

# Outbreak: UNDEAD..

zombie survival role playing game

presents

## THE RETURN OF Things That Go Crash In the Night

By Christopher J. De La Rosa



# Mission

## DEFEAT OBM

*The One Big Monster (OBM) will be a continual danger to characters. It is decided that this deadly opponent must be stopped, even at the tremendous cost in lives it may require.*

✂ Special

### Special

**Labor** - ✂ is not used in this mission. The OBM must be defeated in combat or by some trap by way of the Trap Mission in the OBM section of the rule booklet.

### Hazards:

All Hazards allowed in the OBM section of the rule booklet will apply. Some upgrades are already taken and are already factored into the ⚠ cost.

**Success:** + 5x ⚠ cost

## Chainsaw Maniac

*The kinds of madness and depravity that emerge during the events of an Outbreak take many forms. Among the most dangerous are those that have indiscriminate, murderous rage. These are the Maniacs. Without the shackles of society, these people descend into the depths of madness that were previously banished by incarceration.*

*The Chainsaw Maniac is a particularly depraved individual. It is not known what truly drives such men to such homicidal violence, but the result is truly terrifying. A sputtering, rattling, rusted and gore-choked mechanisms roars to life, ready to rend a victim into bloody pieces.*

*The final depravity was in store for the truly insane of the maniacs. Some have macabre hobbies that can only be described as fleshcraft... fashioning their victims' flesh and bones into new, terrifying shapes. The true horror is that some have adapted to the properties of zombie virus to craft things that still move, moan, claw and bite, despite looking nothing like a human or animal. The only solace a person can find in witnessing their surgical abominations is the faint hope that the component victims were dead before being processed into twisted monsters they have become.*

OBM - + + + or ⚠ 125 (25 + 100 for Survivor Bane weapon)

**Strength:** 45

**Perception:** 30

**Empathy:** 8

**Willpower:** 50

### Vitality

**Health Points:** 5

**Damage Threshold:** 20

**Defense:** 2

{SC%}: {MA-SI 70%, MA-BI 50%, BrI 75% Grpl 65%, Dipl-Int 80%}



## Special

### SECURITY BLANKET

#### Disadvantage

The Chainsaw Maniac has a literal Security Blanket. It is ragged and worn. Faded patterns of balloons and teddy bears can be seen on it. The blanket itself reeks like old cheese. While he has it, he adds +25 to his Willpower. Not having it will cause him to act irrationally and in a rage until he gets it back. All triggered effects for the Chainsaw Maniac will need an additional + in order to use while enraged in this way.

Characters that have the Security Blanket can require a GM to spend ⚠ 10 and trigger an Encounter with the Chainsaw Maniac by baiting him with it. It can also be used to avoid an Encounter with him by leaving it behind for him to take. Taking it again, he will be distracted enough for characters to escape, provided they have an escape route. A GM will still require {Stealth% or Navigation%} as the situation dictates.

### THE CHAINSAW

Many of the Chainsaw Maniac's attacks and abilities (obviously) utilize his Chainsaw. Many Triggered Effects and Hazards target or utilize it specifically and being without the chainsaw for any reason will obviously prevent these rules from being used. Doubtless, players will want to take it and use it as a weapon or a prize for defeating the




Chainsaw Maniac, but remind them that the obvious state of disrepair and lack of any sort of maintenance for a long period of time has made the weapon not only nearly useless as a weapon, but as a tool as well. Simply put, no sane person would use such a tool for any reason because of the obvious danger to the user, which highlights the insanity of the Chainsaw Maniac who dares to utilize it despite this.





### DOWN BUT NOT OUT








If the Chainsaw Maniac loses 1 Health point per previous encounter with it, he is dazed. This will allow all characters to flee without any penalty. It will also allow them the opportunity to steal his Security Blanket. Attacking the Chainsaw Maniac while down will immediately cause him to rise to his feet again and fight.






### NOISE







Each time the Chainsaw Maniac uses a Triggered Effect that utilizes the Chainsaw, the loud rusty rattle of the chain and the clattering, sputtering engine will draw the undead to him. Each Round, add  2 to the GM's Risk Pool. This Risk cannot be used during this Encounter.






## Attacks










**Backhand** -  -   **BI** {Grapple%, Brawl%} - Target adds  to their dice pool.








**Slash** -  -   **SI** {MA - SI%} - Requires Chainsaw or slashing weapon of opportunity. Using a Slashing Weapon of opportunity will reduce the damage from   to  per  Resolved with this attack.

**Grab** -   -   **BI** {Grapple%} - Target is unable to move unless they spend  from a {Grapple%, Dodge%, Martial Arts%} to free themselves.

**Rend** -    -    **SI** {MA - SI%} - Requires Chainsaw.

**Chainsaw Sweep** -    - {MA - SI%} All Opponents in Melee and Grapple range take   **SI**. Requires Chainsaw.

**Chainsaw Slaughter** -      -     **SI** - {MA - SI%} - All other opponents in the Encounter must pass a {Cmps%} or lose 1 Morale. Requires Chainsaw.

**Chainsaw Malfunction** -  - The chainsaw cuts out and needs restarting. Add  per  resolved with this Triggered Effect to the Chainsaw Maniac's dice pool. This can be ignored if the Chainsaw Maniac does not use any Triggered Effect that doesn't require a chainsaw. Characters with the initiative that wish to resolve the Chainsaw Maniac's  with this triggered effect will instead add   per .

## Hazards


### FLESHCRAFTSMAN




Upgrade

 50

The Chainsaw Maniac is not just a homicidal monster, his violence is actually a means to an end: to supply his workshop with raw materials for his creations. If this upgrade is taken, a GM can deploy Abominations in Encounters, regardless of whether or not the Chainsaw Maniac is in the same Encounter.



### IGNORE PAIN

 **Special**

The Chainsaw Maniac demonstrates an insane level of toughness. Each  5 spent will increase Defense by 1 this round. If Enraged per the "Security Blanket" rules, the  cost for this is reduced to  1.





### DRAMATIC ENTRY

 10

The Chainsaw Maniac saws his way through a barricade or through walls of the undead in order to reach the characters. This terror-inspiring method of deployment will count as a successful Breach check and will start the Encounter with all characters requiring to add   to their dice pool.



### SHOCK AND AWE

 5

The Chainsaw Maniac spends this round demonstrating an exceptional feat of strength or the depths of his madness by unleashing terrible violence against an inanimate object or nearby undead or NPC (rending them apart or destroying it utterly). This will require all characters to make a {Composure%} or they will lose 1 Morale. If it's an NPC or zombie target, it takes     **SI** damage. If it's an inanimate object, it loses d3 Structure points, provided it can be damaged with a chainsaw somehow.



### CHARGE

 3

The Chainsaw Maniac hoists his rattling, rusty chainsaw and hurls himself towards the characters. Up to 20' of Movement does not require the adding of any  to the dice pool. Using this to engage an Opponent with any combat check will grant a bonus  to the Chainsaw Maniac's result.

### WHIRRRRRRRRR!!!

 5

Remove all  added by the Chainsaw Malfunction rule. Add  to the Chainsaw Maniac's checks this round as if he had taken an additional Action.



## Abominations

The insane products of the Maniac's fleshcraft go by many names. To those that witness them, they are just called "abominations". Their appearances vary tremendously, but they take the form of special upgrades that standard undead opponents can be given to represent these warped experiments.

All Abominations will require characters to make a {Composure%} or lose 1 Morale whenever an Abomination is deployed against them.

### EYES ON THE BACK OF THE HEAD

 2

This Abomination has another head sewn onto the shoulders of another undead, facing the opposite direction. All characters attempting {Stealth%} checks will add  .

### CHIMERA

 10

This abomination has undead animals sewn together, sometimes of different species. This opponent has the following additional options for



Triggered Effects:

### Attacks:

**Rend** - (+) - {MA - SI%} [■ ■ ■ SI]

### NAMELESS HORROR

⚠ 5

This twisted, howling mass of arms and heads is not particularly more dangerous. It is harder to kill somewhat because the main head is hard to see amongst the failing arms grafted to the torso. It is just far more unnerving to face.

All opponents have {Composure% ■ ■} during the Encounter.

**Defense:** +1

### HYDRA

⚠ 10

The Hydra is among the strangest of all the Abominations. Wherever possible, there are heads and faces sewn onto the body of the Abominations, making it almost literally a wall of biting teeth. Heads replace hands and multiple heads are grafted to the shoulders, chest, and even the back of the Hydra. Most frustratingly, the obvious vulnerable main head has armor plates drilled into the skull to prevent the Hydra from being easily stopped.

**Defense:** +2

### Attacks:

**Bite** - (+) - {MA - SI%, Brwl%} [■ ■ SI, Vi]

## The Butcher

*Of all the depraved people one can come across, the cannibal is among the most horrifying. They see all people as not only competitors for dwindling resources, but as potential food. Some become so comfortable with this arrangement that they no longer consider people competition for supplies and food. Rather, they are seen as cattle exclusively, and themselves as apex predators. The Butcher has lost touch with the human experience and now has become an animal, hunting and slaughtering those he comes across in order to be a part of one of his culinary nightmares.*

OBM - (+)(+)(+) or ⚠ 100

**Strength:** 50

**Perception:** 30

**Empathy:** 8

**Willpower:** 40

### Vitality

**Health Points:** 5

**Damage Threshold:** 22

**Defense:** 1

{SC%}: {MA-SI 80%, MA-BI 60%, Grpl 75%, Dipl-Int 85%}

### Special

4

**Slaughterhouse** - The Butcher operates out of a Slaughterhouse. This is a Hazard that a GM can upgrade any Location to having. A Slaughterhouse will have a variety of special rules, the most notable one being that The Butcher can be deployed in it anywhere without any (+) in an Encounter% or the spending of Risk.

## Attacks

**Meat Hook** - (+) - {MA - SI, Pi%, Brwl%} [■ SI, Pi].

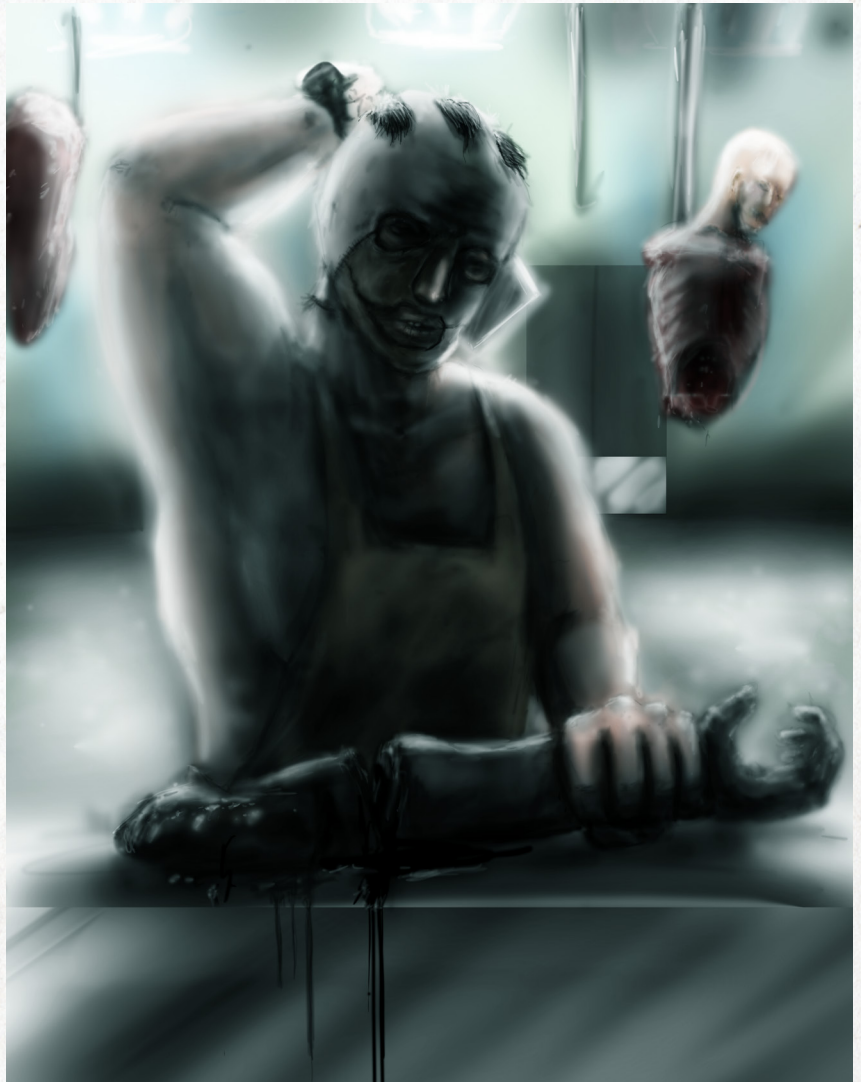
(+) used to trigger this can also apply to "Capture" towards the same target. If this is done, the Meat Hook will not inflict Slashing damage.

**Cleaver** - (+) - {MA - SI%} [■ ■ SI]

**Backhand** - (+) - {Grpl%, Brwl%} [■ BI]. Target adds ■ to their dice pool.



**Grab** - (+)(+) - {Grpl%, Brwl%} [■ BI]. Target is unable to move unless they spend (+) from a {Grapple%, Dodge%, Martial Arts%} to free themselves.

**Capture** - (+)(+)(+) + (+) - per target's Sb {Grpl%, Brwl%} - The Butcher will always try to catch live prey. If The Butcher uses this



- The Butcher -




Triggered Effect, one character in Grapple range will be subdued and captured. The Butcher will then flee the encounter. All characters can resolve the rest of their  or  and target The Butcher with actions in an attempt to prevent Capture. Inflicting a Health Point worth of damage will cause The Butcher to drop their victim and flee the Encounter. This cannot be attempted in a Slaughterhouse.

If the Butcher escapes, in 20 Time, the captured character will be killed unless they are liberated from the Butcher's Slaughterhouse. The Risk cost for Slaughterhouse is reduced from 50 to free if this happens.

### IGNORE PAIN


#### Special

The Butcher demonstrates an insane level of toughness. Each  5 spent will increase Defense by 1 this round. This cannot be used to prevent damage from characters attempting to prevent Capture.

## Slaughterhouse



#### 50

The Butcher's Slaughterhouse is discovered and it is a house of horrors. On top of that, The Butcher uses a combination of intimidation and shocking mechanical aptitude with the sheer number and danger of booby traps that are hidden throughout the house. A Location with The Slaughterhouse upgrade will have the following rules and bonus Hazards:

**Deploy The Butcher** - The Butcher can be a part of any Encounter for no Risk cost and no  in an Encounter% if any Booby Trap or Victim Hazard is used. The Butcher has additional Triggered Effects available to them within the confines of The Slaughterhouse.





## Hazards

**Odor of Rot** - Same as in rule booklet, but the Risk cost is free and the effect is constant.

**Gruesome Totems** - Same as Makeshift Grave in rule booklet, but with {  Composure%} required due to the obvious, horrific purpose of the corpses hanging from hooks in the ceiling and various cages and collection vats. The effect is constant, but each room will invite new horrors, and the effects will apply again. In this way The Slaughterhouse will continually sap the Morale of characters who venture too far into it. Being reduced to 0 Morale will cause a character or characters to flee The Slaughterhouse, leaving to die any person they may be attempting to rescue.

### BOOBY TRAP

#### 5

A crude, but deadly trap is triggered. One character at random takes  **Pi, SI** damage. A Spot/Listen% or Dodge% with  per  5 spent will be able to prevent this. Spending more  on this Hazard will not increase the damage, it will just make the damage harder to avoid.











### VICTIM





#### 10

The characters encounter a still-living victim of The Butcher. They have, however been mutilated to prevent escape by some grotesque means. They will scream at the characters for help, attracting much attention allowing The Butcher to be deployed for free as with the Booby Trap

Hazard. The characters will lose 1 Morale. Such victims as these are beyond help both physically and mentally, so rescuing them will only prevent the loss of Morale this Hazard causes, as the victim will die shortly afterwards.

## Butcher Special Attacks within Slaughterhouse

**Impale** -     - The Butcher is able to use his incredible strength to heft one character in Grapple Range and impale them on one of the dangling meat hooks or against a sharp surface prepared seemingly for this very purpose. One opponent takes    **Pi** and must add    to their next Action in order to free themselves... assuming they are not killed in the process.

**Death Contraption** -    - The Butcher as an Action pulls a secret lever or cord and one target character outside of Melee Range takes  **Pi, SI** as one of his booby traps are used offensively.