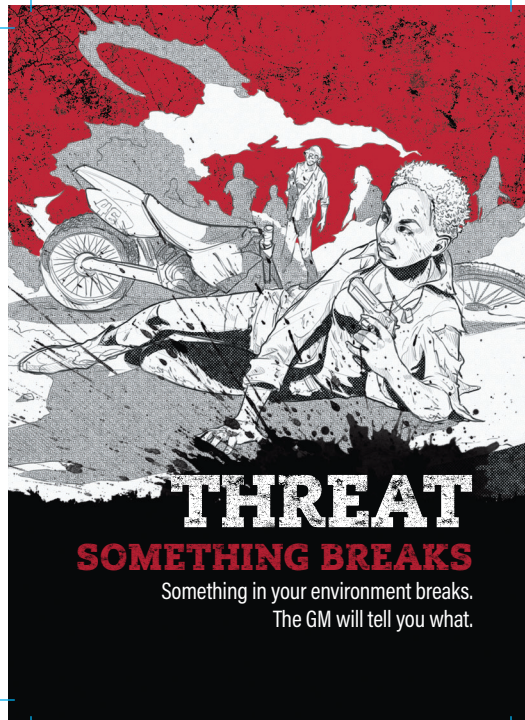
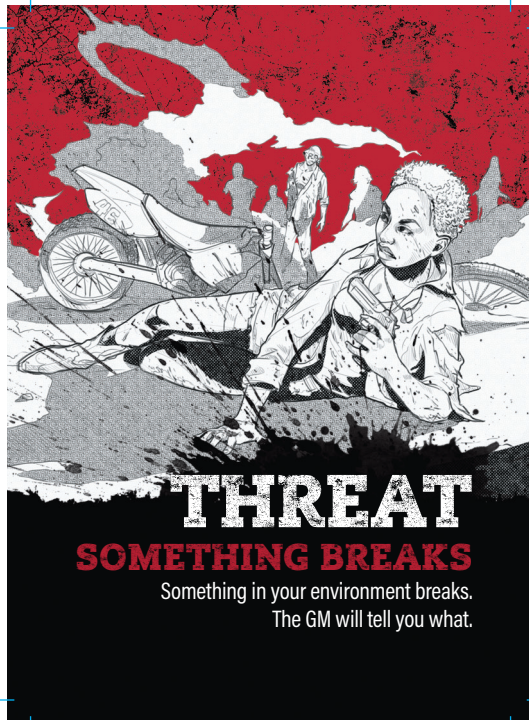
NOTHING GOES WRONG!

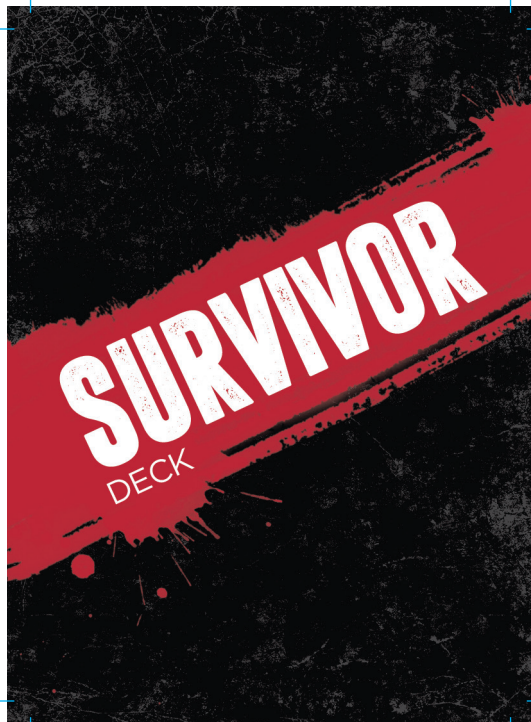
For the moment...

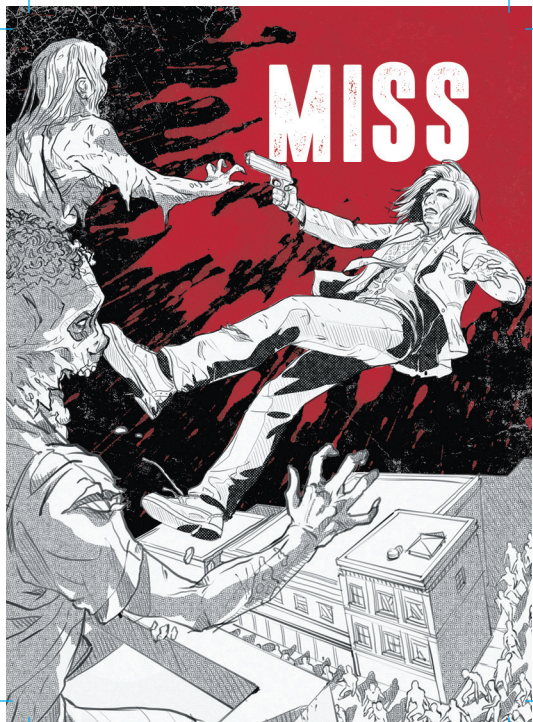
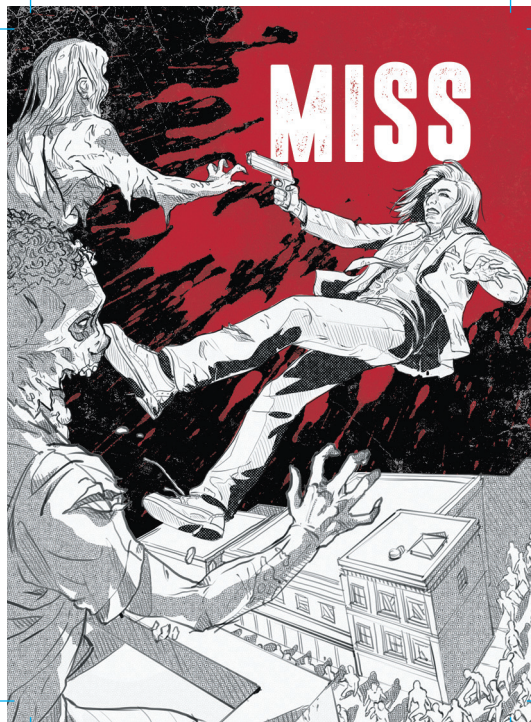
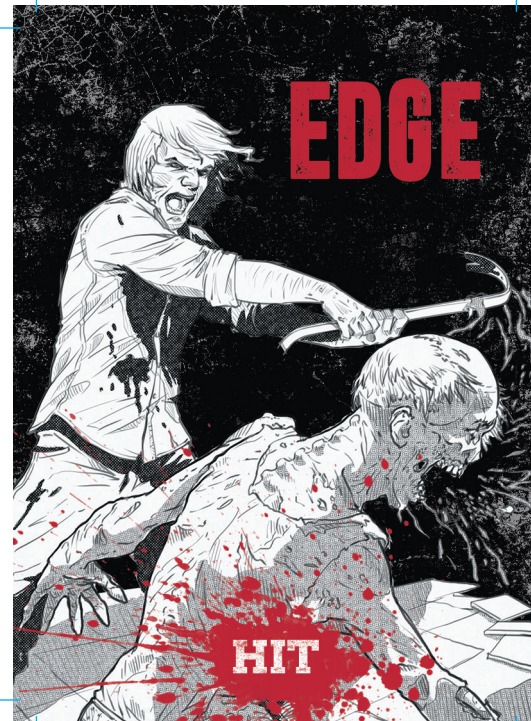
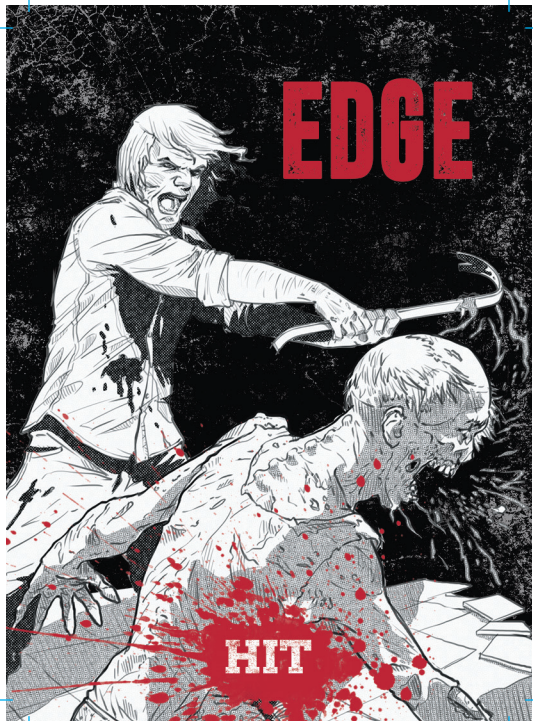
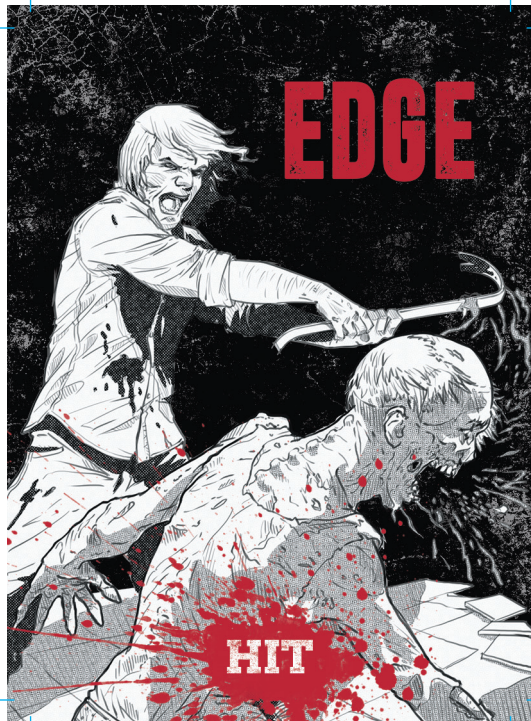


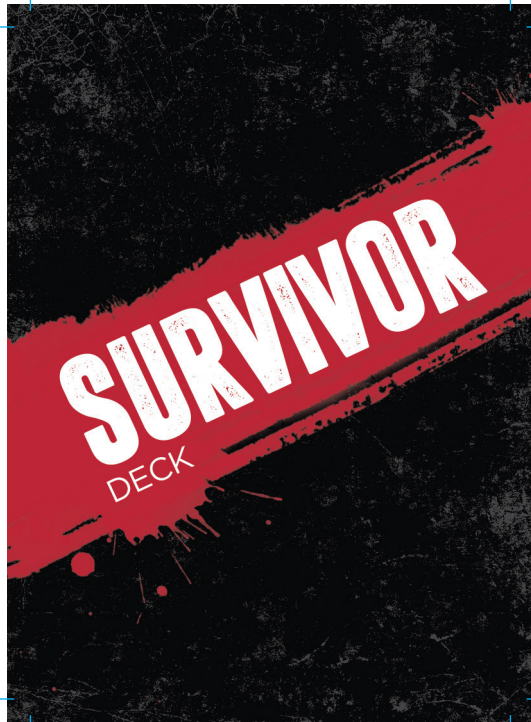
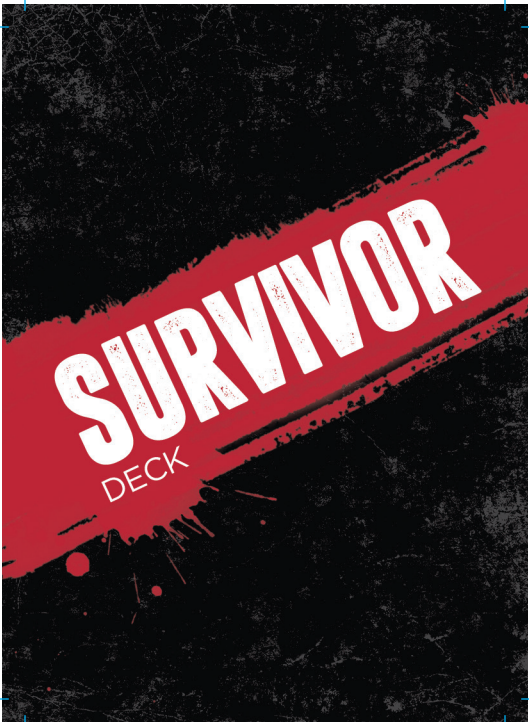
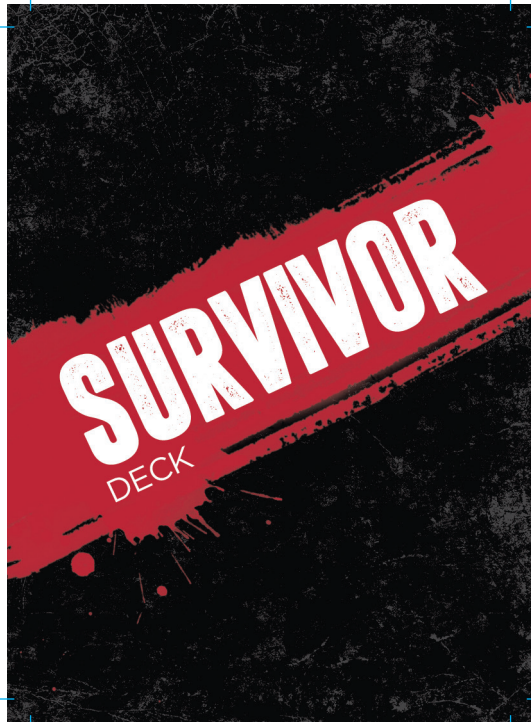
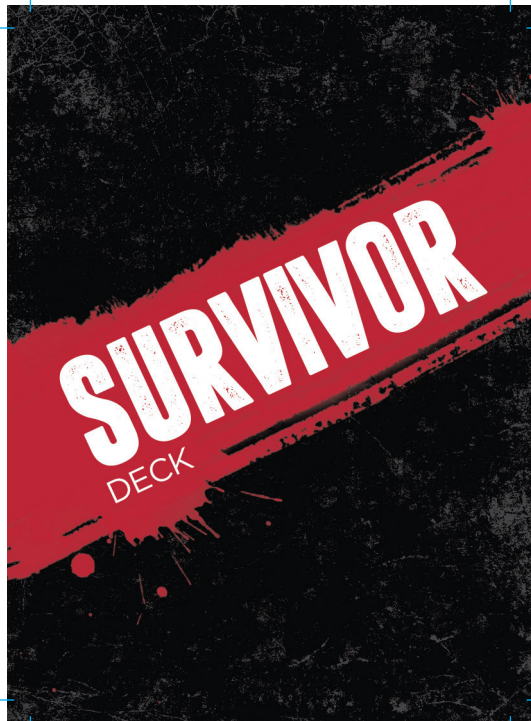
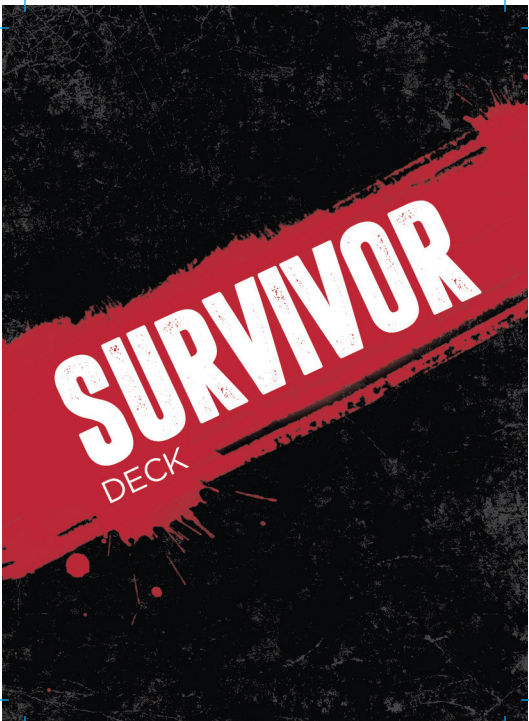
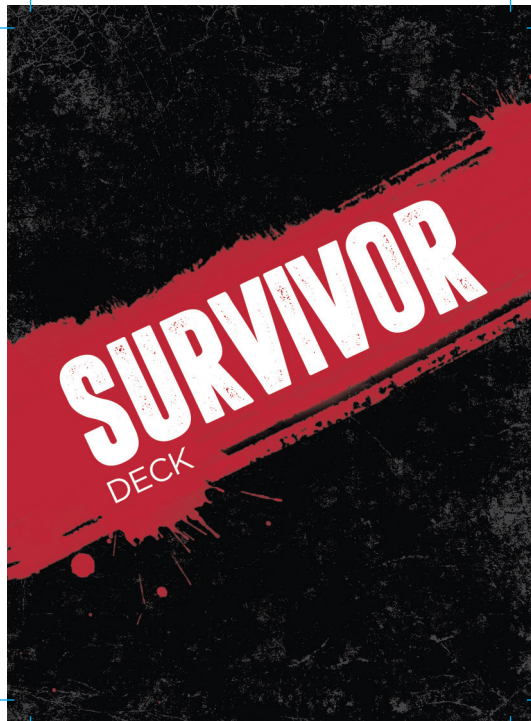


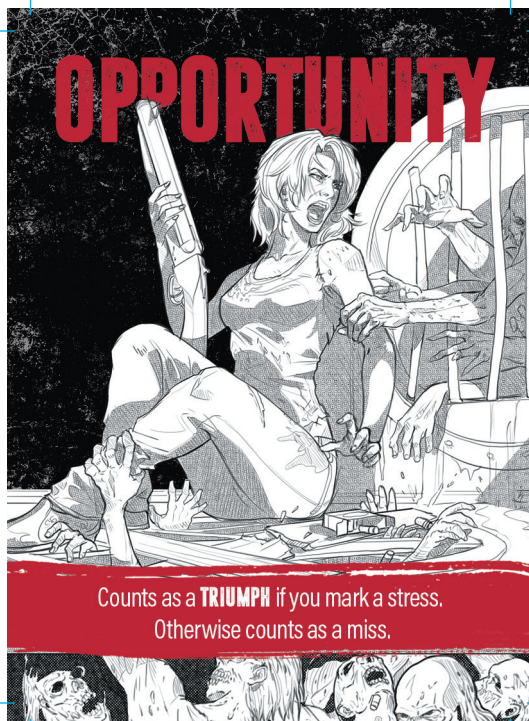
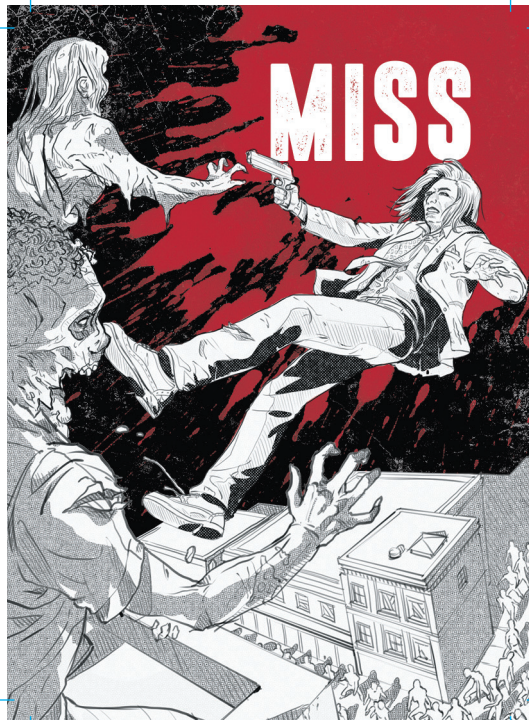




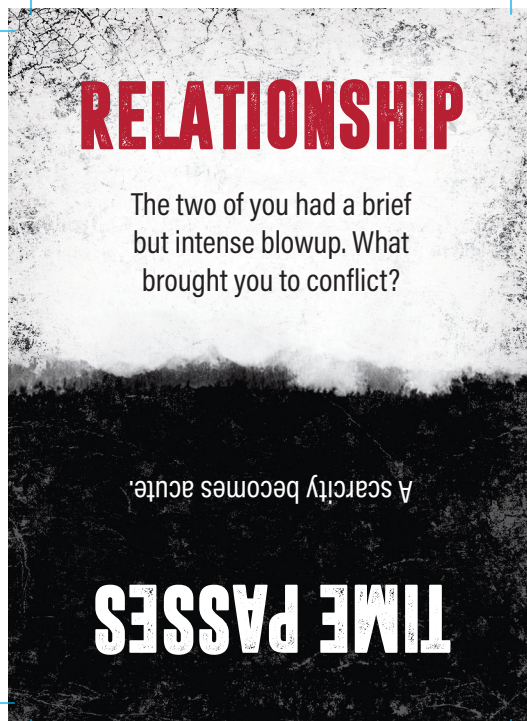








Counts as a **TRIUMPH** if you mark a stress.
Otherwise counts as a miss.

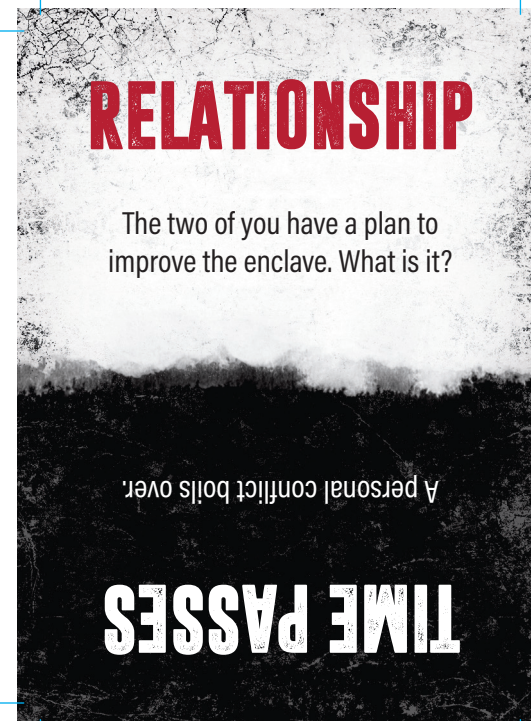


RELATIONSHIP

The two of you had a brief
but intense blowup. What
brought you to conflict?

A scarcity becomes acute.

TIME PASSES

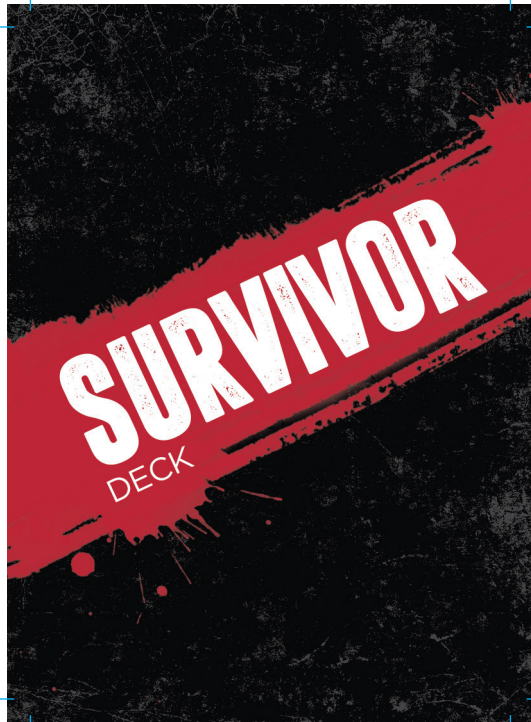
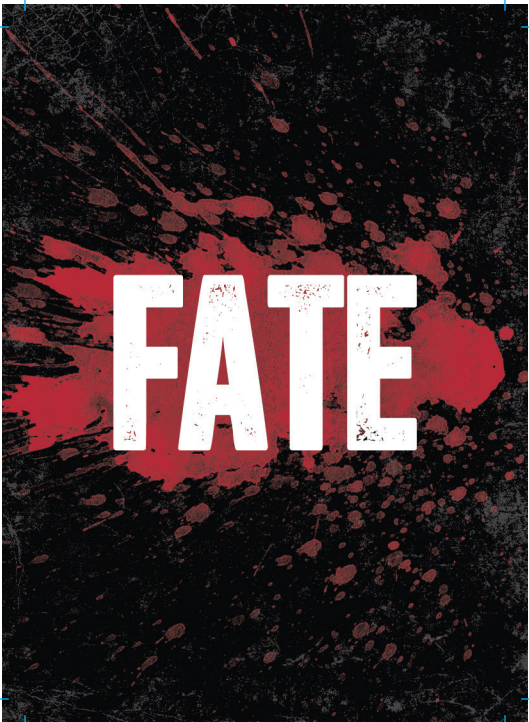
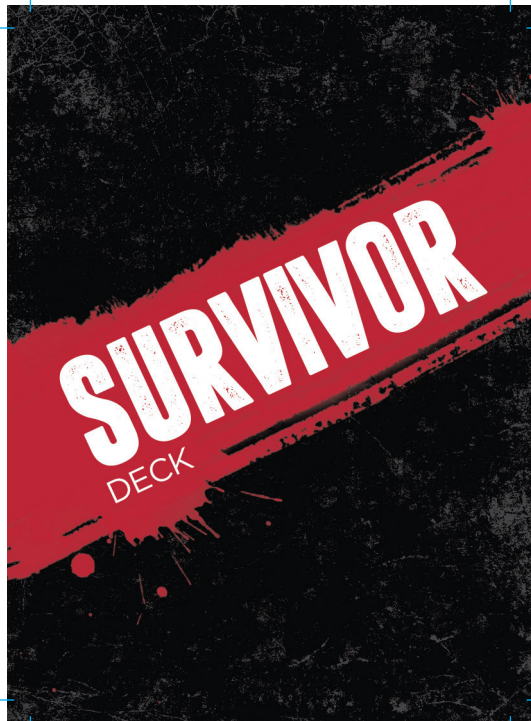
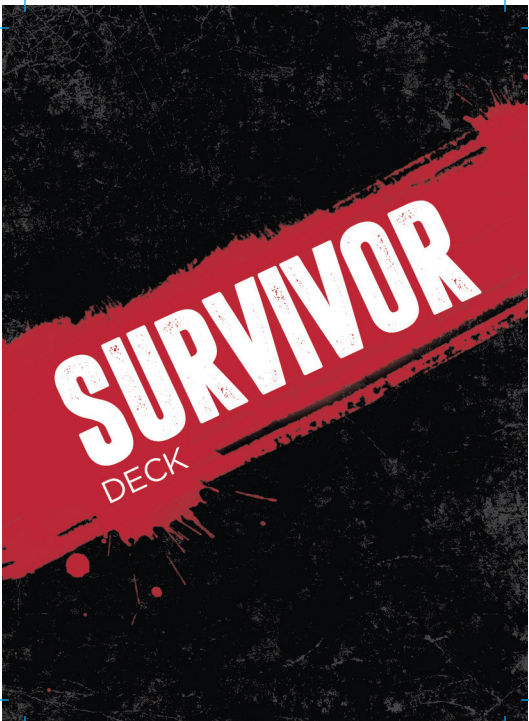
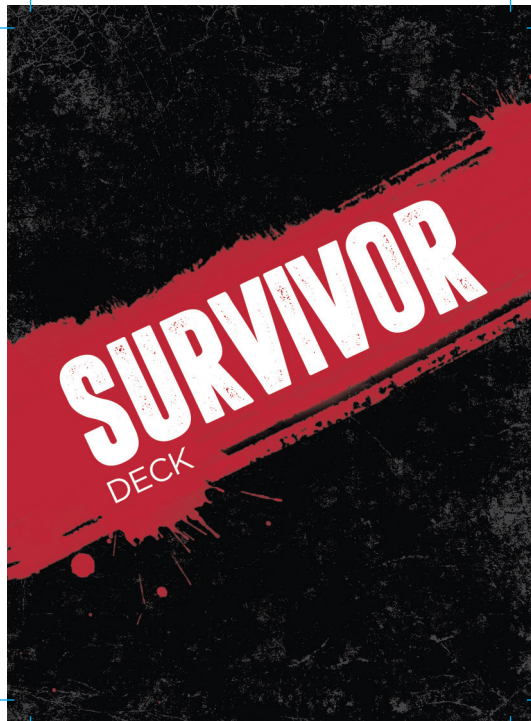


RELATIONSHIP

The two of you have a plan to
improve the enclave. What is it?

A personal conflict boils over.

TIME PASSES



RELATIONSHIP

The two of you care about a third member of the enclave. Why do you feel the need to protect them?

An advantage falls or breaks.

TIME PASSES

RELATIONSHIP

The two of you have done something awful for the enclave. What was it?

Your surroundings
spawn opposition.

TIME PASSES

RELATIONSHIP

The two of you have an intimate relationship. Why are you keeping it hidden?

A scarcity becomes acute.

TIME PASSES

RELATIONSHIP

The two of you had a relationship well before Z-Day. Why is it strained and distant now?

A personal conflict boils over.

TIME PASSES

RELATIONSHIP

The two of you agree that another member of the enclave needs to go. Who? Why?

An advantage falls or breaks.

TIME PASSES

RELATIONSHIP

The two of you blame each other for the death of an enclave member. What happened?

Your surroundings
spawn opposition.

TIME PASSES



FATE

FATE

FATE

FATE

FATE

FATE



GUARD

REVEAL

To reveal this card, put on your uniform.

WHILE REVEALED

Draw +1 when you try to physically restrain or block someone.

Once upon a time, you cared about keeping the monsters under control and locked in. Now, it's all about keeping the monsters locked out. So that's what you're going to do, whether the monsters are living or dead.



PRIEST

REVEAL

To reveal this card, openly perform a ritual of your faith.

WHILE REVEALED

When you calm someone down with the words of your faith, draw Soul instead of Steel.

The others often think that all they need in this nightmare world is food. Shelter. Survival. You know better—a person must nourish their soul as well. Especially when hell surrounds them.



PSYCHIATRIST

REVEAL

To reveal this card, tell someone what worries you about another survivor's mental stability.

WHILE REVEALED

When you open up to someone or someone opens up to you, pick an additional option.

In a world like this, it's easy to forget that not all wounds are physical. Good thing you're here to remind the others.



DOCTOR

REVEAL

To reveal this card, take charge of a situation in which a survivor is injured.

WHILE REVEALED

When you make a plan, draw Soul regardless of the plan.

If you had known that all the training you'd received on complicated, high-tech equipment would fall by the wayside, you would've spent your time in med school differently.



EX-CONVICT

REVEAL

To reveal this card, admit your crime to another survivor.

WHILE REVEALED

Draw +1 when you try to escape from physical danger.

Everyone's done something wrong in their life. You just got caught. And you did your time, paid your penance. So you'll be damned if you're going to get caught again, by anything. Or anyone.



COP

REVEAL

To reveal this card, show your badge to another survivor.

WHILE REVEALED

Draw +1 when you try to negotiate or talk people down.

People still react to the badge like the stupid thing means something, even though it's been months since a real department has existed. So maybe it's on you to keep them believing.



PAST



PAST



PAST



PAST



PAST



PAST



TEENAGER

REVEAL

To reveal this card, tell another survivor about someone who has died to keep you alive.

WHILE REVEALED

When you avert disaster and suffer consequences, mark stress to force someone else to suffer in your stead.

You weren't ready for any of this. You weren't prepared. You had your whole life ahead of you and now it's gone. It's not fair. It's not fair!



SURVIVALIST

REVEAL

To reveal this card, share a vital resource of your own with another survivor.

WHILE REVEALED

Draw +1 when you use your supplies to deal with the dead.

Something like Z-Day was bound to happen. Anyone with half a brain could've figured that out. You were prepared. Question is will you share?



BIKER

REVEAL

To reveal this card, put on a display of casual violence in front of an audience.

WHILE REVEALED

When you fight a swarm of zombies, mark stress to avoid drawing from the bite deck.

People thought the world before was so perfect, so happy. Bullshit. You and your crew, you knew the real world. And this new one isn't too different.



PRIZE FIGHTER

REVEAL

To reveal this card, show your hidden scars and injuries to another survivor.

WHILE REVEALED

When you suffer serious harm, draw +1.

Pretty much all your life you've been a fighter. Most people only accepted it if it happened in a ring, with rules, so that's how you did it. Now—no ring, no rules. The world's a fight. And you're ready.



ACTOR

REVEAL

To reveal this card, reveal to another survivor one or more lies that you've previously told them.

WHILE REVEALED

When you open up to someone, if they ask you a question, you can lie in your answer.

Who would've thought that being able to pretend to be anyone, to feel anything, would come in handy when the dead are eating the living?



EMT

REVEAL

To reveal this card, ignore any other dangers, threats, or concerns to save a life in dire need of aid.

WHILE REVEALED

Draw +1 when you perform emergency first aid or medical procedures.

Ever since Z-Day, it's been like you're on call, non-stop. And you may have done your best, but you've watched far more people die than you've saved.



PAST



PAST



PAST



PAST



PAST



PAST



COACH

REVEAL

To reveal this card, take charge without anyone giving you authority.

WHILE REVEALED

When you make a plan that relies on Steel, treat an Edge as a Triumph. On a miss, your plan works but leaves you personally exposed.

People in situations like this look for leaders. And like always, when the team needs someone to take charge, you're ready to step up and do the right thing.



VETERAN

REVEAL

To reveal this card, tell another survivor the worst situation you escaped from while in military service.

WHILE REVEALED

Draw +1 when you jump into a rapidly devolving situation without hedging your bets.

You've seen combat. Pulled a trigger. Taken lives. No one would blame you for thinking you'd left all that behind. But now there's a new war, here at home.



GANGBANGER

REVEAL

To reveal this card, tell another survivor that they belong in your new gang.

WHILE REVEALED

Draw +1 to intimidate people when you're leading a group.

These people, they don't get it—without a group, a gang, a family, something, they're just dead meat. No way in hell you're going to wind up in the belly of a corpse. Time to form a new gang.



MUSICIAN

REVEAL

To reveal this card, put on a show of your talent in exchange for a favor or supplies.

WHILE REVEALED

Draw +1 when you try to get someone to go along with an illicit plan.

You're used to the struggle. No hustle, no success. People may not think music matters, but things aren't so different now. You just need to get their attention.



LOOKOUT

When you assess a bad situation from a safe distance, draw Survival instead of Steel.

CLEAR 1 STRESS

When you take up a distant position watching over an ally.

You're the observer, the person in the tower, the one who spots danger coming from afar. Whether you alert the others or give yourself time to run is, of course, your call.



SCOUT

Take +1 Survival.

CLEAR 1 STRESS

When you scout ahead, alone, in advance of your allies.

You keep quiet, slip from cover to cover, and check the way ahead. After all, no reason to risk the whole group when you can scope out the path in advance. Though you have to wonder—how'd you get saddled with this shit job?



PAST



PAST



PAST



PRESENT



PRESENT



PAST



COOK

Take +1 Survival.

CLEAR 1 STRESS

When you spend time making someone else comfortable with good food.

You make the food. Maybe it's great! But it probably isn't. Not as if you have the best ingredients to deal with. Still, you're doing the job, and everybody benefits. And when you get to make a real, good meal, it puts a smile on everyone's face.



SURVIVOR

When you suffer serious harm, draw an extra card. You can ignore a Bite result drawn from the bite deck by taking a new Trauma.

CLEAR 1 STRESS

When you escape from a situation in which your life was in danger.

The one thing you're known for is making it out of bad situations. Sometimes you have to leave people behind, of course, but...that's what it takes to survive.



ENFORCER

Take +1 Savagery.

CLEAR 1 STRESS

When you physically intimidate someone into obeying your boss's orders.

You may not be in charge yourself, but you damn well ensure that everybody else falls in line. Because if they don't fall in line, a mouth full of broken teeth will be the least of their problems.



BUTCHER

Take +1 Savagery.

CLEAR 1 STRESS

When you take on an ugly, bloody task no one else will take on.

You do what the enclave needs. Sometimes that means slaughtering an animal and scraping the meat off its corpse. Sometimes that means chopping up a human body into itty-bitty pieces. Whatever. You don't mind getting your hands dirty anymore.



FOLLOWER

Take +1 Soul.

CLEAR 1 STRESS

When you obey someone else's orders without question.

You've thrown your lot in with someone else, through and through. You follow their orders, and you do whatever they ask. The time hasn't come yet when you felt the need to refuse their orders—and to be honest, you sometimes wonder if it ever will.



GUARDIAN

Take +1 Steel.

CLEAR 1 STRESS

When you protect someone else from a human threat.

You're the one who keeps others safe. Sure, you keep them safe from the dead, but you know the real danger comes from the other people in the enclave. You shut down the violence, and you keep people safe from each other, even if it means throwing yourself in harm's way.



PRESENT



PRESENT



PRESENT



PRESENT



PRESENT



PRESENT



MEDIATOR

Take +1 Steel.

CLEAR 1 STRESS

When you talk others out of a conflict between each other.

The dead rose, and people forgot how to talk to each other. Or maybe the ones who tried talking were the first to be eaten. Well, not you. You're known for trying to solve problems with words, not with violence. You hope it's not a losing proposition.



VISIONARY

When you open up to someone by talking about your vision for the future of the enclave, draw Steel instead of Soul.

CLEAR 1 STRESS

When you accomplish a step in your vision for the enclave.

Most everyone else is so focused on the here and now, they can't see tomorrow—but you can, and you'll share your vision.



CONTRARIAN

When you speak the hard truth to a group, draw Steel. On a Triumph, hold 3. On an Edge, hold 1. Spend your hold 1 for 1 to make the group:

- bring people or stuff forward
- unite/fight against a clear threat
- go quietly back to their lives

On a miss, they are angry at the truth and you.

CLEAR 1 STRESS

When you convince someone to abandon a task they've already prepared to undertake.

Every enclave needs a devil's advocate.



ARCHIVIST

When you consult your records for information on the surrounding area, draw Survival. On a hit, ask the GM a question about the area, and they will answer honestly. On a Triumph, draw +1 while acting on the answer. On a miss, your records are incomplete and filled with dire warnings.

CLEAR 1 STRESS

When you acquire new knowledge about the current state of the surrounding area.

You are the world's memory.



PROPHET

You believe the apocalypse was brought about by the world's sins. You have a close group (4 allies) whom you have converted to your faith; their devotion is ironclad.

CLEAR 1 STRESS

When you gain a new convert, severely punish someone for their sins, or get the enclave to adopt a religious prohibition.

The dead are a blight sent by divine sources to wash away humanity's sins. Unless you can cleanse the living's souls first.



SCIENTIST

You have a small collection of zombies and parts in your lab. If your work is ongoing, draw Steel at the start of the session. On a hit, take +1 ongoing on all zombie moves for the session. On an Edge, you require new materials or chemicals to proceed. On a miss, your quarantine is breached.

CLEAR 1 STRESS

When you obtain a valuable research sample or specimen.

End this plague. By any means necessary.



PRESENT



PRESENT



PRESENT



PRESENT



PRESENT



PRESENT



DIPLOMAT

Take +1 Soul.

CLEAR 1 STRESS

When you make a deal with someone.

Someone has to deal with new people who arrive at your enclave...or with other enclaves entirely...or with lone survivors...or anyone who isn't part of the group already. That's you. You're the voice of your enclave, and you negotiate on its behalf.



TYRANT

You lead a gang of survivors (four allies) who back your control of the colony. When you give the group orders, draw Savagery. On a Triumph, all 3. On an Edge, pick 1:

- you don't have to hurt them
- you don't have to bribe them
- they follow your instructions precisely

On a miss, someone challenges your rule.

CLEAR 1 STRESS

When you win a disagreement with someone in the enclave.

The time for democracy is over.



CRUEL

WHILE REVEALED

Clear a stress when you inflict serious harm on a PC. They must discard their highest card when they draw to suffer serious harm.

If you can make someone else scream, then you won't have to think. It's terrible...but it's the solace you've found. And this world is full of people who deserve it, right?



RECKLESS

WHILE REVEALED

Clear a stress when you suffer serious harm. Draw +1 when you suffer serious harm while charging at your enemies.

This world is danger. Why hold back? Why try to play it safe? Why would that help anything at all? All you have left is to throw yourself heedlessly into anything you do.



COLD

WHILE REVEALED

You cannot open up to anyone, and no one can open up to you. Draw +2 to commit violence against a vulnerable target.

The safest way to survive is to lock yourself down. No one can get in your head, and nothing can get out. And that makes it easier to do what you have to do.

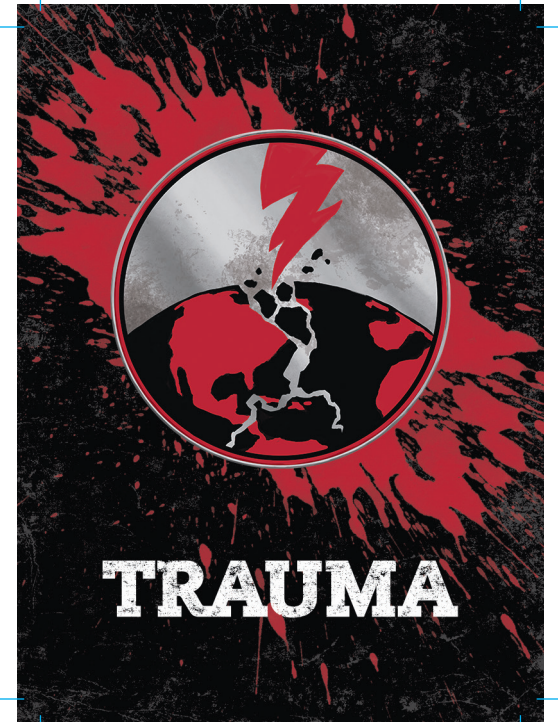
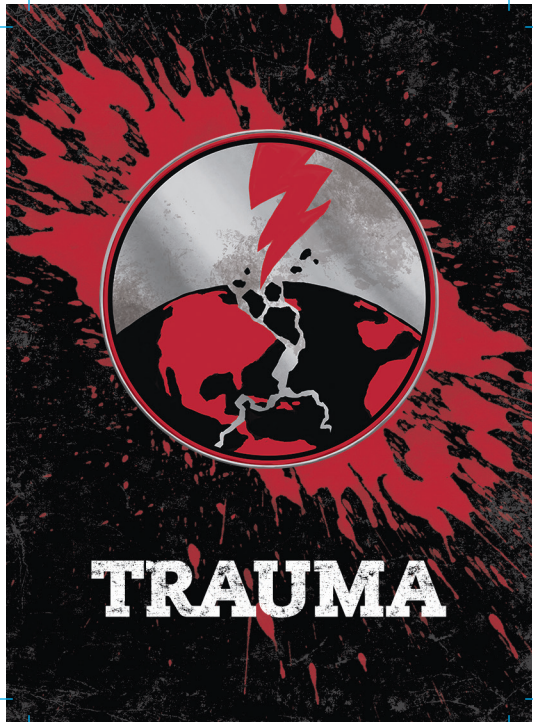
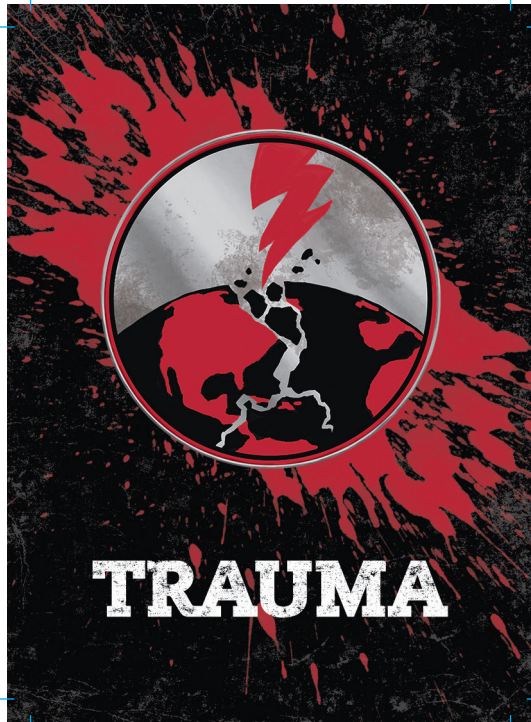
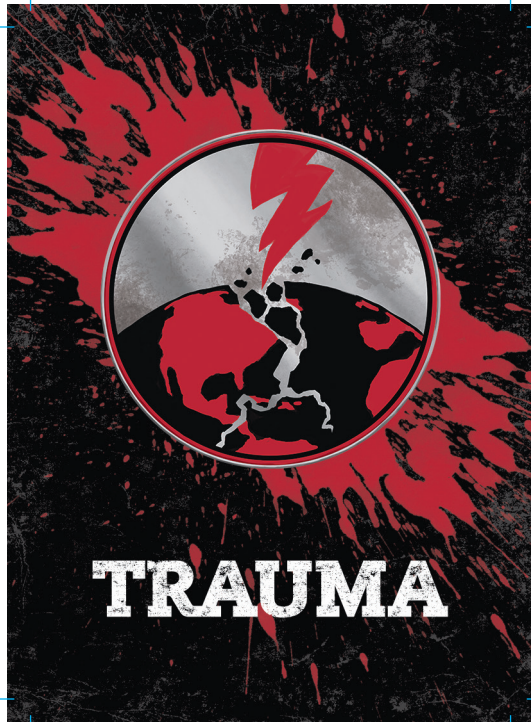


EXPLOSIVE

WHILE REVEALED

Draw +2 when you unexpectedly act out with violence or aggression. Mark stress when someone gets in your face and you don't retaliate.

Sometimes the pain and the anger bubble to the surface and erupt. You always feel better afterward—at least for a moment, until you understand what you've just done.





ADDICTED

WHILE REVEALED

Clear a stress when you get your fix. When you assess a bad situation, mark stress before drawing to make the move as if you drew a Triumph.

The world is too terrible for sobriety. Whether you sit behind a dull haze or sharpen the world into bright relief, the only way you know how to survive is to find your fix and partake.



ARROGANT

WHILE REVEALED

Clear a stress when you blow off someone else's plan to do things your way. Draw +1 when you go on point.

The world only makes sense in your head. When others try to lead or tell you what to do, it always feels wrong. They don't know, they don't understand. Only you understand.



COWARDLY

WHEN REVEALED

Take +1 Soul.

WHILE REVEALED

Clear a stress when you convince someone else to propose a plan.

The only way to survive is to hide. To be unnoticeable, to slip to the side, to escape. You can't stand out, can't take risks, can't be the first one into danger—not if you want to live.



DEADENED

WHILE REVEALED

Never mark stress due to violence or deaths. No one can interfere with your draws. You cannot go on point.

When push comes to shove, people don't really matter like they used to. The feeling that would've stopped you from hurting others, it's gone. And with it, any need to hold back.



OVERBEARING

WHILE REVEALED

Clear a stress when you involve yourself in a situation that has nothing to do with you. Draw +1 when you get in someone's face to defend your behavior.

Your own problems are...too real. But someone else's problems? Those are solvable! Whether they like your solutions or not.

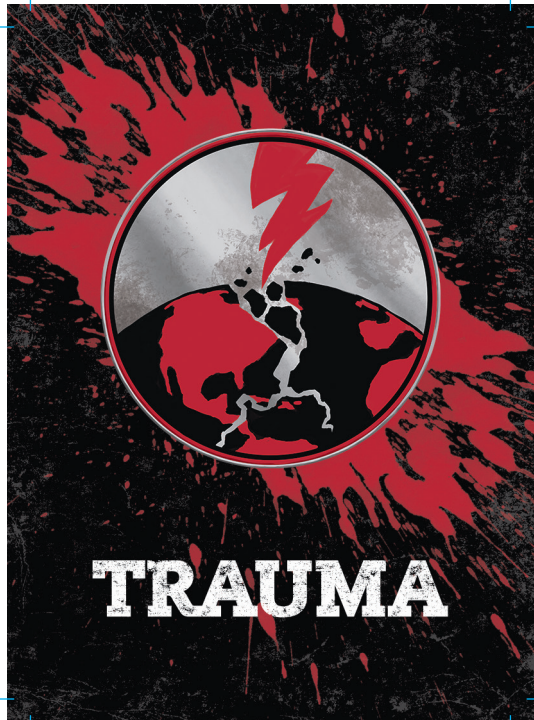
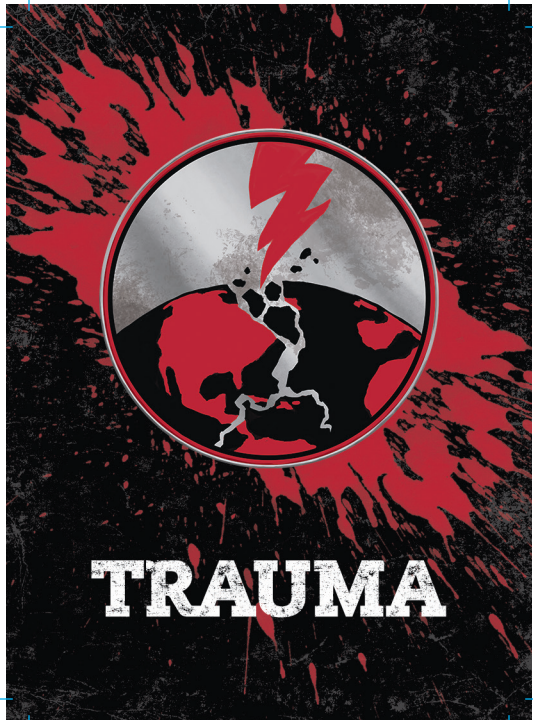
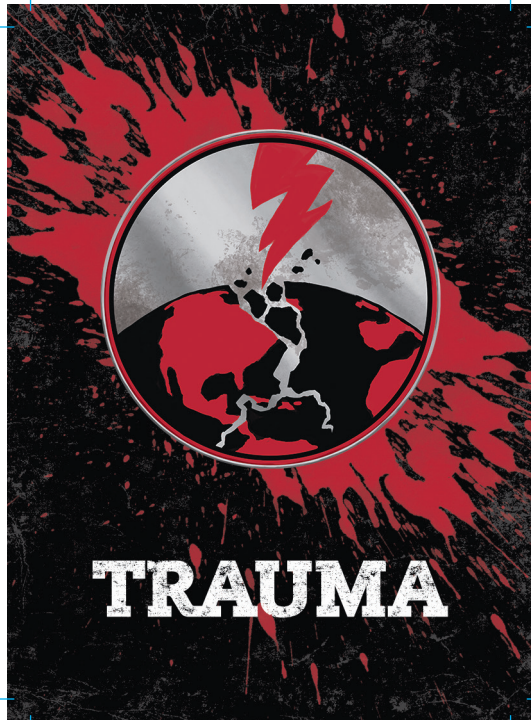
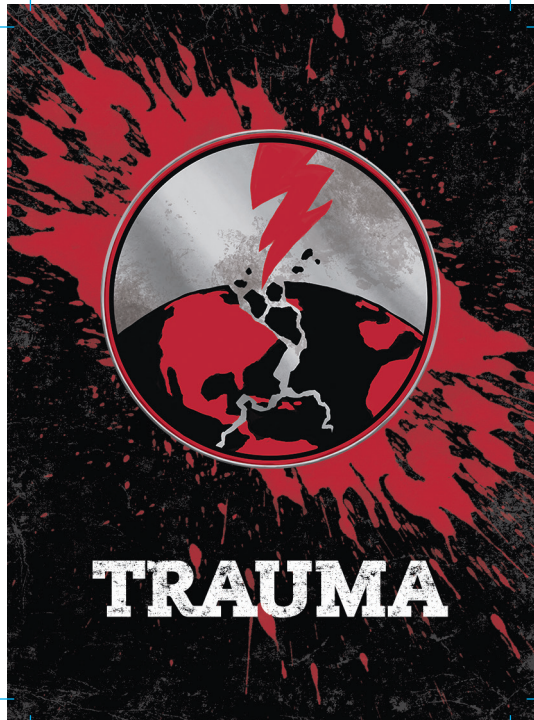
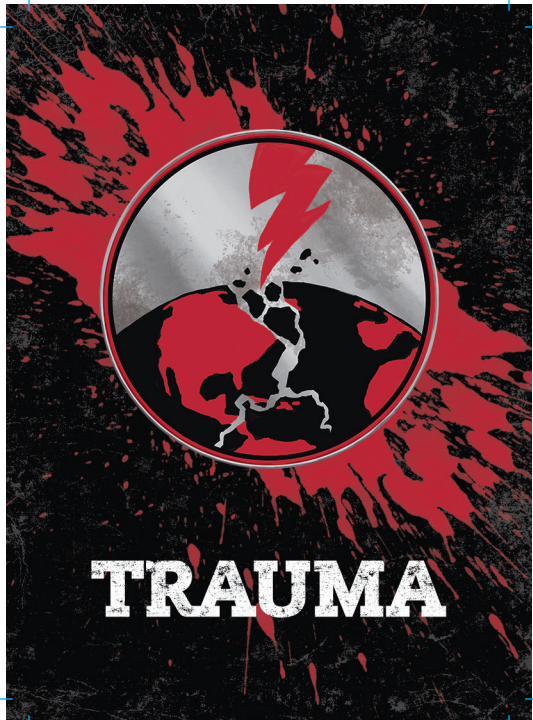
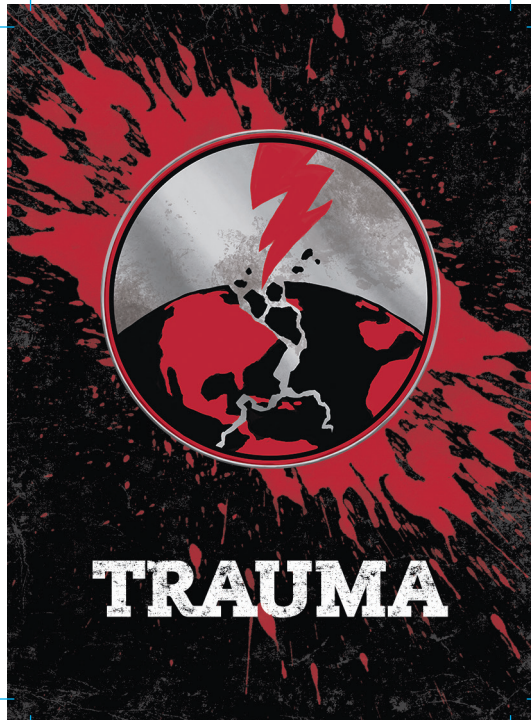


STUBBORN

WHILE REVEALED

Clear a stress when you ignore the advice of someone you trust. Draw Steel instead of Soul to ask an NPC for help with your plans.

There's relief to be found in saying "NO". In just ignoring another person, no matter how much they try to control you. In demanding your way, no matter the cost.





CONTROLLING

WHEN REVEALED

Take Steel +1.

WHILE REVEALED

Clear a stress when you propose a plan that involves at least five survivors.

Doing what others tell you will lead to trouble or get you killed. At least if you take charge, then when things go wrong you can own the consequences.



OBSESSIVE

WHEN REVEALED

Pick another survivor to be the target of your obsession.

WHILE REVEALED

When you take one of your obsession's possessions, clear your stress track. Draw +1 when you make any move against them. If they die, pick someone else.

You can bury your pain in another person's life. Make them matter more than you and everything gets simpler.



COMPULSIVE

WHILE REVEALED

Clear a stress when you try to take an object from someone without their permission. Draw +1 when you take valuable or rare objects that will be missed.

It's not even conscious. Sometimes you just find yourself holding something and not remembering where you got it from. But with every object you take, you can feel a bit of the weight on your shoulders fall away.



FIXATED

WHILE REVEALED

Clear a stress when you go into avoidable danger to accomplish a tactical objective. Mark a stress to keep anyone from interfering with your draw.

Keep your mind sharp. Focused. Accomplish the mission. That's all that matters. When you succeed on the mission, find a new one. Nothing exists outside the mission. Sharp. Focused.



PREDATORY

WHEN REVEALED

Take Survival +1.

WHILE REVEALED

Clear a stress when you assess a bad situation, discover who is vulnerable, and target them with force.

In a world where the dead eat the living, how could anyone believe the weak deserve to live? You are strong, and you will find the weak and make sure they know just how weak they are.



XENOPHOBIC

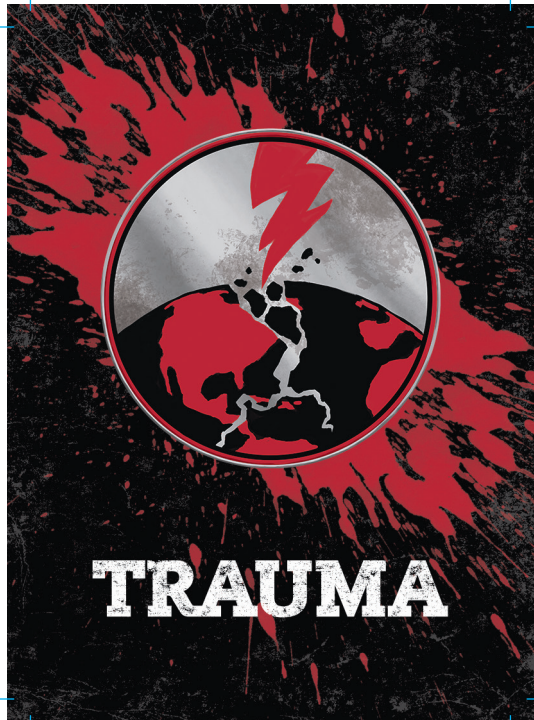
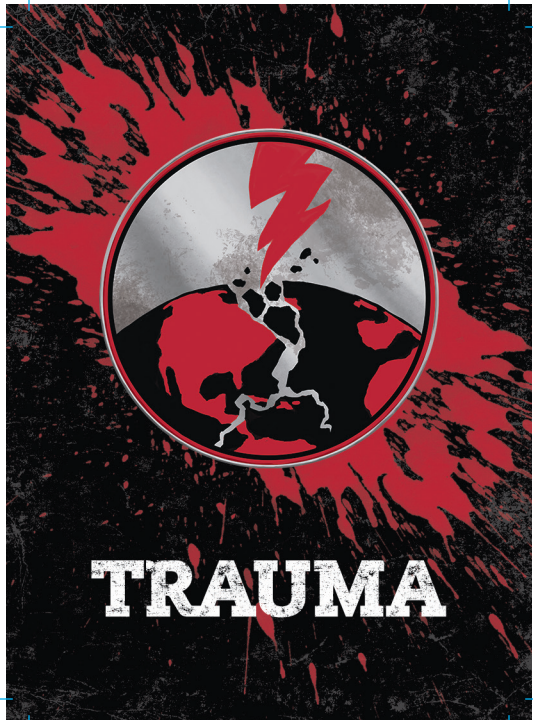
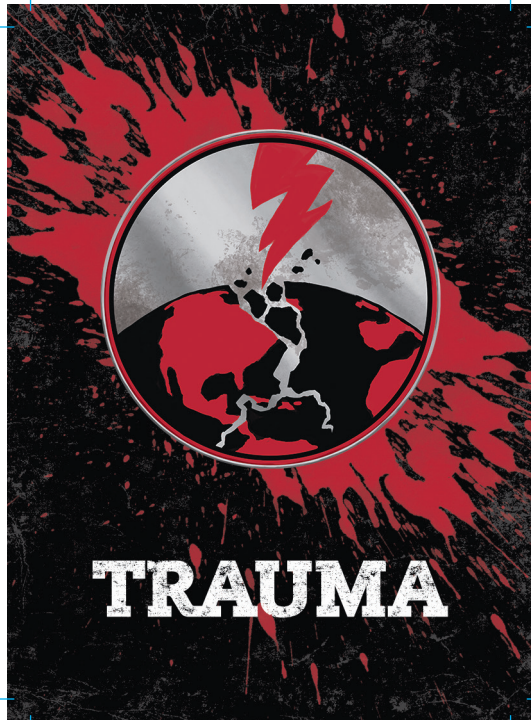
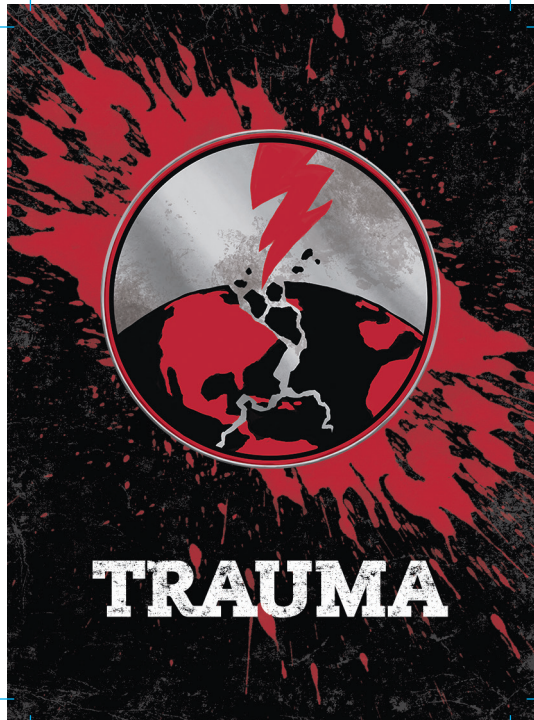
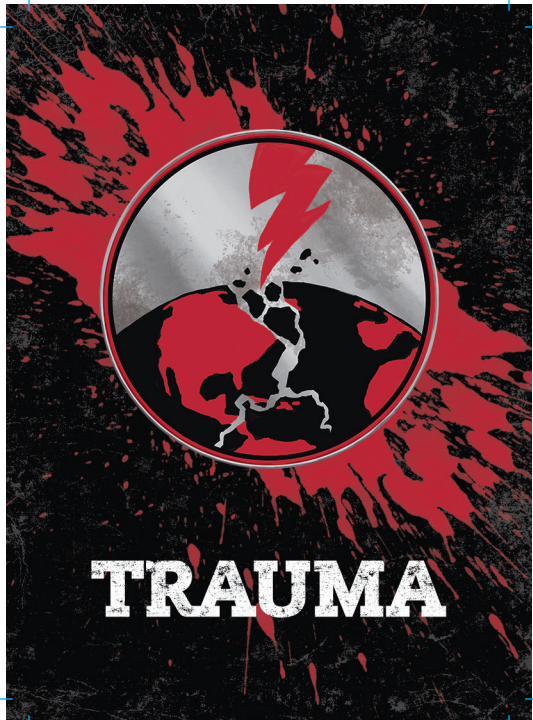
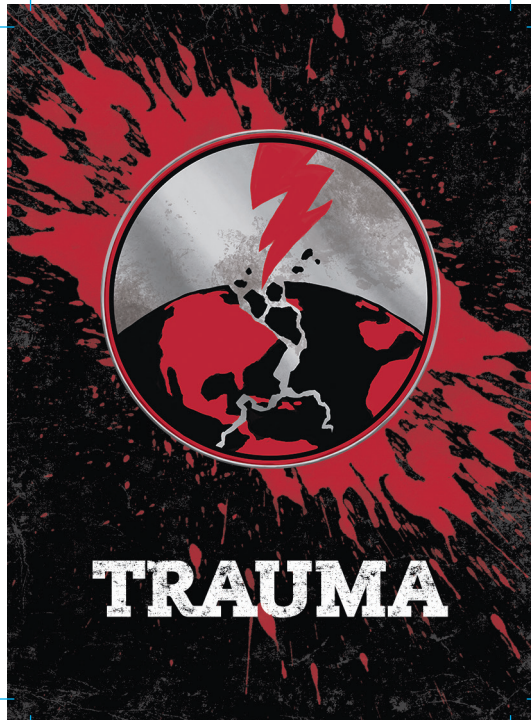
WHEN REVEALED


Take Savagery +1.

WHILE REVEALED

Clear a stress when you barricade a place and someone is left outside.

There's us, and there's them, and that's it. You need to keep them at bay, at any cost. Just keep them away, keep them outside. And always keep an eye out for when one of "us" becomes one of "them."






Danny Delgado
BICYCLE COURIER

SKILLS Empathy, speed, stealth

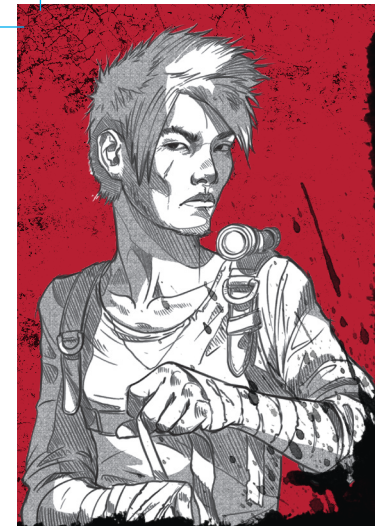
EQUIPMENT Bicycle, helmet, messenger bag



Clayton Mathis
COUNTY PROSECUTOR

SKILLS Leadership, manipulation, planning


EQUIPMENT Broken briefcase



Leo Clarke
DRIFTER

SKILLS Scavenging, stealth, survival


EQUIPMENT Backpack, flashlight, heavy coat



Percy Ward
REVEREND

SKILLS Empathy, leadership, manipulation


EQUIPMENT Holy book, rosary beads



Opal Ramirez
BOUNTY HUNTER

SKILLS Intimidation, stealth, violence

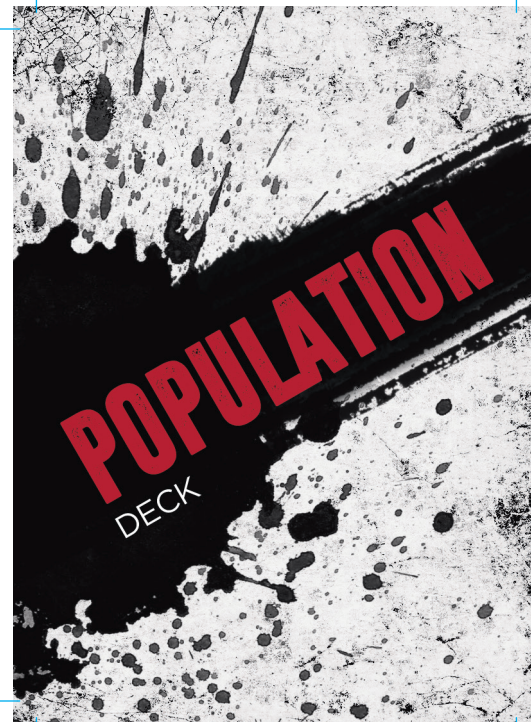
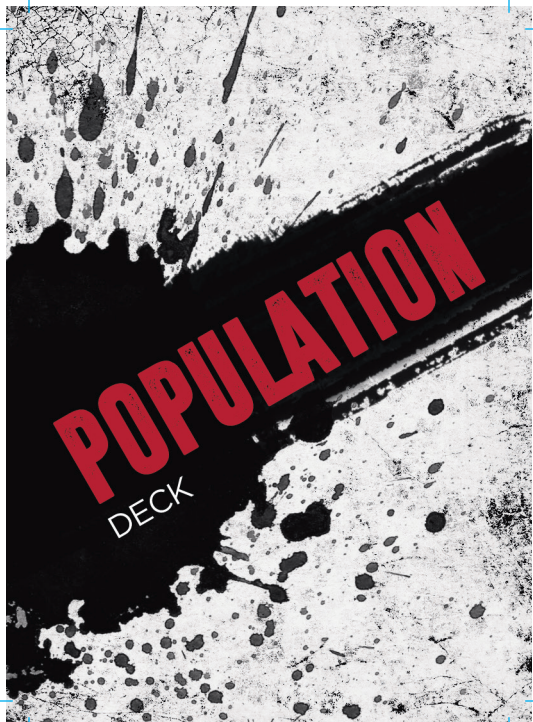
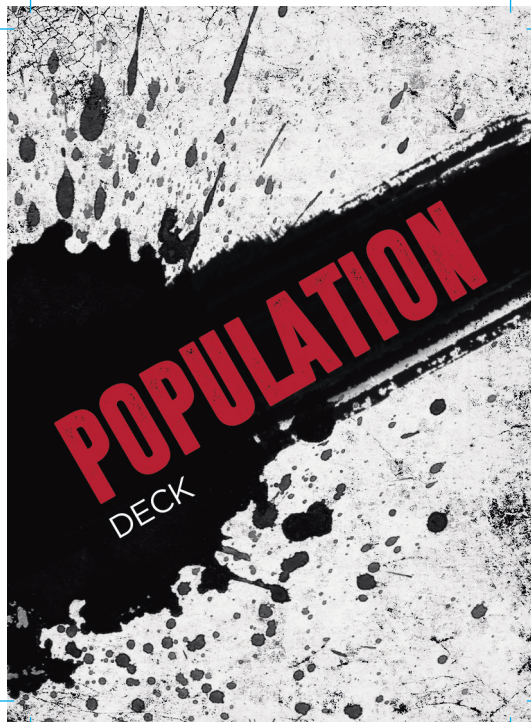
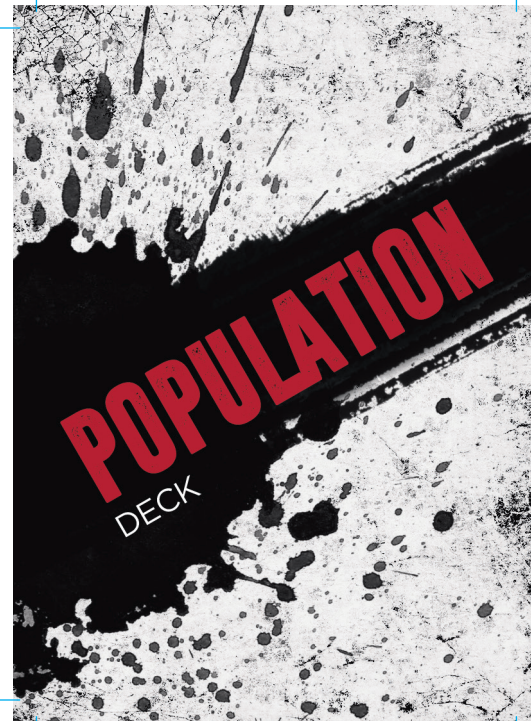
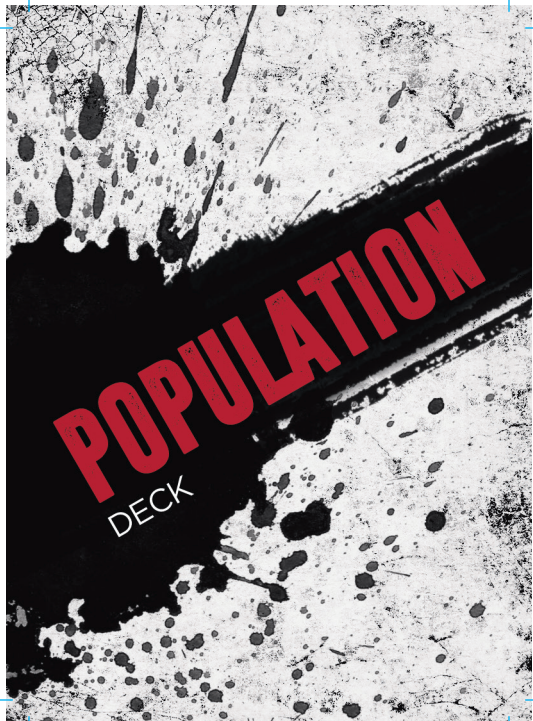
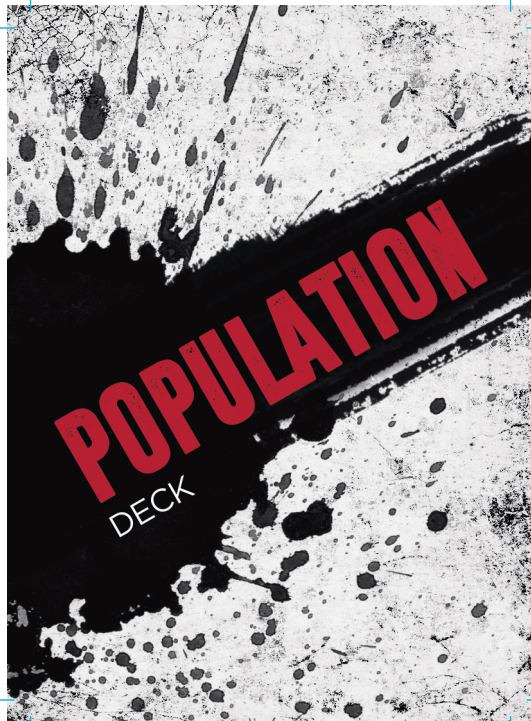
EQUIPMENT Gun, handcuffs, maps




Sally Nelson
STAY-AT-HOME MOM

SKILLS Empathy, leadership, manipulation

EQUIPMENT Bag, metal pipe, stun gun






Maya Viswan
MEDICAL STUDENT

SKILLS Empathy, leadership, medicine


EQUIPMENT First aid kit, stethoscope



Demarcus Nation
BOUNCER

SKILLS Empathy, intimidation, violence


EQUIPMENT Brass knuckles, chain



Ryan Hyeons
COP

SKILLS Intimidation, leadership, violence


EQUIPMENT Badge, gun, handcuffs



Juanita Lopez
DRUG DEALER

SKILLS Bartering, intimidation, manipulation

EQUIPMENT Gun, stash



Roxanna Brower
MARTIAL ARTS INSTRUCTOR

SKILLS Instruction, planning, violence

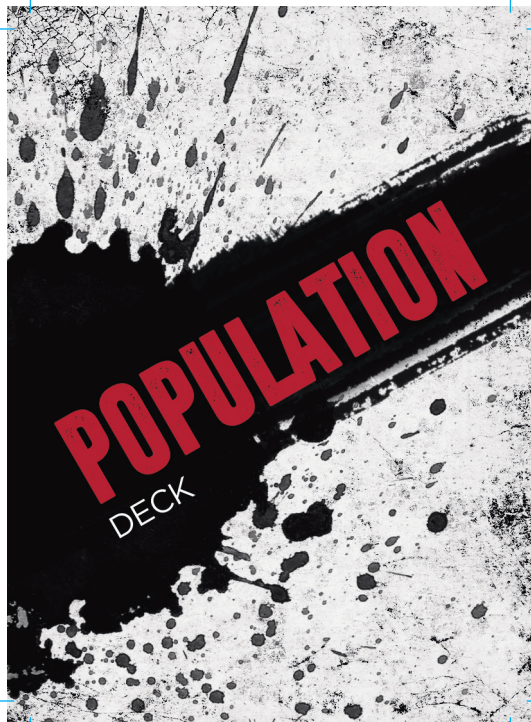
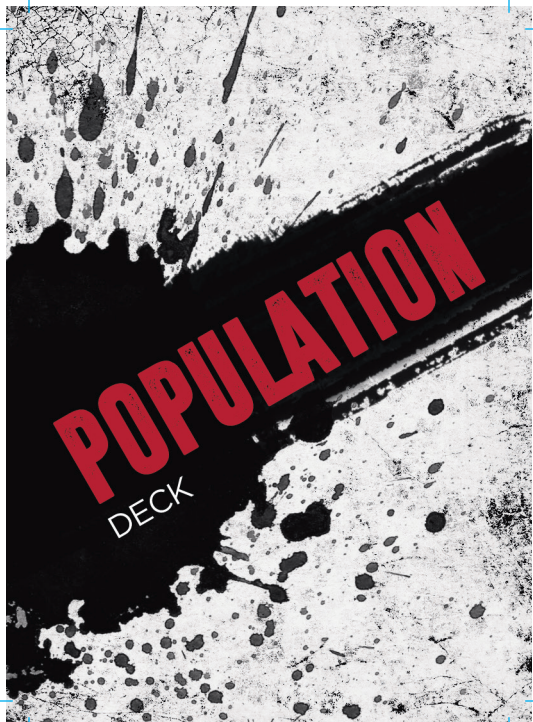
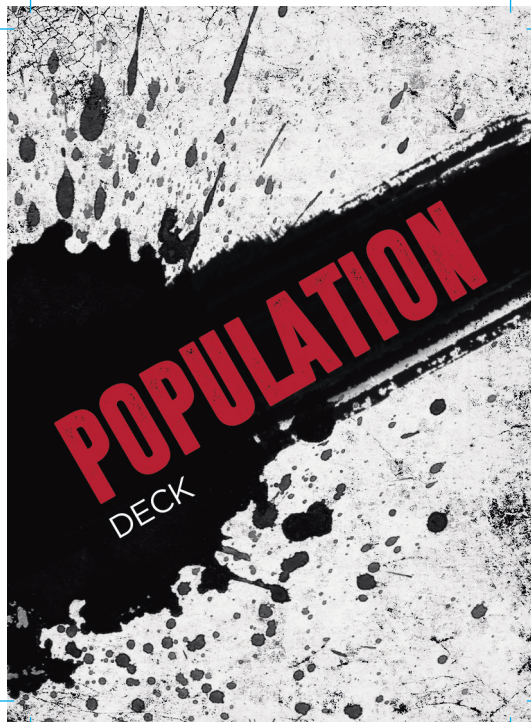
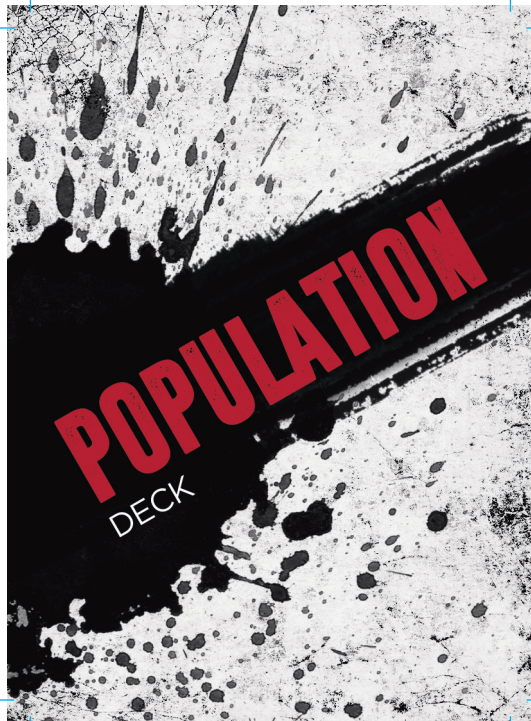
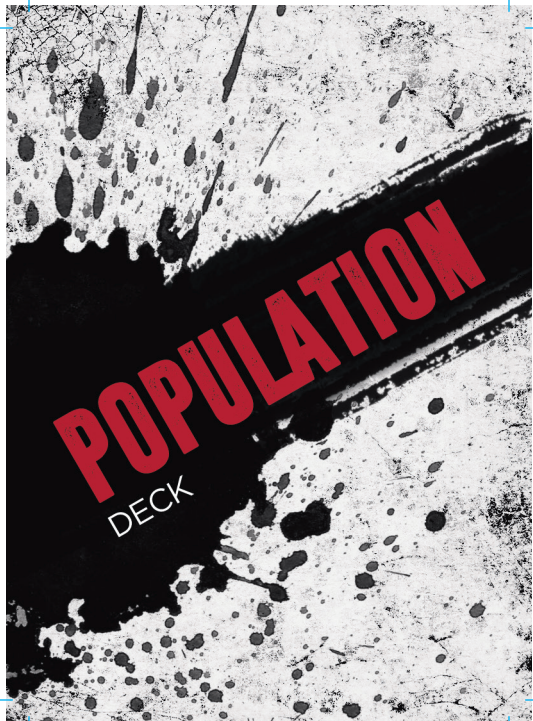
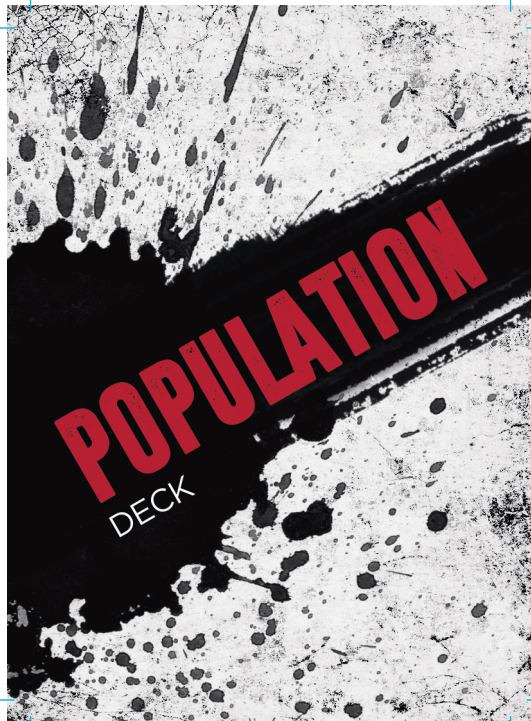
EQUIPMENT Practice staff




Hazel Nemeth
HIGH-SCHOOL TEACHER

SKILLS Empathy, instruction, manipulation

EQUIPMENT Textbook, whistle






BURGLAR

Virginia Kempf

SKILLS Bartering, scavenging, stealth

EQUIPMENT Crowbar, lockpicks



MUSICIAN

Alayna Vass


SKILLS Bartering, empathy, manipulation

EQUIPMENT Instrument, small drug supply

PRISON 1

Hide from Danger:
When you hide from danger in the cells of the prison, draw Survival. On a hit, you are safe. On a Triumph, you also remain hidden. On a miss, you run into something worse than whatever you were fleeing.

Lock Someone Up
When you try to calm down an NPC by locking them up, draw Survival instead of Steel. On a miss, another member of the colony takes issue with your tactics.




JOURNALIST

Darrian Spiros

SKILLS Investigation, manipulation, scavenging

EQUIPMENT Battery-powered recorder, notepad



PHARMACIST

Travis Conrad

SKILLS Bartering, scavenging, survival

EQUIPMENT Small supply of medicine

PRISON 2

Scarcities:

- ☒ food
- ☐ medicine
- ☐ privacy
- ☐ security
- ☐ suburban comforts
- ☐ weapons

Surroundings:

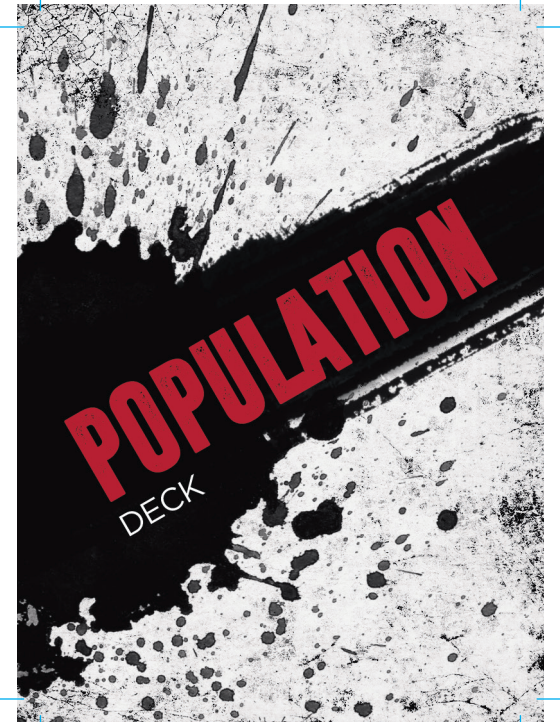
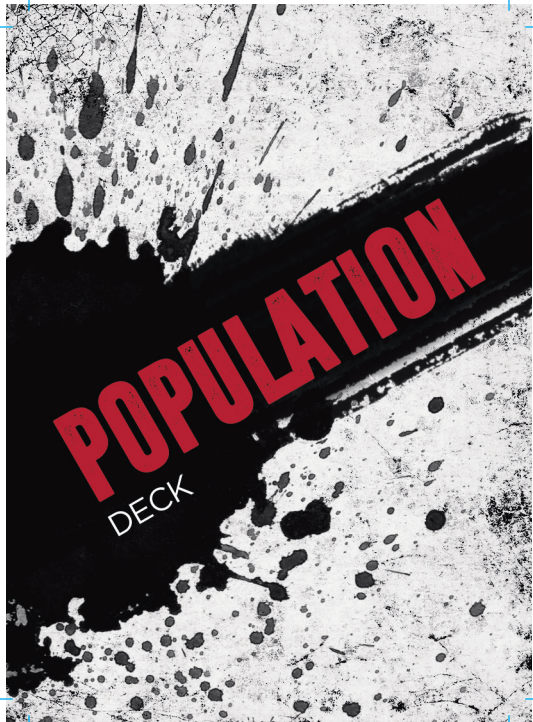
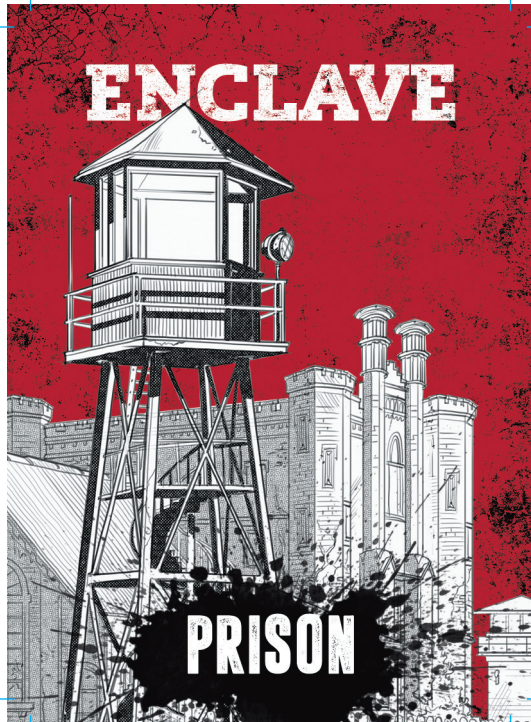
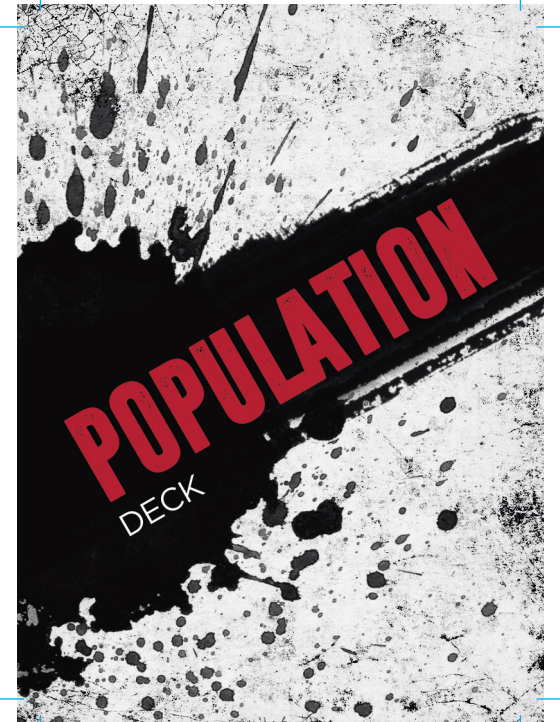
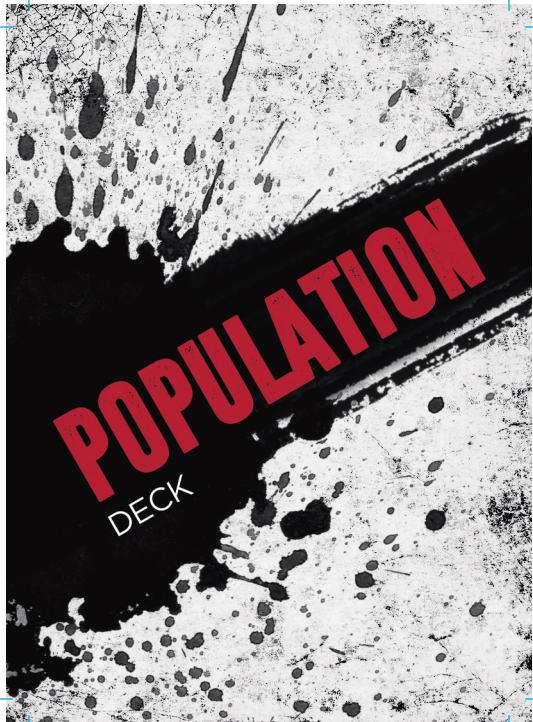
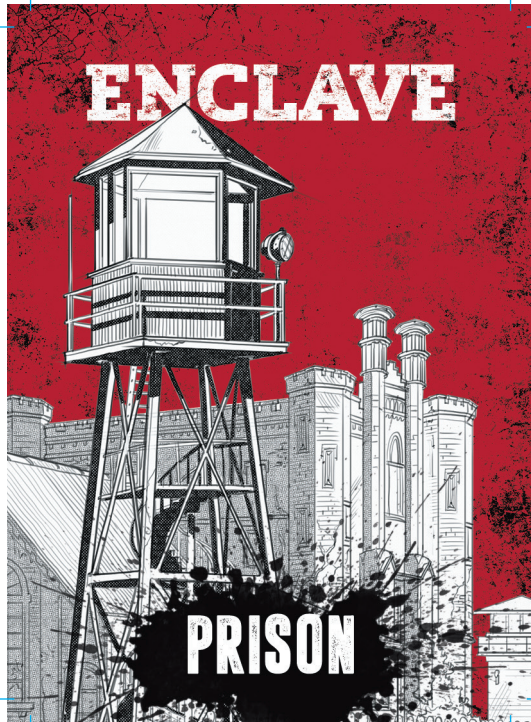
- ☐ a dangerous military outpost
- ☐ a dense forest
- ☐ a dilapidated, unsafe enclave
- ☐ an impassable mountain range
- ☐ a large body of water
- ☐ an overrun major city

Population:

- ☒ a noteworthy prisoner
- ☐ a dozen city refugees
- ☐ a local farm family
- ☐ a pair of soldiers
- ☐ the prison warden
- ☐ a small group of prison guards
- ☐ a suburban family

Advantages:

- ☐ armory
- ☐ garage
- ☐ infirmary
- ☐ strong fences



HOSPITAL 1

Medical Facilities

When you use the appropriate medical facilities and supplies to treat someone's grievous injuries, draw Survival. On a hit, they'll live and recover, mostly intact. On an Edge, you had to use up significant and limited supplies to fix them. On a miss, it's going to cost dearly to keep them alive. The GM chooses: either they are permanently damaged (and if they are a PC, they must take a new Trauma), or they die on the table.

The Lost Ward

When you dispose of the dead by putting them into the secure, zombie-infested, locked up parts of the hospital, draw Survival instead of Savagery. On an Edge, you can choose to draw twice from the bite deck and pick which one applies. On a miss, the zombies surge out of those sections of the hospital; run.

HOSPITAL 2

Scarcities:

- ☒ security
- ☐ food
- ☐ medicine
- ☐ privacy
- ☐ suburban comforts
- ☐ weapons

Surroundings:

- ☐ a barricaded office park
- ☐ a bay or harbor
- ☐ a fortified police station
- ☐ a major mall
- ☐ a power plant
- ☐ a ruined part of the city

Population:

- ☒ a group of surviving patients
- ☐ a city official
- ☐ a dozen or so city refugees
- ☐ an expert doctor
- ☐ a hospital administrator
- ☐ a military officer
- ☐ a small group of police

Advantages:

- ☐ cafeteria
- ☐ generators
- ☐ helicopter
- ☐ quarantine

