

Primer Scenario VI, 2

By Robert Watts, Christopher De La Rosa and Ivan Van Norman
Proofread by Michael Petruzzello

Information presented here will be used as reference for the primer scenario. The characters on the following page will likewise be referenced. Be sure to refer

back to this page if you have any questions as to where the numbers came from or if you are wondering what we're referring to when we say things like "standard zombies"

or "Outbreak Level". Also, page numbers as reference are provided whenever possible.

Cast

Cy
Officer Nick Coughlin
Sammy Rosen

Standard Zombies:
Str: 20 Dam: d6 Def: 0/0 Vir: 1 Spd: Med (lv 3) Per: Med (lv 3)
Sense: V/H - 30 E%. = **+30 E% modifier**

Zombies

Tri-County Precinct

Structure - 5	Population - 1	Viability - 2
Science - 4	Culture - 2	Morale - 2

Stronghold Level: 16

Legend

Material presented in italics like this are what a GM would narrate to a player or what a player could say or do when acting in the role of their Survivor character.

Material presented normally like this are the notes to the GM or player as to what game mechanics are being used in order to produce the events described in the narration.

Outbreak Level 2

Number of Standard Zombies per Encounter:
 $d3+8$ ¹

Encounter Length For Standard Zombies:
1d6 Turns, re-rolling 5's and 6's, add results ²

Encounter %: 40 E% ³

E% Degrees of Success	Encountered	E% Degrees of Failure	Encountered
0-2	Zombies	0-3	nothing
3	Zombies (Template)	4+	Survivors
4	Zombies (Unique)		
5	Zombies (Unique)		
6+	O.B.M.?		

4

¹ $d3 + 2 + \text{Zombie Lv. of Speed} + \text{Zombie Lv. of Perception}$ i.e. 'Standard' Zombies pg.155 will have $8+d3 (2 + 3 + 3 + d3)$ (pg. 346)

² based on zombie Speed and Perception i.e. 'Standard' Zombies pg.155 will require 1d6 turns to pass before another E% is made, re-rolling 5s and 6s and adding the results together (Medium Perception) (pg. 413-415)

³ 20 E% for Zombies + 20% for Outbreak Level = **+40 E% modifier**

⁴ Modified version of the chart on pg. 344 of the Outbreak: Undead Core Rulebook for this Outbreak Scenario: Shattered and Vigilante rolls are either ignored or result in multiple template or unique zombies or the O.B.M. (One Big Monster).

THE CAST..

Name: Nicholas Coughlin (Police Officer - Rookie)
 Gender: Male
 Height: 5'10"
 Weight: 170
 Date of Birth: 03 25 1986 *Gestalt Dice:* 24



TEST RESULT FORM

Testing Center: [Redacted]
 Administrator: [Redacted]
 Date: [Redacted]

The following information is to be used by the administrator for diagnostic purposes. It represents the results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Strength: 25

Participant showed exceptional ability in STRENGTH in the following ways:

Skills

Max CU: 5
 Traceur - (Tier 1): +3 Str, +5 bonus for 'Str - Climb, Lift/Pull and Jump' checks, and 'Will - Resist Panic' for height.

Perception: 35

Participant showed exceptional ability in PERCEPTION in the following ways:

Skills

Trigger Discipline - (Tier 1): +3 Per, +5 RA, Reduce 'Wasted Shots' by 1.
 Gunslinger - (Tier 3): +5 RA, Increase FC by 2, or no penalties for multiple targets.
 Stealthy - (Tier 3): +3 Per, Zombies have 'Listen' level reduced by 1.

Empathy: 35

Participant showed exceptional ability in EMPATHY in the following ways:

Skills

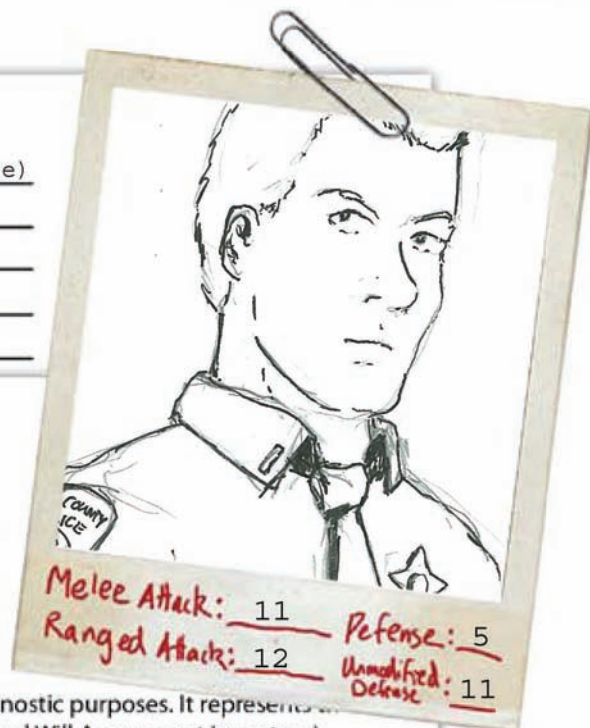
Will: 25

Participant showed exceptional ability in WILL in the following ways:

Skills

Equipment:

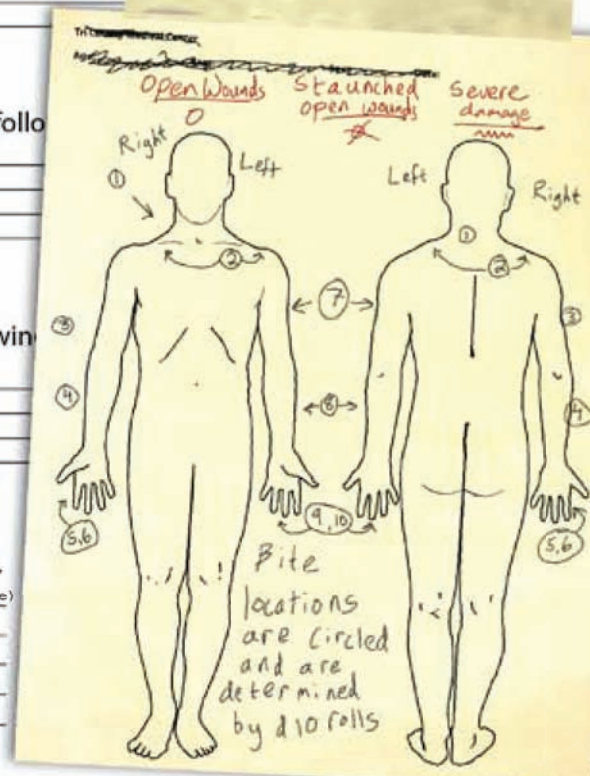
Name	Bonus	CU
Clothes, Medium	+15% BR	1 (free)
Stun Gun	Deg: 2, Def, Auto Panic & Pain, 25% chance Knock Prone, No Def	1
9mm Pistol	Intermediate Pistol Cartridges: (20/15/10), FC: 4, Cap: 15	1



Bite Resist % 20

Viral: ---

Health: 32



History

Fresh out of the academy, Officer Coughlin is itching for action, but is frequently given tame assignments, much to his chagrin. This is primarily because of his inability to take orders when the action begins, but also because he was under suspicion of being a serial killer. The murders were eventually tied to Vincent St. Clair, a man who disappeared shortly after Nick Coughlin's exoneration. Despite his innocence, Officer Coughlin went through many drastic means to exonerate himself which got him slapped with disciplinary charges. During his disciplinary time, he has been assigned to Sgt. Reyes, who despite his complete 180 degree attitude towards the force, has started to grow on him. Much of Officer Coughlin's negative attitude towards his superiors is that the majority of them turned a cold shoulder on him when he was under suspicion for murder. Only Sgt. Reyes has the patience to put up with Officer Coughlin despite the chip on his shoulder and his hot-headed attitude.

Nick is also dating the Nurse "Sammy", one of the few who believed him when he said he wasn't a serial killer. She is part of this campaign.

Starting Weapons

9mm Pistol

FC: 4 (+2 for Fast Shot)

CU: 1

Damage: 2d6

Lethality: Short +20% Med. +15% Long +10%

Magazine:



Nick's ZK%: RA + Skills + Lethality

Short: $(20\%)* + 10\% + 20\% = 50\%$

Medium: $(20\%)* + 10\% + 15\% = 45\%$

Long: $(20\%)* + 10\% + 10\% = 30\%$

Capacity: _____

Special: Pistol weapon, uses 'Intermediate Pistol Cartridges'

* Police Officer types have a base Attack of 20 if their normal natural would be lower than 20.

Name: Cy (Civilian - Survivalist)
 Gender: Male
 Height: 6'2"
 Weight: 190
 Date of Birth: 6 03 1976 *Gestalt Dice!* 34



TEST RESULT FORM

Testing Center: [REDACTED]
 Administrator: [REDACTED]
 Date: [REDACTED]

The following information is to be used by the administrator for diagnostic purposes. It represents results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Strength: 35

Participant showed exceptional ability in STRENGTH in the following w

Max CU:

Skills

Perception: 30

Participant showed exceptional ability in PERCEPTION in the following

Trigger Discipline - (Tier 1): +5 RA, Reduce 'Wasted Shots' by 1.
 Survivalist - (Tier 4): +15 bonus for 'Per-Survival (Urban)' checks,
 50% reduction of Degredation of '10 Essentials' equipment.

Skills

Empathy: 25

Participant showed exceptional ability in EMPATHY in the follo

Skills

Will: 30

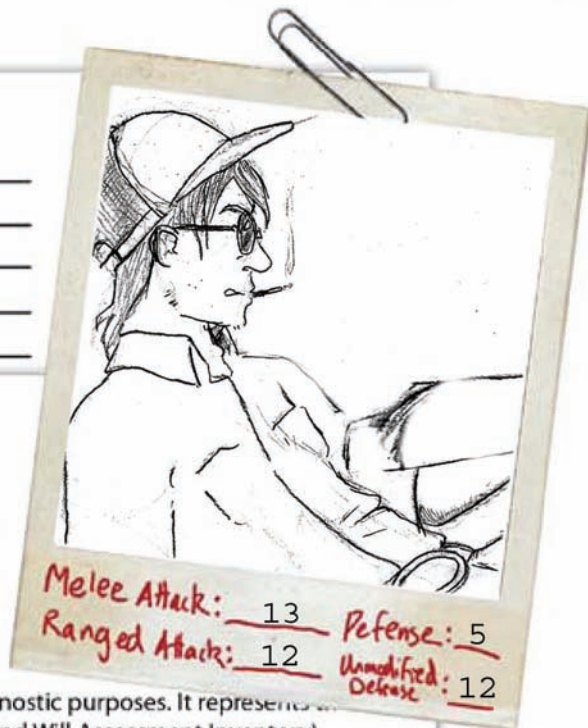
Participant showed exceptional ability in WILL in the following

+5 Will for sacrificing a Tier
 Total Will: 55 (+5 tier +20 Security Blanket)

Skills

Equipment:

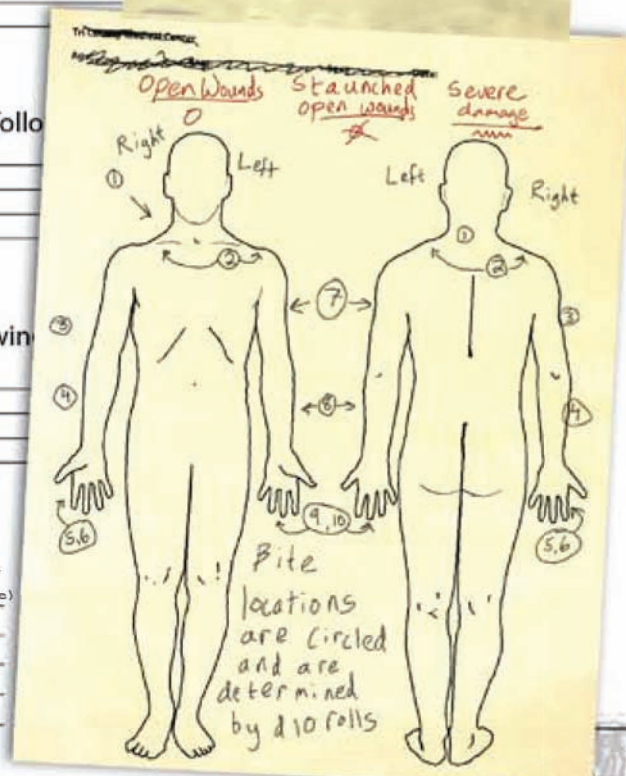
Name	Bonus	CU
Clothes, Medium	+15% BR	1 (free)
"Security Blanket: Bronc-Busting Championship Belt"		
+20 Will, lost for 10d10 Time if ever Panicked.		1
.357 Magnum Heavy Pistol Cart. (35/30/20), Red Def by (10/5/-)		
(Revolver) FC: 2, Re-roll 'ones' die, discount 1 DoF, Cap: 6		1



Bite Resist % 15%

Viral: ---

Health: 42



History

Cy is a Trucker-Hat Donnin', Mustache-Tottin', Belt Buckle-Wearin' Sunnabitch, who lives by no man's rules but his own. Cy grew up with his Dad. His mother, who had died in child-birth, gave him his name after his great grandfather who worked on the railroad out west. His family settled when he died, and hasn't moved since. He doesn't have many friends, but the ones he does are loyal to the end. Not formally educated (he did finish high-school), Cy makes up for brains with a lot of wit, sass, and charm. He was arrested for public drunkenness and assault the night before, but was a victim of a drunken brawl that he did not start (but sent a few of his attackers to the hospital). He is now kept in a holding cell to separate him from the drunk tank detainees because the majority of his attackers are in the same drunk tank.

Starting Weapons

.357 Magnum Revolver

FC: 2

Damage: 2d6+3

Chambers:



Capacity: _____

Special: Pistol weapon, Revolver (re-roll 'ones' die for all shots fired) uses 'Heavy Pistol Cartridges'

CU: 1

Lethality: Short +35% Med. +30% Long +20%

Cy's ZK%: RA + Skills + Lethality

Short: 12% + 5% + 35% = 52%

Medium: 12% + 5% + 30% = 47%

Long: 12% + 5% + 20% = 37%

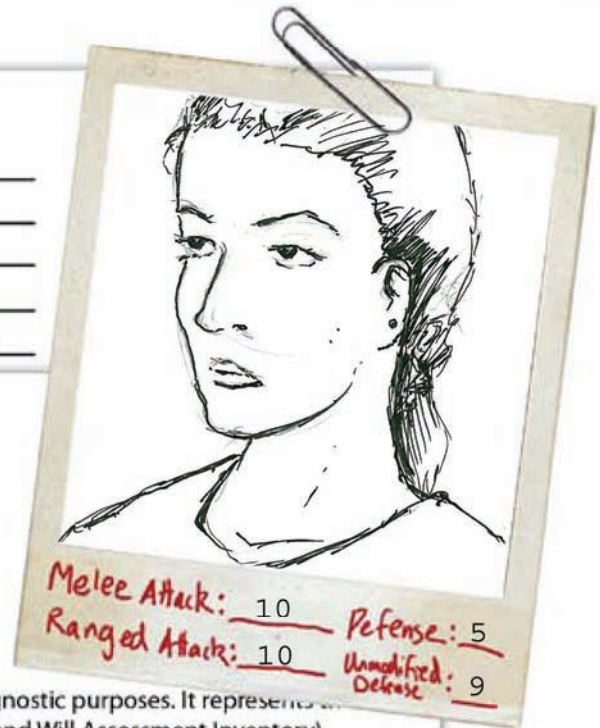
Name: Sammy Rosen (Nurse)
 Gender: Female
 Height: 5'5"
 Weight: 115
 Date of Birth: 8 2 1987 *Gestalt Dice:* 23



TEST RESULT FORM

Testing Center: [REDACTED]
 Administrator: [REDACTED]
 Date: [REDACTED]

The following information is to be used by the administrator for diagnostic purposes. It represents results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).



Strength: 25

Participant showed exceptional ability in STRENGTH in the following

Skills

Perception: 25

Participant showed exceptional ability in PERCEPTION in the following

Skills

Basic First Aid (Tier 5): +25 Per for 'Per - First Aid/Diag' checks, +5 Nat Heal.

Empathy: 35

Participant showed exceptional ability in EMPATHY in the following

Skills

Bilingual (Tier 1 - Spanish): +5 Emp for 'Emp - Dip' checks, +1 Cul.

Will: 35

Participant showed exceptional ability in WILL in the following

Skills

Calm (Tier 1): +10 Calm 'Will - Calm Self' and 'Emp - Calm Other' checks.

Equipment:

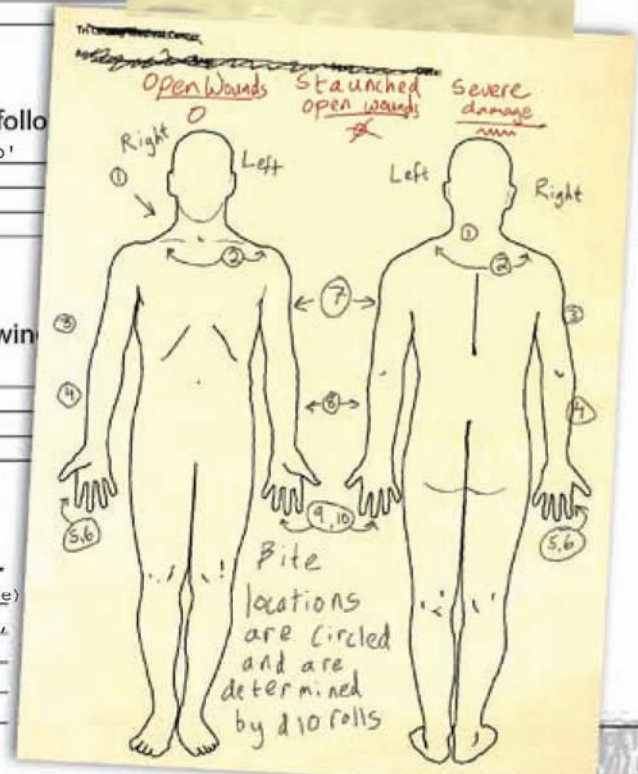
Name	Bonus	CU
Clothes, Medium	15% BR	1 (free)
First Aid Kit: Deg: 1, Restore 1d6 Health in Nat Heal, -1 Dif of 'Per - First Aid', -2 Dif 'Staunch Open Wound', 1 Res = d3 restock		2

Bite Resist % 12

Viral: ---

Health: 32

+5 Health for being 'Nurse'



History

Sammy is a Local, so much a local in fact, that she has never left the county in her 23 years of life on this planet. Part of a larger family of siblings in which often times she was the acting mother, her tanned skin tells the story of a difficult life. She loves being a nurse, because she's been accustomed to taking care of people. Her skills are much greater than her job title suggests, however because of her situation she lives nearby in one of the city's many trailer parks. She commutes daily to the hospital in one of the larger areas of town. This morning, she was called in to attend to some of the detainees at the station who were reported ill and needed medical treatment. She is nervous about this, as her boyfriend Officer Coughlin works there, and they just had a really nasty fight the night before. She was asked to report immediately, as a large amount of injuries have come in during the night, and they need all the staff they can manage.

Starting Equipment

First Aid Kit

Degradation: 1 (0.5)

CU: 2

Using the First Aid Kit will reduce the Difficulty of 'Per - First Aid' checks by 1 and will reduce the Difficulty to Staunch Open Wounds by 2. To restock, 1 Resource can be spent to remove d3 Degradation points. During natural healing, increase the amount of health restored by 1d6.

Special: Sammy's Type will reduce Degradation from 1 to 0.5. This is already reflected above.

Primer Scenario Part 1: Missions

We Need More Supplies...

Cy, Coughlin and Sammy have eaten the last of their food the previous day and they are dangerously low on 9mm ammunition. It seems unlikely they would have time to scavenge both a grocery store and a gun store as they are 2 miles apart and the roads are jammed with abandoned automobiles. They can only travel reliably by foot.

A 'Supply Raid' mission (pg. 381) is selected, targeting Uncle Oinky's Discount Foodinarium, 3 miles away. They decide to set out immediately, which in this case is Time 3, about late morning.

Time 3: Mission Start

The decision is made that bullets are useless if the group is too starved to fight, so the Uncle Oinky's Discount Foodinarium is chosen as a location to raid for some supplies. The GM assures them they may be able to find some abandoned ammunition on some fallen corpses if they take the time to look... this may not be the case, however. They decide to leave in the late morning, to provide ample daylight for their mission. There are zombies everywhere, but as far as they could tell, the survivors are not noticed...

The GM determines if there is going to be an encounter as soon as they take their first step out of the Stronghold. He takes the Perception Level of his standard zombie on pg. 155, and sees that he would need an E% of 40% in order to grab the attention of the zombies. His first roll is a 52, which is not equal to or less than 40, so their observation is correct, they did not attract the attention of zombies upon leaving the stronghold.

The group decides (quickly, as they know zombies could be around any corner) that they will move towards their destination at half speed. The survivors are taking their time to check corners

and cut through suburban backyards to ensure they are not spotted.

Players moving at this speed will deduct 1 level of perception away from their next encounter roll. They will only be able to cover half a mile at this speed, however. (pg. 140).

The GM rolls a 34. The roll not being able to count a full degree of success and the OL being 2, he consults the chart on pg. 344 and determines that just 'standard zombies' are encountered. However, he only rolls a 1 on his D3, so only 9 are encountered in the backyard of the suburban house. He rolls 85 on his distance roll and subtracts it by 60 due to highest

speed/perception level of the zombies, The GM determines they are 25 feet away.

Time 4

The survivors cut through the back alley by a number of garages, but as one of the members climbs over the fence using a trash can for support, he accidentally kicks it over, causing a loud crash as trash spills in the drain gutter. The party hears moans erupt from around them. Officer Coughlin draws his 9mm handgun as does Sammy... Cy brandishes his .45 caliber revolver at the zombies that shamle towards them.

The players debate whether to flee this encounter or not, at 25 feet away, they have some time to decide. However, if they do, they will add Risk to their trailing zombies roll at the end of the mission, but if they don't, they could attract more zombies if these are not dispatched quickly enough.

Officer Coughlin pushes Cy's hand down as he takes aim for the Zombie. "What are you doing!" he cries, "You'll just attract more of them!". "What do you us want us to do?" hisses Cy, "Sing 'em a lullaby?!" The two argue for a while as the zombies stumble closer, suddenly Sammie cries, "Will you two just shut up! Lets get out of here!"

Sammy and Coughlin decide they want to flee, and after a quick "Empathy - Diplomacy (Command)" check from

Sammy, she convinces Cy to as well. Sammy takes point so they can find a place to hide after they flee the encounter. The GM has determined that there is an exit from the encounter that they can get to in a single turn. As they run towards the exit, the GM prepares another ZE% to see if they run into any zombies as they are fleeing the scene.

Sammy grabs Cy's hand and states "C'mon, you can prove your manhood later, besides, we're almost out of bullets" and leads them out through the side of one of the buildings. "Is that a promise?" he quips, as Sammy pulls him away, earning a contemptuous glare from Coughlin.

The GM Rolls a 67. Rats! No more Zombies.. or Zombie rats for that matter.. If the GM had been successful, they would

have had to see the encounter through instead of fleeing.

The GM determines that because they exited in a indirect route away from their original path, they should take a 'Per- Navigation' check and gives them an extra 15% because they didn't run very far away, and the players point out that street signs would be pretty visible in suburbia. Cy's perception plus bonus is 45, Coughlin's perception plus bonus is 56, but both the men fail with rolls of 75 and 84 respectively. Sammy thankfully succeeds with a 17, 2 DoS.

Time 5

"Ummm," Sammy says taking a moment to gain her bearings. "If this is Amie St., and that's Magnolia, then Hawthorne should be that way. Uncle Oinky's should be right on the corner. C'mon."

The Team continues to move half speed towards their destination. The GM rolls a 55, and then a 76 on their next two encounter rolls. Where are all the zombies at?! Remember the GM determines when he feels he should turn the Time Counter, but each time the players make a movement, he makes a ZE% roll.

At this point, with 4 ZE% rolls made, the team has traveled about 2 miles in all likelihood (1/2 mi for half speed movement). So close.

The GM makes another ZE% and rolls a 01. Success! With 3 DoS, that means the GM can throw a template zombie into

this encounter if he so chooses. He rolls 10 zombies for the encounter, and rolls 42' on the distance which is a pretty comfortable distance, but the DoS of the check means that one or more of the zombies can include a Template... The GM decides the Template is going to be a Sleeper, which places the zombie in much closer range..

Time 6 - Combat!

After traveling for about half an hour, the team enters into a alley at the major intersection of Hawthorne and Amie. As they peek around the corner, they see a small group of zombies, which has seen them! Cy hears the rustling of newspapers and Coughlin feels a tug at his leg. Looking down, he sees a zombie has been roused by his presence and grabs him. Coughlin acts quickly and jerks his leg away...

The Sleeper zombie allowed for a Surprise round to take precedence over normal turn sequence (other Zombie Templates and Special Zombies could allow different encounter rules). There is a surprise round that involves a Grapple check with a single zombie and Officer Coughlin. Both sides roll a d100 and add their Strength values plus any bonuses for equipment or defensive weapons that Officer Coughlin might be carrying. Officer Coughlin is carrying a pistol weapon, that can technically be used defensively in this situation, but weighing pros and cons against shooting at one's own leg made the pistol's use unfavorable.

He instead just rolls his normal unmodified Strength against the Zombie's. Officer Coughlin rolls a 31 and the Zombie rolls a 46. Both sides add their Strength, which brings Officer Coughlin's roll to a 59 (31 + 28 = 59) and the zombie's roll to a 66 (46 + 20 = 66). The zombie wins the grapple check and attempts to bite Officer Coughlin.

Because the zombie's roll did not beat Officer Coughlin's by at least a single degree of success, it cannot be a bite wound, so does 1 damage as normal, but Officer Coughlin does not need to make a Bite Resist (BR%). But the Zombie still has a firm hold on Officer

Coughlin. The damage turns up a 5, but Officer Coughlin's defense is 5, so the damage is reduced to the minimum, which is 1 and is applied immediately instead of waiting for the 'resolution' phase. This ends the surprise round and the turn begins as normal.

Intent #1

Officer Coughlin: "I need to get this zombie off me!"

Sammy: "I'm going to help Coughlin."

Cy: I'm going to shoot at the closest of the other zombies.

Check #1

Officer Coughlin and Sammy are both attempting to grapple

the same target, which will drastically improve the chance of success. They still only make one check, but instead of adding just Officer Coughlin's Strength, they may add Sammy's as well. The survivors roll their check and roll a 65, adding their combined Strengths together that brings the total to 113 ($25 + 28 + 65 = 118$ and the zombie rolls a 40, which brings him to 60 ($20 + 40 = 60$). By a large margin (5 DoS) the survivors win. Because 5 or more DoS counts as a 'headshot', the survivors get a free melee attack against the zombie. Since neither of them used any melee weapons in the grapple, and don't have defensive weapons other than the pistol, they must do this unarmed.

While Coughlin pulls his leg away from the creature, the zombie finally releases its grasp when Sammy kicks the arms of the creature, forcing its grip to give away.

The two are fighting in melee so both make attacks against the zombie, Coughlin's melee attack is 20 and Sammy's is 10, so they can add them together because they are in melee range fighting the same target (pg. 206), so the two make a single check with a % chance of success of 20 ($30 - 10 = 20$ because neither are using weapons, so counts as an 'unarmed attack' as per pg. 213). They roll a 14, which is thankfully enough to kill the zombie.

The force of the kick is enough to flip the creature onto its back and Officer Coughlin takes the opportunity to stomp the creature's face in, breaking

the nose and shoving it back into its brain.

Cy takes aim at a zombie and shoots, He rolls his Ranged Attack value plus the Lethality of the weapon at the appropriate range. Remember, the zombies were deployed 42' away, which for a pistol weapon counts as medium range (pg. 270). His chance of a zombie kill (ZK%) at that range is 47%. He rolls a 33, which is enough to cause a successful ZK. He tallies the kill and the GM tallies the use of a firearm during the encounter for purposes of determining Risk.

Resolution #1

Remove the 2 zombies that have been successfully killed. The remaining move closer to the survivors 10 feet.

Intent #2

Officer Coughlin: "I'll take care of the next closest zombie."

Sammy: "I'm going to look for a melee weapon to conserve ammunition."

Cy: "I'm going to hold and take a shot at the same zombie Coughlin is if he misses."

Check #2

This is a more complex round. With Cy taking 'hold' action under a specific condition, he must pass a 'Will - Hold' check. If he passes, he is able to take the action he declared under those conditions - to shoot at the zombie that Coughlin is shooting at if Coughlin misses. If that condition doesn't come to pass, then the action is wasted, but at least he doesn't waste a shot unless he needs to, this is good because his potent, large caliber rounds are fewer in number

and harder to find. Cy rolls a 48 which is below his considerable Will score of 55, so he passes. Sammy makes a 'Per - Search' check and rolls a 72, much higher than her Perception, so is unsuccessful. Officer Coughlin takes a shot at the zombie and rolls a 54, which is greater than his pistol at the zombie's new range of 32' (pg 270) which requires a 42 or under.

Because Coughlin missed, Cy gets to make his shot and rolls a 13, easily killing the zombie, requiring only a 47 or under.

The GM makes note that one new character fired a gun... The survivors need to be more careful or their Risk will accumulate too high!

Sammy starts digging through the trash in the ally, looking for a pipe...something...damn. Why didn't she consider for a moment that guns may not be enough? Cy is lining up his shot from a distance, however, Coughlin pulls his pistol out of his holster and clumsily fires a shot. It makes a squishing sound as it hits the body center mass. Cy turns a glare at Coughlin before firing his magnum, the creature's head explodes into a fountain of blood before hitting the floor.

"You cops need to re-train your brain to aim for the head rather than this 'aim for the center mass' shit, these aren't criminals anymore, remember?" sneers Cy, as he reloads a single bullet back into his revolvers chamber. "He only loads one at a time," Coughlin makes a mental note, "What an arrogant

prick”.

After weighing pros and cons, the survivors decide that that in order to kill the rest of the zombies, too much unwanted attention will be gathered. They decide to blitz past the remaining zombies, fleeing the encounter instead of fighting and run to their destination that is now within sight.

“Tough talk, hayseed.” Coughlin says as he holsters his pistol and grabs Sammy by the hand as she still rummages through the trash “but we’ve got to keep moving”. Sammy recoils slightly from Coughlin’s touch, as the two did not truly reconcile their argument from a few nights earlier before Tri

County became a living hell. Cy cricks his neck and, taking a cue from Coughlin, begins the final sprint towards Uncle Oinky’s Discount Foodinarium. Coughlin and Sammy follow shortly after, running past the shambling zombies.

Time 8 (7 + 1 for fleeing) – Fight or Flight?... Flight... Also, Mission Success/Failure

Ducking the zombies and carefully plotting their move from building to building, the survivors make the final push to the store...

Having fled the encounter, the survivors were forced to backtrack and take a more indirect way to Uncle Oinky’s Discount Foodinarium in order to shake the zombies that follow them and any other zombies they encounter in the process of escaping. Since Officer Coughlin took the ‘Point’ position, he rolls a ‘Per - Navigation’ check with a +25 bonus to his Perception, being able to see the store in the distance. He rolls a 40, which is easily under his Perception plus the additional bonus of +25 (41 + 25 = 66, meaning that Officer Coughlin would require a 66 or lower in order to succeed in the check). No additional penalty is added other than the required +1 to Risk for having fled a zombie encounter.

The GM makes another E%, but the survivors moved much faster than normal in order to flee the encounter, so the GM adds +2 to the zombie’s hearing. This boosts the ZE% chance from

35% to 50% (+5% per level of Hearing). The GM rolls a 52, and the survivors dodge another encounter, finally arriving at their destination!

Arriving at the store with Uncle Oinky’s familiar smiling face on the building, they enter through the long-broken plate glass of the display windows. They see the place largely gutted, a gentle, a stale waft of reeking meat hangs about the air as the heat from the past couple days without refrigeration has made the beef, poultry and fish begin to rot away in the summer heat.

Reaching the destination means that they achieve a ‘Success’ as determined by their mission. They automatically gather the Resource/Food as per the mission’s ‘Success’ entry. This reward is gathered without requiring any ‘Per - Search’ checks. They can stay and spend additional Time to search

the location as per normal ‘Per - Search’ rules for additional Resource or Food, or they can return with what they gathered from the mission’s ‘Success’.

The remainder of the store has been thoroughly looted, but such was the quantity of food at the store that the looters couldn’t have taken everything in three days. Plenty of the less desirable food items have been left behind in great numbers... cans of peas, hearts of palm, jars of artichoke hearts and other odd foods along with some more tasty foods such as pumpkin pie filling and cranberry sauce were gathered. The three quickly fill their pockets and duffel bags with food and prepare for their hasty retreat. Officer Coughlin pauses... he knows the gun store is not far away if they ran fast enough and it would be of great benefit to pick up some additional weaponry...

Primer Scenario Part 2: Alternate Options

Hustle Back or Piggyback

At the end of this little narration, the players have a couple options. They could call it quits and run back to their Stronghold (with the GM making E% as normal) and they could barricade themselves in their stronghold with the food and items they gathered, OR they could attempt another mission. In Outbreak: Undead, this is called 'Piggybacking' where another mission is taken at the immediate conclusion of an existing mission, or in some cases, interrupting or running parallel to the main mission.

In the narration suggested, the survivors had the option to return to the Stronghold or make an attempt to raid another nearby location. The benefit is they would be able to gather even more Resource of a different kind, in this case, ammunition and firearms, which they could purchase with the gathered Resource from both the second

raid mission and the mission taken previously.

The tradeoff is that since the survivors are spending more time out and about, the Risk they accumulate will be much higher than if they just went back to the Stronghold immediately.

Attempting to piggyback a mission also requires a 'Per - Navigation' check to see if the survivors properly keep time, failing this will immediately add d3 to the Time counter (pg. 358,104) as it compensates for possible bad judgement of distance and time traveled. After making the 'Per-Navigation' check, if the survivors don't want to run the piggybacked mission, they must 'abort' the mission and roll accordingly (pg. 359).

There is also the chance that even if they plot their course

accordingly and they know they could make the distance in time, that they could get lost in attempts to evade the zombies and be stranded outside after nightfall (failing a 'Per - Navigation' check after fleeing an encounter is the most common way this happens). Survivors who can't make it back to the Stronghold 20 Time after their starting Time (in this case, 3) must make a 'Per - Survival' check or they will be forced to have a Trailing Zombies roll made where they find shelter... a terrifying prospect as most locations do not have as many defenses against zombies and an 'All Out Defense' mission in a non-Stronghold building will nearly always result in having to fight off more zombies than players can typically handle without the defenses of a solid stronghold protecting them.

Option A Time 8 (cont'd) "...Let's get back."

"We should get back" Sammy says, grabbing Officer Coughlin's arm as he stares towards the direction deep in thought. "You're right..." he says reluctantly. He shoulders his duffel bag now weighed down with food as does Cy as they make their way back to the Stronghold.

The Survivors do decide to return, so the Trailing Zombies roll is made upon their return to the Stronghold (instead of 20 Time after their start time). This means the amount of dice rolled will usually be less, and as a result will be less likely to be greater than the Stronghold level, which is the event that triggers an 'All Out Defense' mission.

Rolling for E% as normal, they encounter only one other group of zombies, which they flee from (+1 Risk), but upon declaring they were going 'double time' for movement, there were able to make it back in 2 Time.

Upon arrival at the Stronghold, the survivors decide how much of the Resource they gathered they will spend on food. 1 Resource can be spent

to purchase d3 food. After they decide how much food they wish to purchase, the remaining Resource becomes 'Unspent Resource' and can no longer be used to purchase food or any other equipment. 'Unspent Resources' are items that are usually used for stronghold upgrades and represent previously unthought of necessities and items that are just part of the general upkeep.

The GM tallies up the accumulated Risk...

- +1 for every survivor participating = 3
- +1 per Time spent active = 8 (start Time 3, return Time 11)
- +1 per 'Noise' generated (shots fired) = 2
- + 1 per Zombie Encounter fled from = 2

TOTAL RISK FOR THIS MISSION: 15

The GM rolls 16 d6... this is called the Trailing Zombies roll. If this roll is greater than the Stronghold's level, then their activity attracted a wave of zombies. The difference in the Trailing Zombies roll and the Stronghold's Level is the number of zombies the survivors have to kill in their own Stronghold. They only have 10d10 rounds to do it or else they need to abandon their Stronghold entirely.

Option B

Time 8 (cont'd) "While we're out here..."

Officer Coughlin pulls out the magazine from his gun and checks how many full magazines he has left... only 2 clips. That won't last long. He looks to the rest of the group as they gather their duffel bags. "We're making another stop," Officer Coughlin says as the other two approach him.

"The gun place?" Sammy asks, curtly.

"Yes, dear, the 'gun place'. We're almost dry and there's more and more of them each day... we can't afford to venture out too much longer. We've got to make each trip count."

Cy nods in agreement and the three make their way east towards Robert's Guns.

The Gun Store is about 2 miles away. The GM tells the players to make a 'Per - Navigation' check. If they fail this check, they add d3 to the Time counter.

This represents the survivors misjudging the distance and the time of day. The survivor taking 'point' makes the 'Per - Navigation' check, which is

Officer Coughlin, and with an ample Perception of 41 he passes as he rolls a 28. No additional Time is added.

Time 9 - Dusk...

The three survivors pick their way across the abandoned streets towards Robert's Guns. They are weighted down by the duffel bags full of food, but are far from breaking their stride.

The GM rolls another E%. The survivors are moving at sprinting speed, so the chance of an E% is 50. The GM rolls a 86, so nothing is encountered, despite their much increased rate of movement.

Time 10 - Nightfall

The three arrive at the quite thoroughly looted gun store and see empty boxes of ammunition and loose rounds scattered about. Cy looks down and kicks some of the stray bullets around, not seeing any of his potent .45 caliber rounds. Officer Coughlin pushes the door in, long broken. The sight inside is gruesome. Bullet holes pock-mark the door and the wall around it. The ground is sticky with blood from the first day of the chaos and bodies are strewn about the inside of the building. It is uncertain if even the corpses were zombies before they were shot. Sammy, a nurse, is used to seeing blood, but the extent here even begins to overwhelm her.

Officer Coughlin draws his pistol and flips a body over with his foot. The corpse has a series of shotgun wounds that tore away at the chest and rib cage... no headshot, this man was alive to have been killed this way...

Cy jumps over the counter and rummages through the empty boxes and puts whatever full or partially full boxes of any sort of ammunition he can find in his duffel bag.

The survivors, having reached their destination, will be awarded free Resource from the location as per the mission's Success just as they did for having raided the grocery store. They can also use Resource

gathered to purchase items that are 'specialist: firearms' because they raided a place appropriate to gather such items.

At this point, to illustrate how dynamic a game of Outbreak:

Undead can be; we are going to explore 3 different options, and 3 different solutions the survivors can attempt in a situation like this.

Option 1 - Stay put for the night, try to get some rest...

Officer Coughlin scratches his head and peers outside as the sun disappears behind the one large hill that dominates the landscape. "Crud."

"Slick move, Nicholas" Sammy says. Officer Coughlin can hardly raise an argument. There is no way they would be able to make it back before nightfall. It is already upon them.

"Looks like we sleep under the stars tonight, Hoss" Cy says as he hoists his duffel bag to his shoulder and makes his way up the stairs and draws his revolver.

The survivors opt to stay at Robert's Guns overnight... it's no Stronghold, but it is an old brick building on the border of the historic district with metal shutters. Thus it is very defensible, but is not patrolled constantly or maintained. The building has Structure: 5, Population: 0, Science: 0 (+1 for Sammy being a Nurse), Viability: 0, Culture: 0, Morale: 0 (Stronghold Lv. 6 by adding all of them together).

Unfortunately, the Survivors did not plan for this event, so their 'Per - Survival' check is nearly impossible to succeed, as the Difficulty is based on the Risk accumulated. At this point, Risk is 15. Even Cy, who is skilled in survival techniques, would be hard pressed to find any rest here. Cy (with his Survivalist skill) gets a +15 bonus to his 'Per - Survival' check, meaning he'd normally require a 45 or under... but with so much Risk, that chance is reduced by 74.

Meaning that he would literally need to roll a natural 01 on a d100 in order to succeed.

The roll is decided to be made anyway and Cy rolls a 76, which is more than 5 degrees of failure. This triggers an 'All Out Defense' mission at their current location. The GM rolls 15 d6 and comes up with a 67... yikes. The Stronghold level is a mere 6. This means that as the three attempt to take refuge and actually sleep, that 61

zombies (67- Stronghold Level 6 = 61) interrupt their slumber and attack during the night. This will almost certainly be the doom of the survivors. If the

Survivors had planned ahead and anticipated the need to take refuge in the field, they would have not been so reckless by generating so much Noise

and would have brought items or equipment that both boost their 'Per - Survival' bonus or decrease Risk.

Option 2 - Lets head back, If we can't see them, it means they can't see us... right?

"Look" says Cy, as he pulls a cigarette from his pocket and lights it with a spare lighter from the counter. "I'm not tired, and I sure as hell aint sleeping here". Coughlin agrees "I guess we are powering through the night, so lets just all take it slow and easy... wish we brought flashlights." Both nod and the three creep off towards the alleyway where they originally came.

A choice now faces the survivors... it is now night. They are less able to see zombies to evade them (increasing Risk by 2 instead of 1 per Time active) and all their checks will take penalties for 'Darkness', making them much less effective in combat. This means that fights

with zombies will be much harder and the Risk they will generate per Time will be more. However, they also can evade easier, especially if they go stealthy (as the penalties for darkness apply to the Zombies as well). This could take a lot longer though and of course will

continue to generate risk. The GM may also feel it necessary to impose 'Will- Panic' checks as well to represent the likely unsettling act of traveling through zombie infested territory at night.

Option - Can't afford to sleep, we all have to take turns taking watch

Cy returns from upstairs. "Just came off the roof" he says. "We ain't getting around them by going back and there's too many of 'em around."

"Looks like we won't be getting any sleep tonight." Sammy says grimly.

"It was worth it," retorts Officer Coughlin. "One sleepless night for enough ammunition to last us the next few weeks. Pretty good deal to me... I'll take first watch".

Since the 'Per - Survival' check is so exceedingly difficult to accomplish, the group can decide to not take a 'Per - Survival' check and force the survivors to stay awake throughout the night instead of resting. This will exhaust the characters enormously, forcing 'Str - Endurance' checks and penalizing them for Exhaustion, but making E% each Time when the characters are making no actions, and even when the zombies cannot see (reducing their Hearing and Vision sense

by 2 levels each for Darkness and the characters performing no actions) means that the chance of a ZE% is a mere 10% per Time they sit and wait. This is a considerably more desirable option than attempting to actually rest during the night. There is also the added benefit that remaining inactive during this time will NOT generate Risk unless the GM happens to roll a successful E%. The GM rolls E% each Time the survivors want to lay low at the E% of 10 until they want to go on the

move again.

The Survivors can purchase items with Resource at this time if they so choose, but all other resource will become 'unspent resource' and cannot be used to purchase any more equipment, even if they return to the Stronghold.

The Resolution

In this situation, there were 3 clear options the survivors could take, one of them was obviously the wrong one... but this will not always be the case. Sometimes, there will be even fewer options. Survivors running missions that are 'Escape' missions piggybacking off each other may not have the benefit of having any Stronghold at all; they would literally be running by day and hiding by night in any building they could find. In this case, Survivors must plan their daily activities and use equipment

accordingly so as to increase Risk as little as possible. Also, it would help if they were armed appropriately for being able to pick fights with zombies in order to further decrease Risk and not generate Noise while fighting them. The mistake the survivors above made was that they were acting as if they had a secure Stronghold to return to; they were firing lots of noisy weapons, but they ended up attracting more attention than their temporary hideout could handle.

This concludes our brief foray into the world of Outbreak: Undead. The consequences for mistakes are dire and many decisions are literally life or death. We can only hope that this helps you better prepare for the impending zombie apocalypse, because without adequate preparation...

YOUR ZOMBIE SURVIVAL
PLAN WILL FAIL!

Reference Sheet

1) Choose a mission

- Choose start time
- Decide which survivors participate
- Choose gear

2) Is the mission a Stronghold upgrade/Training/Equipment Manufacture?

- Spend Resource/Time
- Make check to determine success or failure
- Apply either 'Success' or 'Failure' result depending upon the check

3) If taking a Mission beyond the Stronghold...

- Survivors determine their rate of movement, which determines how far they move during a period of Time
- Each 'Time' the GM makes an E% (Remember, 1 action does not equal 1 time, unless stated so)
- Apply results of E%, whether it's nothing, zombies, The Living or some other special encounter as determined by the OL

4) Zombie/Vigilante encounter

- If an E% results in an encounter with hostile living or zombies, the survivors can...
- Attempt to evade with a 'Per - Hide' or 'Per - Sneak' check. If failed or if the survivors want to fight...
- Begin rounds of combat
- Make 'Intent's'
- Make 'Checks' if the intent requires it (most do, certainly all combat oriented intents)
- Zombies that end the 'check' phase in melee range will move into grapple range and attempt to grapple a survivor
- Survivors and zombies that are grappling make grapple checks during 'grapple' phase
- 'Resolution' phase - apply damage, zombie kills, or any other results from the 'check' and 'grapple' phases
- All zombies not in Grapple will move their full movement allowance towards the closest Survivor
- At the beginning of any turn, the Survivors may attempt to flee if they have a clear escape route

5) Fleeing

- If the Survivors decide to flee, then they increase Time by 1 and make a 'Per - Navigation' check
- If the 'Per - Navigation' check fails, an additional Time is added. Continue movement as normal

6) Searching

- If a location is to be searched, the Survivors spend 1 Time to make a 'Per - Search' at their location
- Each DoS in the 'Per - Search' check will grant 1 Resource
- This process can be repeated, spending 1 Time for each attempt

Reference Sheet

7) Waiting/Resting

- Each Time a Survivor is inactive, they generate no Noise or Risk, but unless at a Stronghold, E% are still made each Time, but with much less chance of success (because of reduced zombie hearing and sight, even more so if at night). This sort of rest does not reduce difficulty of 'Str - Endurance' checks, as the Survivor is still awake and actively checking their surroundings
- Survivors who want to actually 'rest' will require a 'Per - Survival' check
- Survivors that make a 'Per - Survival' check and pass can rest normally and reduce Risk equal to the DoS of the check
- Survivors that make a 'Per - Survival' check and fail cannot rest and may be forced into an 'All Out Defense' at their current location if the DoF is high enough

8) Tallying and Applying Risk

- A GM tallies Risk as per the reference sheet on pg. 419
- GMs roll a Trailing Zombies roll (roll 1d6 per point of Risk) whenever the Survivors fail a 'Per - Survival' check with enough DoF or upon return to the Stronghold
- If the Trailing Zombies roll is greater than the Stronghold Level (whether at the Stronghold or a location that is a temporary refuge), then an 'All Out Defense' mission begins
- Regardless if the Trailing Zombies roll results in an 'All Out Defense' or not, Risk is reduced to 0