Official

INTRO
MANUAL

Vincent St. Clair is
DEADMAN.

The collapse of the Marigold Relief camp wa
up call for the citizens of Tri County. The
their containment effort, despite their noble
has been the focus since Thursday of last
becoming increasingly clear that Tri County
cause. Martial law is met with surprisingly
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ad   Nonetheless, it there is
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so   frequency but seems to fly in the fa
danger they are in as the infection
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we're just glad for so
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ued in the past month.
Vincent St Clair
exhaustion has also been due to
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HELL?

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nowhere when
directions are
same.

Vincent St. Clair is
for
DEMONS
playing mortal game

OFFICIAL QUICK START GUIDE

The *Outbreak: Undead.. Zombie Survival Role Playing Game* is a unique creature in the world of role playing games in that it presents a modular system to create your own horror setting. Not only can you explore a myriad of mortal terrors with a variety of undead or infected monsters, but it can examine psychological terrors that require characters to reach deep into their own psyche for safety. In addition, with the proprietary **SPEW-AI** (Strength Perception Empathy and Willpower-Assessment Inventory) players can create themselves as characters and test their mettle and skill in the a world of apocalyptic terrors.

> *To learn more details on how to create yourself as a character, or make your character sheet online, go to spewai.com*

With all that said, let's get started on how to play!

Materials

THE DICE

This game uses a Percentile System and utilizes a few different kinds of dice:

⬥ or d% (2 ten sided dice: a tens die and a ones die)

The main dice used are percentile. Whatever the percentage value is for any check, the goal is to roll equal to or under the target number. So, a skill check at 35% will require a result of 35 or less be rolled on the percentile dice.

D5! (COLOR CODED D6)

These special six-sided dice are used to describe the other effects that run parallel to a character's skill check.

🟦 *(Blue Dice) Speed Dice:* These dice determine turn order. A player rolls a number of 🟦 based on the complexity of their action (usually 🟦🟦). The turn resolves from lowest result to highest. Rolling higher than 24 will mean that the player or opponent loses the remainder of their turn.

⬜ *(White Dice) Depletion Dice:* These are dice rolled to determine if gear that has finite uses has been used up. This roll is compared to the Capacity of the gear. If the roll is equal to or higher the gear is exhausted and can no longer be used (rolling low continues to be good!)

🟥 *(Red Dice) Damage Dice:* These are dice rolled in conjunction with an attack. Very deadly weapons will allow a number of dice to be rolled as part of the skill check. Many opportunities will allow a character (or their opponent) to roll extra dice.

⬛ *(Black Dice) Difficulty Dice:* These dice represent a more challenging action. The result of a ⬛ will be added to any d% Skill Check a character makes, so it will make it less likely to succeed.

THE WILD FACE

The special face that takes up the 6 side of the d5! (卅) is a wild face that a GM or player can use to describe a unique effect based on the narration of the scene. Generally, the roll is "Exploding" which, in this case means it counts as a 5, with a re-roll. For ⬛ a GM can count the result as 0 as well.

TOKENS

A player should have a few tokens to represent Degrees of Success (⊕) and Degrees of Failure (⊖) (see "Skill Checks") to resolve combat. Having a physical representation makes this process much easier and they can be anything from poker chips to sugar and artificial sweetener packets. They only need to be different colors or marked in some way to distinguish one from the other.

> *Extra dice or tokens with 1-6 written on them will also be helpful to keep track of damage.*

THE CHARACTER

For this guide, we'll use Cy here for most of our examples.

For a full profile of Cy and the infected, see the Tri County Precinct scenario in the back of this guide.

OPPONENTS

Here is what Cy faces… an infected person who has unfortunately turned into the undead.

CY

Strength: 37

Perception: 31

Empathy: 32

Willpower: 33

Base Dice Pool: ◆◇■■

Skill Checks {SC%}: {Melee Attack-Slashing50%}, {Search 34%}, {Spot/Listen 34%}, {Navigation 40%}

Vitality

Health: (5)

Defense: 0

Damage Threshold: ✚ 6

Gear

Knife

1x   Hit (⊕): [■ Slashing] Accuracy

Training Value(s):

Slashing Weapon	First Aid Kits
+4	+3

Pistol	Survival Gear
+4	+6

Infected (Undead)

Strength: 30
Perception: 20
Empathy: Special
Willpower: Special

Movement: 10'
Base Dice Pool: ◆◇■■
Deployment: d3 per ⊕ , ⚠5 - Outbreak Level

{Skill Check%}: {**Balance 30%**}, {**Dodge 25%**}, {**Grapple 35% [■ Slashing]**}, {**Brawl30% [■ Bludgeoning]**}, {**Spot/Listen 30%**}

Vitality

Health: (1)
Defense: ■ vs [Bludgeoning, Thermal, Electrical]
Damage Threshold: ✚ **10**
Viral: 3

Special

Undead: If an Opponent is 'Undead' they will have Empathy and Willpower of 0, but pass any {**Skill Check%**} that has Willpower as a Primary Attribute and count as having a WB of 10.

Immune to [Poison, Radiation]

Fleeing an Encounter with them allows the GM to make an {**Encounter%**} immediately without paying ⚠or waiting ⌛. A successful {**Encounter%**} will take place in the same period of ⌛. Characters must pass a {**Composure%**} or lose 🙂**1**.

Resilience (2): Remove all 2 or lower dealt at the end of the Round if not enough Damage was inflicted to cause the loss of a Health Point.

Shamble: Movement adds ■ ■ to the Dice Pool. Infected that are 'Shambling' will not 'Moan'.

Moan: Each Infected in an Encounter not 'Shambling' generates ⚠1 per Round.

Attacks

Slam - ⊕ : [■ Bludgeoning]

Gouge - ⊕ ⊕ : [■ Slashing]

Bite - ⊕ ⊕ 🔵 🔵 🔵 : [■ ■ ■ Slashing, 1 Viral]. Add ■ ■ to the Infected's Dice Pool.

Skill Checks

Cy has been lost for the better part of the day as he picks through the ruins of Tri County. He is tired and night is beginning to fall. He desperately looks for a familiar landmark so that he can quickly make his way back to base camp.

*The GM decides that this action is best resolved with a {**Navigation%**} Skill Check. Consulting Cy's character sheet, we see that he has {**Navigation 40%**}.*

The player rolls his d% for the skill check. The tens die turns up a 50 and the ones die turns up a 5; so the total is 55, which is higher than the result he needed to get. Cy fails, but not by a huge margin, so the GM decides that he does make it back to camp, but not until nightfall.

DEGREES OF SUCCESS AND DEGREES OF FAILURE

Many skill checks, especially those done in combat, will have a range of possible outcomes. These are represented by Degrees of Success (➕) and Degrees of Failure (➖).

Degrees of Success: Each **full10 below the percentage chance** on a Skill Check rolled will generate a ➕ (to a minimum of generating ➕ if the difference is 1-9).

Degrees of Failure: Each **full10 above the percentage chance** on a Skill Check rolled will generate a ➖ (to a minimum of generating ➖).

In the example to the left, Cy generated a ➖ with his check. A GM can decide to use that in a way that is narratively appropriate. A single ➖ wasn't that bad of a failure, so he allowed Cy to make it back, but that he took extra Time to get to his destination.

If he generated ➖ ➖ or ➖ ➖ ➖ or more, the result could be even more dangerous, such as being even more lost or stumbling upon hostile undead or vigilantes!

Combat

Combat in *Outbreak: Undead..* is chaotic and the tides can turn at any moment. As a survival simulation, it is safe to say that combat is a very risky situation that can quickly result in the demise of a character.

That said, there are many elements you can use to your advantage, namely your creativity in describing your character's actions. Even if your luck fails you, a clever and reasonable explanation can mean the difference between life and death.

I.C.R. (INTENT, CHECK, RESOLUTION)

A combat round is divided into three phases. The Intent, Check and Resolution phases.

INTENT

The Intent phase is where players can (briefly) deliberate on what they want their characters to do. The GM then decides which Skill Check players use (unless it's obvious and they can figure it out for themselves) and adds any additional 🟦 and/or ⬛ if necessary (if it's a lengthy or difficult task) to build players' dice pools.

The use of some Gear and many Skill Checks will have pre-made Dice Pools that players can use as a base. A GM can modify it further based on the realities of the situation.

CHECK

Here players and opponents roll their dice pools at the same time and determine how many ➕ and ➖ they generated. Put aside the 🟦, ⬜ and take any tokens or counters used to represent the ➕ and/or ➖ they have generated in front of them. The GM does the same for all Opponents.

At the end of the Check Phase, DO NOT pick up the 🟦 ⬜ or any 🟥 you rolled. These Results will factor into how the rest of the round plays out.

RESOLUTION

The Resolution phase resolves in order from lowest 🟦 total to highest (ties favor players and players who tie can roll off or decide who goes first). Here, players and GMs resolve the ➕ and ➖ generated to determine the results of combat. This can go many rounds, but the Resolution phase ends when all ➕ and ➖ are resolved.

You can pass on your turn or only resolve some of your available ➕ or ➖, leaving some for later or to see how the rest of the round plays out. A Resolution Phase can potentially go several rounds, but rarely are more than two rounds.

Combat in Outbreak: Undead.. isn't a game of 'killing monsters and taking loot'. Fights can have very disastrous consequences. Character death is common if large risks are taken.

RESOLVING DEGREES OF SUCCESS AND DEGREES OF FAILURE

SIMPLE RESOLUTION

On their turn, a player or opponent can Resolve their (+) and (−) by simply canceling out each other's (+) or (−). This list will determine what can be used to cancel what:

Can a (+) cancel opponent's (+) ? **– YES**

Can a (−) cancel opponent's (+) ? **– NO**

Can a (−) cancel opponent's (−) ? **– YES**

Additionally a player or opponent can resolve each other's (−) as (+) in their favor… this is called Degrees of Difference (⟳) and is described in the bottom corner of this page.

There are ways other than Skill Checks% for a character or opponent to generate (+) and (−). A character that has both (+) and (−) for whatever reason can use one to cancel out the other on their turn, but are not obligated to do so.

TRIGGERED EFFECTS

Gear, Skill Checks and any Formations a character adopts all provide a catalog of Triggered Effects that a character can use if they Resolve (+) or (−) in addition to all the narrative options they can invent based on the situation at hand.

Short Knife
Hit: (+) - [■ Slashing], *Accuracy*

*Example 1: Cy is fighting an undead using his trusty knife. It's not a great weapon, but it works in a pinch and has saved his skin many times before. His {**Melee Attack – Slashing%**} generated (+) (+) that he can use however he wants on his turn. When his turn arrives, he decides to spend both (+) to target the undead with two uses of "Hit". He is allowed to do this because the "Accuracy" rule means he can resolve as many (+) as he wants on his turn on the same Triggered Effect without penalty. In this case, his (+) (+) gives him the ability to target the infected with [■ ■ Slashing] which means the attacker gets to roll 2 Damage Dice against the infected in the Resolution phase.*

NARRATIVE RESOLUTIONS

A player may decide to resolve any (+) or (−) they have generated on their turn with a narration. This can be combined with Triggered Effects as well for unique combat outcomes. This is strongly encouraged.

Example 2: Same example as earlier, only this time, Cy is not so sure his knife will do enough damage to stop the undead who is going to get the next turn to attack. Gary, his friend, is nearby with a machete and has a turn after the undead, as indicated on the ■ totals. Gary has plenty of (+) of his own to do substantial damage and his machete is a better weapon. Cy decides to spend one of his (+) on the "Hit" Triggered Effect, but spends the other one shoving the infected towards Gary so he can finish it off. The GM allows this narrative flourish (even though his Intent was that he use the knife to stab), so the undead will receive ■ from the knife attack. Shoving will stall the undead, effectively adding ■ to its existing Speed Dice Result. The extra ■ result is rolled and immediately added to the undead's existing ■ Total and thankfully results in making it go later in the turn by pushing the Total higher than Gary's ■ Total. This gives Gary time to land his attack before the undead does and adds the damage from the machete to the ■ the undead has already taken from Cy.

Example 3: Cy has rolled poorly, he generated (−) (−) (−). Thankfully, it is his turn, so he gets first attempt in Resolving them. The player says that Cy has tripped over himself and dropped his knife, causing it to slide under a dresser. The GM believes this is partially acceptable and allows the player to resolve (−) (−) for Cy (one (−) for the fall, and one (−) for dropping the weapon), leaving him with (−) that the GM gets to resolve against him when the Infected's turn comes. The GM decides that the remaining (−) should be a (+) in the Infected's favor when making its attack, so the Infected gets an additional (+) to Resolve as damage with a "Bash" Triggered Effect against Cy as he is prone, scrambling for his knife. Since all of Cy's (−) are now Resolved, Cy is done with the Resolution phase.

How the Resolution Phase plays out should be a combination of storytelling and strategy. Each player is participating in the storytelling experience by enriching the events with their own narrative as they come up with ways to resolve their own (+) or (−) and their opponent's (−).

Some Triggered Effects have other costs associated with them, such as adding ■ to the user's dice pool. There are many pieces of gear that don't need (+) at all, rather they only need a certain amount of Time (⏳/⏳) if anything at all, spent on it to get the desired effect

For instance a Map might have the following Triggered Effect:

Reference, Chart Course
⏳1

Character can travel up to 1 mile without requiring a {**Navigation%**} check.

This means if a character spends 1 period of Time studying a map of the surrounding area, then they can proceed to their destination without much difficulty so long as it is within a mile.

RESOLVING AN OPPONENT'S (−) (DEGREES OF DIFFERENCE ⟳)

An important consideration to make is that it is perfectly acceptable for a player or a GM to resolve the (−) of an opponent they are fighting as a (+) in their own favor on their turn (and vice versa). In fact, some Triggered Effects specifically require this. If it is actually required, then the specific Notation is called Degrees of Difference or ⟳ . For instance, the dreaded "Bite" Attack of the Infected requires not only (+), but a number of ⟳ as well because a character has to make a serious error on their own part to be targeted with such an obviously deadly attack.

COMPETENCE POINTS (🄲)

Characters that are unsatisfied with their Skill Check during an Encounter or want to expedite their progress at a task between Encounters will be able to draw from their pool of "Competence Points". Competence Points will either grant an immediate narrative success to a character that is performing an Action between Encounters (during periods of ⏳) *or* they can be spent to grant a ⊕ during Encounters.

Generating a ⊕ does not immediately cancel out any ⊖ a character has generated. Characters count as having both. If a player wants to use the ⊕ to cancel out their ⊖ they may, but they do not have to.

> *Cy finds himself blocked from using the stairs by a bunch of debris. The outside of the building has an emergency ladder, but it's retracted and locked about 10 feet off the ground. Cy is familiar with the area, so he's certain that he can find something to allow him to climb high enough to bypass the need to break the lock or find the key. Instead of going through the rigmarole of making {Spot/Listen%} checks or {Search%} (potentially failing and wasting precious periods of ⏳ with re-rolls) he decides instead to spend a Competence Point. The player says that The player says that Cy finds a wooden palette behind a dumpster. Cy decides that turning it on its side and propping it up will allow him enough of a height boost to jump up. He is then able to grab the ladder and climb up without any further difficulty.*

The Character has access to other in-game resources; primarily SURVIVAL POINTS (✦). Survival Points are used to purchase gear while scavenging or can be used to buy character upgrading resources called "Gestalt Levels". Survival Points are by far the most important resource a character gets.

Gamemasters also have their own resource called Risk (⚠) which GMs use to upgrade opponents or throw challenges at player characters. Player characters should be very wary of Risk totals that a GM has because at the end of the Session, a GM can use the remaining ⚠ points on a highly dangerous and exciting "Finale" event or they can penalize the characters' overall ✦ reward for successful mission completion.

Characters ending the session with unused "Competence Points" get bonus "Survival Points".

Competence Points do not carry over from session to session

Morale

MORALE: We are compelled to warn of the very real psychological dangers that players face. In just the same way as you can only handle so much mental strain, so too does your character. A character has a "Morale" (☺) rating that will erode over time and as the characters encounter "Stressors".

While going into detail on this is beyond the scope of this short introduction, be mindful that a Gamemaster will have many tools at their disposal to cause your characters much mental distress... and are encouraged to use them. Many of them have associated ⚠ costs and take the form of additional challenges. So overcoming something that is potentially mentally damaging can strengthen a character's resolve, or it can break them.

Under most circumstances, characters, or a party of characters losing all their Morale will either force them to end or reassess their Mission or require them to flee to safety.

Being unable to do any of those means characters are in dire straits.

Damage and Healing

When a character or opponent takes Damage, they must keep any [🟥] Result that was rolled against them (or substitute with numbered tokens or markers if dice are in short supply). The Results on these individual dice matter, as [🟥] with higher Results are harder to heal.

DAMAGE THRESHOLD

Each character and opponent has a Damage Threshold (✚). This is the Total amount of damage he or she can take before they sustain an Injury. If the total of the [🟥] rolled against them are greater than the Damage Threshold, then [🟥] need to be allocated to Injuries. The player moves as many [🟥] as they wish to an Injury until the Result of the [🟥] total allocated to their character is equal to or less than the Damage Threshold. Moving [🟥] from a player to an Injury is called **"Aggravating"**.

Cy has ✚ 6. He has received three [🟥] from a multitude of attacks he took over the day: [4] [1] [1] for a total of 6 Damage. He is literally at his Damage Threshold. If he takes even one more [🟥] with even a result as low as 1, he will need to take an Injury (or aggravate an already existing Injury)

HEALING

The **"Heal"** Triggered Effect can sometimes only remove [🟥] of certain amounts. So, using something with "Heal [3]" can remove one die with a [3] result or less. There are other possible permutations of the entry, but they are pretty clear. For instance, **"Heal All (X)"** means that all [🟥] with a result of X or lower are

removed. Likewise **"Heal Lowest [🟥]"** means one [🟥] is removed, but it must be the lowest Result among the ones a character has assigned to them.

NATURAL HEALING - SHORT REST

A character that is able to take a Short Rest (for at least ⏳1) is able to target themselves with **"Heal [🟥] (SB)"**, meaning any one [🟥] with a Result of the character's Strength Bonus or lower can be removed.

Cy is taking a Short Rest after having spent time evading the undead and getting into some minor scrapes. He has a SB of 3 and has [2] [2] [1] assigned to him in Damage (so, 5 Damage total). During his period of Short Rest, he decides to remove one of the [2] since it is the highest Result he can remove that is equal to or lower than his SB. This leaves [2] [1] (3 Damage) he still has to address at a later time.

NATURAL HEALING - LONG REST

A character that takes a Long Rest (for at least ⏳6+d3) is allowed to target themselves with one of the following:

- **"Heal All (SB)"** to remove all [🟥] that has a Result of their SB or less OR
- **"Heal [🟥]"** (meaning a single [🟥] of any Result).

Cy is taking a Long Rest at the end of the day and has a chance to patch up his wounds with greater care. He has a Strength 37 (so he has a SB of 3) and currently has [4] [1] [1] assigned to him. He decides that the one [4] is too much of a liability, so instead of removing the [1] [1], he decides to address the larger wound, the [4],

leaving the [1] [1] on him to be removed later… he'll wake up achy, but no more worse for the wear.

There are many ways that the Heal rating can be modified (+ or -) to determine what [🟥] can be removed by Natural Healing. For example Rest in a clean, secure place will increase the Heal rating, while uncomfortable, dirty or exposed areas will reduce it.

FIRST AID KITS AND MEDICAL SUPPLIES

First Aid Kits and Medical Supplies allow for {**First Aid%, Advanced Medicine%**} to have **"Heal"**, but the Result of the [🟥] it is able to remove is largely dependent upon the ⊕ spent on the Triggered Effect and the quality of the equipment.

During dangerous Encounters, it would be rare for any character to be able to remove [🟥] in any serious amount. Even "First Aid Kits" and such supplies are temporary measures made even less effective when the party is under duress by being attacked.

Some First Aid / Medical Supplies will allow **"Heal"** with any **"Use"** of them.

INJURIES

When [🟥] are Aggravated to Injuries, they are much harder to heal. The character needs serious medical attention and their recovery time is much longer than a mere Rest. If the Total of the [🟥] allocated to Injuries is high enough (depending upon the Injury) the character suffers a number of debilitating effects or dies.

FLESH WOUNDS   *Sample Injury Entry*

Flesh Wounds are not as overtly dangerous as other injuries, but each injury that causes flesh wounds reduces a character's Damage Threshold by 1 until Treated. Unlike other injuries, a Flesh Wound can sometimes be treated without specialized gear.

Magnitude ([🟥] total assigned to Injury)

- **Lv. 1 Minor Laceration:** Reduce Health Points by 1. Reduce Max. ✚ by 1.
- **Lv.2 Laceration:** Reduce Health Points by 2. Pain. [🟦][⬛] to all {SC%}. Reduce Max. ✚ by 2.
- **Lv.3 Severe Laceration:** Reduce Health Points by 3. Reduce Max. ✚ by 3.
- **Lv. 4 Open Wound:** Reduce Health Points by 4. Reduce Max. ✚ by 4.
- **Lv. 5 Arterial Bleeding:** Death.

Save Throw: {**Dodge%, Toughness%, Martial Arts%**}
Treatment: Sterile Dressing, Sutures, Antibiotics, Pain Medication
Recovery Time: d6 days (⏳120)

If you are unsure or unclear as to what Injury would result from an attack, or if you want to represent a type of injury not described here (Bone Injury, for example); you can have any Injury reduce Health Points by 1 add [🟦][⬛] per Health Point lost.

Gear

Characters can make use of several kinds of gear as they attempt to survive. Gear will not only provide a range of Triggered Effects a character can use, they can also grant bonuses to Skill Checks.

TRAINING VALUES

A character will have a certain level of experience and ability with particular categories of Gear. This number is called the "Training Value". The Training Value is determined as follows:

> **Attribute Bonus of the Primary Attribute tested**
> **+**
> **Training Value Bonus**
> *(provided by Abilities, Formations and so on).*

This is added before applying Multipliers.

GEAR BONUSES

Gear Bonus is what a character can add to the percentage chance of a Skill Check's success when using that category of Gear.

Gear that provide a bonus will be indicated with a Red or Green icon. Gear does not give a flat bonus. Rather, gear multiplies existing ability. The amount of this "Multiplier" will be found in the icon itself.

This is the amount that a Training Value is multiplied by to determine what a character's actual Gear bonus is when using the specific Gear in the entry.

Nick's favored weapon is his .45 handgun. It has several Multipliers based on the distance to the target but at close range, it has 2x. As stated in the earlier example. Officer Nick has a Training Value Bonus of Pistol: 4 combine this with his natural Perception Bonus (Pʙ) of 3 he gets quite a large bonus of 7. At close range, with the Multiplier of 2x, he gets a +14 bonus to {Pistol%}. So his normal {Pistol 37%} is raised to {Pistol 51%} at close range.

More detailed information about Equipment can be found on pg. 022 as part of the intro scenario The Tri County Precinct.

The Perception bonus of +3 is added to the Training Value Bonus for Pistol, since {Firearms - Pistol%} is a Perception Base Check.

👁
Perception

3.5
Bonus

+

🔫 +4
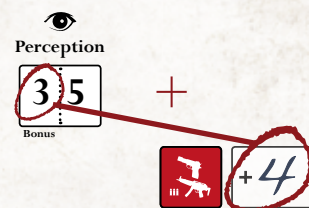
Gear Bonus: 7

The total Gear Bonus is +7 (3+4=7).

This is multiplied by the "Multiplier" of gear if it is especially good equipment.

Gear Bonus: 7
2x   1x   0x

🔫 | +14 / 7 / 0
2x/1x/0x
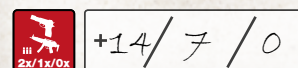
FREE CONTENT FRIDAY IS BACK!

In the early days of *Outbreak: Undead..* a mainstay of our release was always the *Free Content Friday*, full of new opponents, equipment, scenarios and stories on the first Friday of every month. We are glad to say that after a hiatus that Free Content Friday is BACK!

You can go to outbreakundead.com or drivethrurpg.com to get each month's new release!

Even better, we are opening up the feature for new writers. If you want to submit your FCF ideas, please contact alex@huntersbooks with FCF in the Subject line to inquire.

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unless you test it first.

That's it! If you understand this, you are ready to play. If you want, you can run the Tri County Precinct as an introductory scenario to put your skill to the test!

Good Luck Survivor!

THE TRI COUNTY PRECINCT

A sample scenario for
2-7 players.

WELCOME TO TRI-COUNTY

A historical town with an old Spanish Mission at the center, and predates the founding of the United States by over a decade. The town makes its home near a beautiful beach 5 miles away from downtown and host to two community colleges and a University. In this populous but quiet town, it is about to get much noisier. In the early days summer, on the same weekend that the University and both colleges close down for the summer, downtown Tri-County becomes party central as the students celebrate the temporary reprieve of their studies. Every bar and restaurant is open to cater to them.

...ou Know

October 29, 2▮▮▮

THREAT OF RIOTS ESCALATE TENSION

Worries over rioting during the Halloween Parade increase as organized protestors vandalize downtown and engage in attacks against police.
United Press

TRI COUNTY - The police force is, as always, overextended and underfunded for this event. Thankfully, the police of Tri-County are well versed with experience for this occasion, having to suffer the drunken college student parade like clockwork every year. This year, however, has been much different. There is celebration but there is also fear and hate towards the police force. One of their members, rookie Officer Nicholas Coughlin, was unjustly framed for a rash of murders among the college students, more than there had been in almost fifty years. Officer Coughlin was exonerated when he did his own detective work and found that he was framed by the now infamous Vincent St. Clair, and that many murders attributed to people previously throughout the past three years have been likewise framed by him (but surprisingly, the falsely accused remained tight lipped and all confessed, falsely it would seem). Despite that discovery, there were many who cried police cover-up in order to protect one of their own. And indeed, there has been damage control for their public image, but the public outcry for Officer Coughlin has been gaining in strength. Even

members of the Force are giving him sideways glances and speak privately of his dealings in the past with the elusive and dangerous Vincent St. Clair and if Officer Coughlin is even to be believed. Even if they thought he was innocent, they want Officer Coughlin gone, if only to save the face of the beleaguered police of Tri-County.

Tensions run high between the student body, ever passionate, and the faltering image of the police of Tri-County. The drunken students use their strength of numbers and their simmering rage towards the police to spill into violence. The levity of the occasion degenerates into brawls and fights. The hospital begins to flood with injuries of an increasingly vicious nature. Starting with bruises and minor lacerations, but soon, arrivals of people with grievous open wounds begin to displace the lesser injuries. The four hospitals of Tri-County swell to bursting with victims of terrible injury. Deep wounds with sections of flesh torn away completely as if attacked by animals and even bullet wounds from the gradually overwhelmed police as their crowd suppressing means become rapidly less effective against the mob of angry students. Within this crowd, another danger lies unseen. Their victims are growing in number and even the location of the ever-elusive Vincent St. Clair still remains unknown.

Cast

There are 7 pre-made characters that take part in the Tri-County Precinct Scenario. They are good examples of the kinds of people that could be thrown together in such a situation and how they can interact to survive. In this case, it is a group of people at a police precinct the moment it becomes painfully obvious that something is very awry. An overview of the main cast of characters is provided.

PLAYER CHARACTERS

■ Cy - A rough and tumble survivalist, a strong individual who happened to be in the wrong place at the wrong time.

■ Gary Hasterfield - A crusty, good natured veteran who busies himself with odd jobs.

■ Officer Nick Coughlin - A rookie police officer who is currently paying for mistakes he made… and some that he has been falsely accused of.

■ Lieutenant Tyler Gooden - A long serving correctional officer and teacher by trade who is tough inside and out, commands both authority and respect.

■ Inmate #72834 - The only person of the group who's seen a glimpse of the horrors that lay ahead. The Inmate should be

played by a player with the most roleplaying game experience, as the character will have many moments to embellish.

■ Samantha (Sammy) Rosen - A nurse who is called back into duty just a couple hours after her shift ended.

■ Sgt. Frank Reyes - A sergeant and a wise mentor to rookie officers, as well as being a capable leader. He has a recently acquired crippling injury to his leg that keeps him from the field, but not out of service entirely.

You'll find their character sheets in the index along with details of their history, starting equipment and so on.

DAY 1 NON-PLAYER CHARACTERS

■ D.P. (or D to the P, or King Donko of Punchstaina) - The infected frat boy in the holding cell who picked a fight with Cy.
■ Travis - Another infected frat boy.
■ Chad & Skyler - Zombie food in holding cell with D.P.
■ Officer Ramirez - First officer in the holding cell who encounters D.P.
■ Detective Krasinski - A detective working an unrelated homicide case.

Encounters

The only thing a GM running this scenario needs to know in addition to what is in the earlier Quick Start Guide pages is Encounter Checks and how they work. These are also listed as {Encounter%} in various entries.

WHAT ARE ENCOUNTER CHECKS?

An {Encounter%} (sometimes called just {E%}) is a d% that is based on the level of danger posed to the characters. Its chance of success is generally based on the speed and perceptiveness of the Standard Opponents and their pervasiveness.

A GM will be able to deploy Opponents and other challenges by using the [+] from an {Encounter%}. Each Outbreak Level will add a bonus [+] to the {Encounter%} result, as high numbers of [+] will generally result in an Encounter with more or deadlier Opponents.

Many Hazards and Tactics as well as using Checks like {Stealth%} can alter the {Encounter%}. They generally will add either a [+] or a [-]. Apply such alterations before deploying any Opponents or playing any additional effects that are based on the result of an {Encounter%}.

An Encounter Table can be specific to a scenario or location, but there is usually a general table that can be used until the GM can specialize it further with their own unique Opponents.

> *Using our Standard Opponent of Zombie in Tri-County, GM's can make a E% of 40% whenever players find themselves in areas not scripted in this encounter." Should they receive failures (which is very likely), they can use their bonus [+] from the Outbreak: Level or [⚠] to force encounters.*

DETERMINING THE PERCENTAGE CHANCE OF AN ENCOUNTER CHECK

Unless a target percentage chance is predetermined by scenario notes, the percentage chance of an {Encounter%} is equal to **10% per Pʙ of the "Standard" Opponent and a further +10% per Outbreak Level**.

> *Note: Combined with the bonus [+] a GM gets per Outbreak Level, it would seem that even one Outbreak Level makes the check automatically successful. This is not the case. The {Encounter%} still needs to be made. In the event where the Encounter% turns up one or more [-], the bonus [+] from the Outbreak Level can either cancel out [-] rolled in the {Encounter%} or the GM can have both [+] and [-] to resolve; the [-] obviously being resolved as something beneficial to the characters. If enough [-] cancel out the number of [+] provided by Outbreak Level, then the GM can declare it a wash and continue… but a GM should describe what danger the characters averted. In this case, excess [-] from the {Encounter%} can be ignored unless a GM or scenario notes have a way to resolve them narratively.*

MAKING ENCOUNTER CHECKS

The majority of what a GM does while running a session is making and interpreting Encounter Checks. The question of where and when they are made depends upon the scenario, but there are a few rules of thumb the GM can use to determine when to make Encounter Checks.

- One period of Time ([⧗]1) passes
- Whenever narration dictates that it would be feasible*
- Characters enter a new Location
- A certain number of Rounds pass during an Encounter
- The GM pays [⚠]10 reduced by [⚠]1 per Outbreak Level
- Characters spend too much time out of game deliberating

> *This "whenever a GM feels narratively appropriate" pool has a limit. A GM gets one narrative {Encounter%} per [⧗] in a Mission description. See "Multiple Encounter Checks" for more detail on how this works.*

MULTIPLE ENCOUNTER CHECKS

There are many scenarios where characters get into really involved situations. This would have them making actions that take several periods of [⧗]. This will be common when characters are Navigating or Searching or when characters are undertaking a Mission.

When starting a Mission that takes place during multiple periods of [⧗], a GM will have at least 1 free Encounter check to make per [⧗] of the Mission. The GM can make the checks whenever they like, even multiple ones in the same period of [⧗], but once they use those up, unless [⚠] is used to force an Encounter or grant extra {Encounter%}, the Mission can essentially be considered a Success under most circumstances, requiring only that the characters spend the [⧗] as indicated in the Mission Brief or scenario notes.

> *Example: If players are taking [⧗]4 to search a city block that isn't covered in this scenario, the GM can roll {E%} up to 4 times to see if they encounter Opponents*

SKILL CHECKS AS ENCOUNTER CHECKS

It is possible that an opponent's {Skill Check%} can serve in place of a general {Encounter%}. This supports a more narrative approach to running games, where an abstract {Encounter%} is given a more specific description of what's going on. The tested Skill Check's percentage chance will obviously displace the normal {Encounter%} of the scenario. However, since it is serving the purpose of an {Encounter%}, any other {Skill Check%} used will get a bonus [+] per Outbreak Level as normal.

> *Example: Lorna creeps up along a brick wall, keeping low. On the other side she hears a pack of Hellhounds tearing apart a kill who a minute before was screaming for help. The GM decides that the Hellhounds being distracted with the corpse gives Lorna a chance to escape. Since the Hellhounds are already well within the boundaries of an Encounter, the GM uses one of {Encounter%} allowed by the [⧗] of the scenario but instead rolls a {Spot/Listen%} using the Hellhound's acute senses to determine the percentage chance.*

> *Regardless of the result, the GM has used one of the free {Encounter%} allowed to them.*

> *Note: In the above example, the GM using {Spot/Listen%} as an {Encounter%}, the GM may add a bonus [+] per Outbreak Level to the results. Lorna hopes that the check turns up enough [-] or her own {Stealth%} gets enough [+] to mitigate the free [+] the check will get.*

Opponents

STANDARD OPPONENTS

When making an {**Encounter%**} the Standard Opponent is the baseline that everything is weighed against, and will be the most common type of Opponent that the characters will have to deal with.

Infected (Undead)

- **Strength:** 30
- **Perception:** 20
- **Empathy:** Special
- **Willpower:** Special

Movement: 10'
Base Dice Pool: ◆ ■ ■
Deployment: d3 per ⊕ , ⚠5 - Outbreak Level or per Encoutner Table

{**Skill Check%**}: {**Balance 30%, Dodge 25%, Grapple 35%, Brawl 30%, Spot/Listen 30%**}

Vitality

Health: (1)
Defense: ■ vs [Bludgeoning, Thermal, Electrical]
Damage Threshold: ✚ 10

Viral: 3

Special

Undead: If an Opponent is 'Undead' they will have Empathy and Willpower of 0, but pass any {**Skill Check%**} that has Willpower as a Primary Attribute and count as having a WB of 10.

Immune to [Poison, Radiation]

Fleeing an Encounter with them allows the GM to make an {**Encounter%**} immediately without paying ⚠ or waiting ⧖. A successful {**Encounter%**} will take place in the same period of ⧖. Characters must pass a {**Composure%**} or lose ☺1.

Resilience (2): Remove all 2 or lower dealt at the end of the Round if not enough Damage was inflicted to cause the loss of a Health Point.

Shamble: Movement adds ■ ■ to the Dice Pool. Infected that are 'Shambling' will not 'Moan'.

Moan: Each Infected in an Encounter not 'Shambling' generates ⚠1 per Round.

Template Options

Familiar Face ⚠15

All Actions against the Opponent by at least one character require an additional ■ ■ . This can be reduced by ⊕ on a {**Composure%**} Save Throw.

Armored ⚠5

The infected still has the tattered remnants of armor clinging to their bodies, giving them **Defense +**■ [All].

Attacks

Slam - ⊕ : [■ Bludgeoning]

Gouge - ⊕ ⊕ : [■ Slashing]

Bite - ⊕ ⊕ ⊘ ⊘ ⊘ : [■ ■ ■ Slashing, 1 Viral]. Add ■ ■ to the Infected's Dice Pool.

ALTERNATE OPPONENTS

Alternate Opponents cover anything that doesn't fall into the other categories. In this Scenario we only use generic Survivors.

Survivor (Living)

- **Strength:** 25
- **Perception:** 33
- **Empathy:** 25
- **Willpower:** 25

Movement: 10'
Base Dice Pool: ◆ ■ ■
Deployment: 1 per ⊕ ⊕ , ⚠6 + Outbreak Level (automatically 'Dangerous')

{**Skill Check%**}: {**Balance 32%, Dodge 25%, Grapple 25%, Brawl 32%**}

Vitality

Health: (2)
Defense: 0
Damage Threshold: ✚ 4

Template Options

Dangerous Vigilante ⚠5

Survivors are not willing to enter into any kind of peaceful arrangement. All {**Skill Check%**} with Empathy as the Primary Attribute add ■ ■ .

Armed, Melee / Gunslinger ⚠5 / 10

Survivors are armed with weapons of the appropriate category. See 'Gear' for additional details.

Vigilante ⚠10

The Survivor is actually a ruthless vigilante who is no stranger to violence. Increase ✚ to ✚ 8 and Health to (3).

Attacks

Based on the weapons or {**Skill Checks%**} used. See "Gear" for additional details.

UNIQUE OPPONENTS

These Opponents are generally rare, and vary enough to require their own entry.

Glutton

🫀 **Strength:** 35
👁 **Perception:** 20
🖤 **Empathy:** Special
🧠 **Willpower:** Special

Movement: 10'
Base Dice Pool: ◆ ■ ■ ■
Deployment: ⊕ ⊕ ⊕

{**Skill Check%**}: {**Balance 30%**}, {**Dodge 25%**}, {**Grapple 25% [■■ Slashing]**}, {**Brawl30% [■■ Bludgeoning]**}, {**Spot/Listen 30%**}

Vitality

Health: (1)
Defense: ■ vs [Bludgeoning, Thermal, Electrical]
Damage Threshold: ✚ 15

Viral: 5

Special

Resilience **3** (All): Increase to **4** for [Bludgeoning] damage.

Clumsy (1): Add ■ to attack Size 1 target.

Disembowel: Any {**Melee Attack%**} that deals [Slashing] but fails to inflict a Health Point worth of Damage will cause all characters in Melee Range to count as having been 'Evacuated' upon. The Glutton can no longer perform 'Evacuation' Attack.

Huge: Automatic pass on {**Balance%**} Save Throws from attacks made by opponents with Size 1 or smaller.

Loud: Generate ⚠ d3 per Round as they smash through obstacles, their very audible footfalls, and their bile choked moans.

Attacks

Body Slam - ⊕ : [■■ ■ Bludgeoning]

Evacuation - ⊕ ⊕ : One target in Grapple Range gets [1 Viral, *Squalor*]

Gouge - ⊕ ⊕ : [■ Slashing]

Knock Prone - ⊕ ⊕ : One target is *"Knocked Prone"* and must add ■ ■ to their Dice Pool in order to stand upright.

Bite - ⊕ ⊕ 🔵 🔵 🔵 : [■ ■ ■ Slashing, 1 Viral]. Add ■ ■ to the Glutton's Dice Pool.

STATUS EFFECTS

The quick start guide did not go into detail regarding character status, as most of them are inflicted by Injuries or Triggered Effects that specifically say what it is the status does.

Here, the Glutton variant of the infected has a special attack called "Evacuation" in which it attacks by spewing/defecating/hemorrhaging a slurry of disgusting and diseased material on those who dare to get too close.

Squalor

A character that has "Squalor" counts as being extremely unhygienic and even disease ridden.

A character cannot remove any ■ from Natural Healing and may not restore any lost ☺ as a part of any rest, be it Short or Long.

The Squalor status can be removed if characters have a change of clothes or are able to wash them spending ⏳2 doing so and they themselves bathe for at least ⏳1.

The Tri County Precinct

As with all good stories of Horror and Survival. It's nice to know who our characters are before they are thrust into danger. To begin Tri-County, we recommend you review the "Day 1" sections of each of the Pre-Generated Characters, and either roleplay or help players pick out the events of Day 1.

This structure will help a GM pace the scenario by both determining how long between scripted events take place as well as when in sequence the main events take place.

For people wishing to jump into the scenario with all player characters introduced, you can skip to Day 2. Anyone wishing to play Day 1 is doing so purely for some character development or a GM is looking to expand the events described in this scenario.

OUTLINE

Each Time period represented will allow a free {**Encounter%**} check. If the check turns up nothing, then the encounter plays out as described. If the {**Encounter%**} is successful then the GM may alter what challenges the characters face by resolving some of the ⊕ .

The text that is outlined in boxes like this and in italics is read-aloud text by the GM.

PREPARING

As a GM, you can prepare for this special introductory scenario quite easily. It is recommended that you have read through the QSG portions of this book first.

For player characters, print out both facing pages of the dossiers and hand the description half to potential players. Once they choose the character that they are most happy with, you can give them the corresponding Character Sheet.

Each character has options for "Day 1" which is what could happen to the character on the first day of the outbreak. Actually roleplaying out Day 1 is entirely optional, but there are plenty of opportunities for storytelling and roleplaying from Day 2 onward. Regardless, players are encouraged to choose a Day 1 event.

Note: Many characters have Day 1 events that require the cooperation of another character. Both players must agree to have a shared Day 1 experience if they are both to take advantage of this.

For materials, you will need...

- A d100 (2 d10s, a tens and ones die)
- Some d6 of different colors. We recommend black, blue, red, and white, since those correspond to the color coding in the this guide for easy reference.
- Some counters to use as tokens for Competence Points
- Scratch paper and pencils to keep track of various in-game events

Now that you have prepared, all we can say to you, is… "good luck, survivors!"

Day 1

Review the back of each pre-generated character for the selected "events" of Day1. As the GM, discuss with each player their choices and have them describe to the group what they do.

Many provide bonuses to players so it's recommended, even if not played out narratively. We also recommend that everyone starts the scenario on the same 'side' as opposed to focusing on how each character got there.

Note: Normally, a "Day" is ⏳20 (about ⏳10 of Day and ⏳10 of Night) which a GM can keep track of if they wish, although for this scenario this sort of detail is not necessary.

Day 2 is run Narratively, which means that the GM makes {Encounter%} whenever they like or when they spend "Risk" to do it.

Day 2

As a GM you may roll up to 5 {Encounter%} this day without needing to pay Risk.

The doors are locked, the windows closed, you find yourselves trapped within the confines of the police precinct and there are infected banging on the door, hoping to get inside and rip you to shreds. Welcome to Tri-County!

An uncomfortable mix of characters have made unlikely allies and the tenuous authority of the police is beginning to fray as the group fractures between wanting to stay and wait for help and wanting to escape. First and foremost, the door needs to be cleared.

ENCOUNTER - ENEMY AT THE GATES

The characters are barricaded in the precinct as the rhythmic pounding on the front door becomes louder. It's clear that there's only a matter of time before the glass cracks completely.

The only exit is through a side access to the underground parking garage to the front.

Those that volunteer to go will exit towards the parking garage.

THE PARKING LOT

The GM makes an {**Encounter%**} to see if they can deploy any additional Infected, but even if the check fails, they will still have to face down what's in the garage.

As the party enters the garage, its clear they are not alone. The low growl of those THINGS out there can be heard intermittently in the darkness.

Characters can attempt a {**Spot/Listen%**} but unless they thought to bring flashlights (or have them and decide not to use them) the check has ■ ■ .

If they pass, they can get a surprise round against **2x Infected.** Additional Infected can be deployed based on the result from the {**Encounter%**} as shown in the following table:

Encounter Table - Area Surrounding Tri County Precinct

(+) - **1x Infected**

(+) (+) - **1x Infected** with **1 Template** upgrade

(+) (+) - **3x Infected**, deployed Out of Bounds (they will require a successful {**Breach%**} with either {**Spot/Listen% or Climb%**} and can be fired upon only with the Long Range of a Ranged Weapon.

(+) (+) (+) - **1x Glutton**

Characters can avoid this encounter by using {**Stealth%**} but the infected will still be there when, or if they come back the same way.

At the end of the Encounter…

The undead being fought were former police, the darkness obscured their faces, so whether or not the characters knew them is immaterial during the fight itself, (but still unsettling after the fact).

If the characters inspect the bodies and they have any Police characters, they will recognize them and will have to pass a {**Composure%**} or lose ☺1.

On the plus side, two undead have one full magazine of ammunition in their belts for any character that uses a 9mm standard issue pistol.

THE FRONT

As the characters exit the garage and sneak towards the front, they are horrified to see that even more undead are being drawn to the front of the precinct, far more than what they could see from the inside looking out. The original plan of fighting them off seems suicidal.

One character (or NPC) gets the idea to find a way to distract them away from the precinct, but this is easier said than done.

The characters must do two things in order to do this:

■ Extinguish the lights in the Tri County precinct, either by throwing the breaker or by characters still inside go through the garage and interior turning the lights off.

■ Find something to draw the undead away. The best option is a car that is parked up the street. This can be rolled down a hill after triggering the alarm to hopefully draw the undead away. The car should be otherwise unusable to make an escape, otherwise that would be a very obvious way out.

THE BREAKER

The breaker is accessible from the garage, and is far closer than going inside, to turn the lights off. If characters want to throw the breaker, the GM can make another E% against the character or characters going inside and can take care of it quickly. Doing this though will make all the lights in the front turn off until the breaker is thrown back on again and cannot be done from any place but the breakers.

Officer Nick Coughlin and other uniformed officers will have radios on them. Communication can be done immediately if anyone radios inside for orders or intel.

The GM has access to this hazard if players make it a point to carry and use police radios.:

Radio Chatter ⚠3

The character's radio crackles to life and radio chatter is heard. This will automatically cause any {**Stealth%**} the character is attempting to make generate ⊖ ⊖ ⊖ in addition to any other Results. If a player deliberately makes an effort to turn the radio low or off before this Hazard is used, then the Hazard may not be used… but it's doubtful that a GM will have the opportunity to use this more than once.

THE DISTRACTION

The survivors need to make it to the car once the lights have been turned off, the characters have a reasonable chance of sneaking past them to the car parked up the hill. Characters make a {**Stealth%**} and can attack any undead the GM wishes to put in front of them by spending ⚠ or resolving (+) in an E%. Either way, using any weapon that has "Noise" as a special rule will immediately alert others and an Encounter% will get a bonus (+) (+) per ⚠1 they wish to spend as opposed to the normal (+) .

Upon reaching the car, unless the Inmate, Cy, or Gary are part of the party, no one will know how to hotwire this old car that was severely wrecked when it grazed a phone pole and smashed into a large mailbox.

Hotwiring the car will require the knowledgeable characters to spend ▣ ▣ ▣ for each attempt and each attempt will be a {**Construction/Engineering - Electronics**}. Passing this will start the car.

The characters pushing the car must make a {**Lift/Pull%**} together until they get (+) (+) (+) . ⊖ are resolved as ⚠1 .

Car Alarm ⚠5

A car alarm tears through the silence and threatens to reveal the location of the characters. If they do not flee the Encounter immediately the GM can add ⚠10 to their Risk Pool. The normal penalties for fleeing apply.

For purposes of this, fleeing the Encounter means taking residence in a nearby building and laying low or retreating (or fighting) back through the garage to the precinct.

ENDING THE ENCOUNTER

Ending the Encounter can be done one of three ways:

Abject Failure

The infected remain in the front of the precinct. It's entirely possible, if not extremely likely that the characters have actually made things much much worse.

The mission did not go nearly as well as planned, so the GM can have the infected breach the front of the precinct by spending ⚠5.

Much of the undead were distracted, but some remain. You've bought time but not much.

The GM can have the infected breach the front of the precinct by spending ⚠**15**.

Success

The undead are lured away from the front. The danger is much less but some infected are really dialed into the activity in the precinct, so they will eventually draw more to them unless the characters wish to finish them off.

If characters want to fight the remaining infected in front of the precinct, they will encounter 5+d3 Infected. Killing them all will remove all threat of a breach from the front.

Characters that don't want to push their luck can retreat back into the precinct. This will allow a GM to have the few remaining Infected breach the front of the precinct by spending ⚠**20**.

FINALLY SOME GOOD NEWS…

Whether or not the earlier Mission was a failure, read this:

As characters settle in and take stock of their situation, they get some radio chatter that is a response to the inquiries by the dispatch team who've been tirelessly working to see who is nearby.

A S.W.A.T. van is returning to the station. They need the garage open because they're coming in hot. Something was chasing them that was freakishly fast, but they lost whatever it was, and they're not taking any chances.

If the characters cleared the Garage of Infected from the previous Mission, then this is simply a matter of opening the gates on cue. In that case, proceed to "S.W.A.T. Returns". If the Infected are not cleared, it needs to be, and quickly.

GARAGE - CLEANSE

There are **1d10+2 Infected** remaining in the Garage. It is in extremely low light, so add ■■ to all {Skill Checks%} unless characters bring flashlights.

Characters will need to kill all the infected in the span of d5!+2 rounds… do not tell the players this, only that they are urgently needed.

ENDING THE ENCOUNTER

The encounter can really only end in success or failure, unlike the previous Encounter, there is really no in-between.

Day 3 is run Narratively, like Day 2, BUT the amount of free {Encounter%}s a GM gets is based on the "Labor Value" of the mission.

Day 3

As dawn breaks an uncomfortable dread hangs in the air, as each person had time to reflect on the gravity of the situation in turn, taking watch as the others got what sleep they could manage. But with the morning light, horror replaces dread when the carnage from the night before is revealed slowly as the darkness retreats.

The survivors have few options, but there are some glimmers of hope that came through during the night:

One of the dispatchers was able to get a hold of the national guard who

Success

If they succeed at killing all the undead in that time, they may open the garage knowing the path is clear

Failure

If too many rounds pass, then the S.W.A.T. van crashes through the garage, plowing through any infected or characters in the way. Being struck will have a character take [■ ■ ■ ■ Bl]. The stupendous noise will also add ⚠**10** to the GM's Risk Pool

S.W.A.T. RETURNS - SURPRISE ENCOUNTER

Regardless of whether the entrance was safe, the S.W.A.T. van disgorges Infected from the back… apparently they had turned while inside. There is no ammo left in the van and any S.W.A.T. officers that were in the driver's seat and passenger seat are armed only with riot control melee weapons.

The d5!+1 S.W.A.T. Infected are merely regular Infected with the "Armored" upgrade given for no additional ⚠ being paid.

DUSK

After the dust has settled, the survivors inspect the S.W.A.T. infected they just killed and the rank smell of the bodies means putting on their armor covered in fetid decaying fluids is clearly not a good idea.

The sun has finally set and as night greets the survivors, they barricade themselves inside, tend their wounds and sleep in shifts in the prison cots… to the extent one can sleep with all the noise and adrenaline pumping through their veins.

Natural Healing

Characters that have sustained some damage may take this opportunity to take one of the following options:

- "Heal All (S_B)" to remove all ■ that has a Result of their S_B or less

- "Heal ■ " (meaning a single ■ of any Result).

Other characters (typically Sammy) can attempt to use {First Aid%} to assist with the "Heal" Triggered Effect.

Characters that have taken Injuries or lost Health Points are out of luck, and while Sammy can Treat such injuries, they will not heal within the span of time this scenario takes place.

have been doing helicopter sweeps over downtown. They could arrange a helicopter evacuation if they could hold out just a little longer. Resources are (understandably) stretched thin. It's doubtful they'll be able to get everyone all at once, as there are the survivors and a decent amount of Tri-County Precinct support staff manning the station.

The same helicopter sweeps have warned the Precinct that the bulk of the infected have been dispersing into the nearby area. The Precinct is mere blocks from downtown so it won't be long before an unassailable mob of the infected find them.

Note: It is likely that there are no supplies of food and that the staff have been there for (by now) three days. Unless the Day 1 option for Lt. Frank Reyes was taken to get food from his brother's restaurant, there will need to be some effort made to raid a nearby high school for food… or dare the grocery store nearly twice the distance away and doubtlessly infested and looted.

FOOD RUN ("Supply Run" Mission)

It has been almost three days for most people in the precinct since they've run out of food. Assuming the helicopter doesn't make it, they will be forced to stay even longer and it only gets more dangerous to go out for food as time goes on.

This (abridged) Mission Brief will allow the following for a GM to quickly run a mission where a small party goes to a nearby high school in hopes of grabbing some much-needed food for the Tri County Precinct.

Players must nominate one character to be "Point". That person's 🙂 will serve as the starting Morale of the party. Morale is lost in a few different ways, but once it's all gone, the characters have lost their nerve and must retreat.

GM CHECKLIST

- Players choose who will lead the party (as "Point" position) to the high school, that character makes one or more of the checks allowed in the "Crucial Skill Check" entry below. The character decides to resolve ⊕ to either get them a bonus 🅖, reduce ⌛ needed by ⌛1 and any ⊖ can be resolved by adding ⌛1 or increasing Risk by ⚠2

- After all this, the GM tallies how much ⌛ is remaining and they get that many free {Encounter%} during the upcoming Mission.

- The Mission plays out narratively, with the GM spending ⚠ and making their {Encounter%} as appropriate to the story.

- Once the GM is out of free {Encounter%} and does not wish to make any more by spending ⚠ then the Mission is successful and the characters find what they were looking for and can return. A GM can still have characters undertake specific challenges in order to return without any free {Encounter%} and/or Risk remaining if it makes sense from a narrative standpoint… that is to say, no one teleports back to the Tri County Precinct just because the GM doesn't have any more free {Encounter%} to make or ⚠ to spend.

- If the party loses all their 🙂, then they must return to the Precinct with whatever little they were able to find before they lost their nerve.

LABOR VALUE

🛠50

This will generally mean a party can accomplish this in ⌛8 if there is a character with a Training Value Bonus of 3 for either "Survival Gear" or "Recon Gear". Cy has 4, so him leading the party will require ⌛7 instead. This rate references a chart both in the Survivor's Guide and the Gamemaster's Guide, but is not included here since this is a scripted scenario with the cast of characters and the challenges and events predetermined in their scope and difficulty.

CRUCIAL SKILL CHECK(S)
{Search%, Spot/Listen%, Stealth%}

RISK FACTORS
⚠15 + ⚠1 per ⊖ resolved

HAZARD(S)

Encounter   ⚠Special

A character's hands are forced and they must engage an opponent they'd rather sneak around. The cost of this Hazard is ⚠1 per ⊕ they want to add to their {Encounter%} result.

I hear something…   ⚠1

Characters stop dead in their tracks and hear the shuffle of feet nearby. One party member chosen at random must pass a {Stealth%} or the characters are heard and an Encounter with 1x Infected begins.

Sentry   ⚠3

Deploy d6 Infected. None of them are yet aware of the player characters and can be taken out as part of a Stealth Encounter… meaning if they do not use weapons with a "Noise" rule, then they can clandestinely eliminate the sentries. If a full round goes without an attacked infected being killed, then the character's cover is blown.

Encounter Table - Old Mission High School

⊕	- 1x Infected
⊕ ⊕	- 1x Template Infected or Survivor
⊕ ⊕ ⊕	- 3x Infected
⊕ ⊕ ⊕	- 1x Glutton

SPECIAL

Duffel Bags

Characters must haul back enormous bulk food containers. They must expect to carry back ●●●●● worth of Resource. This can be divvied up amongst any number of participating Survivors.

Morale

If the party's Morale ever reaches 🙂0, then the characters must retreat back to the Tri County Precinct.

A Point of Morale is lost by the following instances:

A character taking an Injury

An {Encounter%} being successful without spending ⚠

Being targeted with "Intimidate" or some other such Triggered Effect.

Note: Characters can indulge in a "Coping Mechanism" as described in their "Psyche" section under "Coping Mechanisms". If the character takes the described penalty then they can prevent the loss of 🙂1.

Success

Characters return to the Tri County Precinct with enormous cans of food meant to feed entire classes of students. This will grant all player characters who participated ✦**50** and a bonus 🪙 **2**.

Failure

The characters return practically empty handed. All characters, whether or not they participated in the Mission, will lose 😊**1** from their own Morale score. The extreme hunger will allow a GM to have ⚠️**20** more to represent the lack of focus due to hunger.

REINFORCE THE DOORS!

If food is not a concern for the player characters (or if the GM is running the game in such a way where food is not really a crucial issue), then the characters can skip the run to the high school entirely and spend the time instead barricading the doors and other entrances.

If the characters describe any reasonable method of securing the doors (using furniture, etc) will require that the infected break through the barricades first before being allowed to enter. See the "Barricade" rule.

This process will not be without risks, as the constant movement and noise will give a GM ⚠️**10** + ⚠️**1** per 🔴 in any checks the GM feels relevant, {**Lift/Pull%, Construction/Engineering%**} being common options.

THE SIEGE (VARIANT "CLEANSE" MISSION)

Before long, the warnings of dispatch have come true. The first of the massive wave of infected have begun to arrive. It is imperative that characters attract as few of them as possible, since their numbers swell almost exponentially when they start gathering… and the front of the precinct cannot withstand a prolonged siege.

A ray of hope shines in the form of the searchlights from the National Guard helicopter. Unfortunately the beating rotors will attract quite a lot of attention. Without fail, the infected begin to batter the doors and windows of the precinct and before long, the glass splinters under the strain of the infected beating upon it with broken and bloodied fists.

The characters have to get to the roof before the barricades fail.

LABOR VALUE
🛠️**150**

*As you may be able to guess from the other Labor Value entry, this will likely mean that characters can accomplish this in ⏳**32**. This is longer than a normal day and it's very likely that characters will not last that long by simply waiting… and the helicopter will likely have come and gone by then. For this reason, it is imperative that characters work together in order to survive!*

This Mission is similar to the "Food Run" mission with only one crucial difference. There is no "Point" person necessary. Everyone can contribute the result of their "Crucial Skill Checks" to the Mission. See the "Crucial Skill Checks" Special rule to see how teamwork is utilized in this Mission.

CRUCIAL SKILL CHECK(S)

{**Brawl%, Endurance%, Search%, Stealth%, Throw%, Melee Combat%, Firearms%**}

RISK FACTORS
⚠️**50** + ⚠️**1** per 🔴 resolved

HAZARD(S)

Encounter ⚠️*

A character's hands are forced and they must engage an opponent they'd rather sneak around. The cost of this Hazard is ⚠️**1** per ➕ they want to add to their {**Encounter%**} result; Max. ➕ ➕ ➕ .

Crash! ⚠️1

Characters stop dead in their tracks and hear the shuffle of feet nearby. One party member chosen at random must pass a {**Stealth%**} or the characters are heard and an Encounter begins.

Do or Die ⚠️5

A GM gets an extra ➕ ➕ ➕ ➕ for their {**Encounter%**} but every Skill Check characters take during the Encounter will count as a "Crucial Skill Check" and whose ➕ will reduce the ⏳ needed as any other "Crucial Skill Check" would.

Help! ⚠️3

One of the Tri County Precinct support staff has been imperiled. Either they are being attacked or they are trapped somehow. Characters must address this immediately or the support staff will effectively be dead. Each time this Hazard is used, add ⚠️**1** to the cost.

Encounter Table - Tri County Precinct
➕ - **1x Infected**
➕ ➕ - **2x Infected or 1x Template Infected**
➕ ➕ ➕ - **5x Infected**
➕ ➕ ➕ - **1x Glutton**

SPECIAL

Breach

All infected that are deployed in this scenario are deployed first Out of Bounds. This means that they must pass a {**Breach%**} in order to be deployed against the characters. This check is typically a {**Brawl%**} against the Barricades. A ➕ will allow 1 undead to be deployed.

Crucial Skill Checks

Any time a Crucial Skill Check from the list is made during the course of the Mission it can reduce the ⏳ for the Mission by ⏳**1** per ➕ . This does not need to be done at the Mission start like normal. This can be done during the normal evens of the session as the events unfold narratively.

The Mission is successful if the ⏳ needed reaches ⏳**0** by virtue of

GMs making enough free {Encounter%} allowed by the remaining ⌛, along with characters getting enough ⊕ to reduce it further.

> *Important Note: A character does not need to Resolve a ⊕ to reduce ⌛ specifically. It can be resolved normally with any Triggered Effect allowed by the {Skill Check%} or the equipment used. This simply represents the importance of certain skill checks going in favor of the characters.*

Any ⊖ made in a Crucial Skill Check will not count against ⌛, Morale or anything like this. A GM can take ⚠1 by Resolving a ⊖ of characters making a Crucial Skill Check.

Morale

Tensions are so high and the pace so frantic, that if characters lose all their 😊, they will panic and attempt any suicidal means to escape alive. Characters will combine their 😊 values to see how long the party can last until it breaks in this way.

THE ROOF - (FINALE)

This is a continuation of the events from "The Siege", so it has no other specific information for it other than the sequence of events that take place on the roof.

Once characters and surviving precinct staff have made it to the roof, for the first time they see the fires that have been tearing through the city which they previously only caught faint whiffs of smoke from. The beating rotors get louder as the helicopter nears. Its searchlight flares to life and sweeps across the area surrounding the Tri County Precinct, briefly illuminating the horde that approaches before settling on the roof where the characters wait.

The helicopter hovers above the roof, and unable to land, drops a ladder. With horror they see the helicopter jerk erratically and one of the Tri County Precinct staff is ejected and lands with a wet thud on the roof, motionless. In what has become an all too familiar pattern, the body rises.

The characters fight **1x Infected** with 2 2 assigned to it already from the fall this round and characters lose 😊1. Note that due to the "Resilience" rule the Infected have that unless more damage is dealt for the infected to lose a Health Point those 🟥 will go away at the end of the Resolution phase. If they kill the Infected in a single Round they may board the helicopter (see Epilogue), otherwise read the following and have the characters find a new means of escape.

The helicopter flies off, leaving the remaining survivors. It is uncertain whether the helicopter will return and with the staff gone, there is no one who knows how to operate the radios… assuming it's even safe enough to travel downstairs anymore.

FIRE ESCAPE

The roof has a fire escape access ladder that's locked. Characters can either shoot the lock off (adding a **DP** to their firearm) or they can go back into the precinct to look for tools (or even the keys if they are so daring).

Returning downstairs, the characters will discover that it is infested, but still navigable giving the GM ⚠15 to use on making and modifying {Encounter%}.

KEEP ON TRUCKIN'

If Gary is a character in this scenario, then they are able to offer the survivors on the roof a way to escape. The distance the characters have to travel to get to the truck will depend on whether or not Gary used his Day 1 option to bring the truck closer to the Tri County Precinct. If he did not, the survivors will need to fight their way through nearly a mile of infected to the public parking lot downtown.

- ■ If Gary moved the truck closer then the characters can reach it easily. A GM can only spend up to ⚠20 as the characters go up the street where the truck is moved to.

- ■ If Gary did not move the truck as part of his Day 1 option then the characters will have to trek quite a ways to get to the truck. A GM is allowed to spend up to ⚠50 as the characters venture to the public parking lot.

- ■ In both cases, all ⚠ in excess of the totals listed above is discounted.

LAST RIDE OUT

If Gary (or Cy, who could be a substitute in this case) are not characters in the scenario, then the survivors will need to wait on top of the roof for another helicopter as the infected burst through the last of the barricades that held them at bay. Alternately the characters can try to escape on foot, but this will bring them dangerously close to downtown. Either way, a GM is allowed to spend up to ⚠30 against the survivors as the last of the {Encounter%} are used up.

SCENARIO MODIFICATIONS

ABBREVIATION

The last part of this scenario, being a default of ⌛32, is deliberately long so that player characters that are really invested in the setting have some time to explore.

There is nothing wrong at all with artificially reducing the amount of ⌛ this last part requires if the players are fatigued or if you have a direction you want this story to ultimately go.

ADDITIONAL MISSIONS

Consult the **Dispatch Radio Broadcasts** section on the following pages for ideas on how to alter or extend the events described in the scenario.

Epilogue

The Tri County Precinct has a couple different endings, but they all involve the escape from the precinct. Read the appropriate ending.

THE SURVIVORS ESCAPE BY HELICOPTER

As the last of the survivors boards the helicopter they see the swarm of infected congregate where the helicopter used to be. The survivors finally get to see the full range of devastation the last few days have wrought. As the helicopter makes the relatively short air trip to the National Guard base in the outskirts of town… to everyone's horror, the waves of infected are marching across the undeveloped grassland between the edge of town and the base. The intermittent pop of distant firearms and the muzzle flashes from the rifle show that the survivors are nowhere near safe yet and that the troubles they escaped have followed them.

THE SURVIVORS ESCAPE BY GARY'S TRUCK

Gary barrels into the truck and slams his keys into the ignition as the remaining survivors pile into the passenger seats and bed. With a satisfying growl the engine roars to life and with a few swerves to miss the infected that have pursued them this far, Gary puts the truck into gear and drives off towards the freeway, where hopefully there is enough room on the shoulder for him to drive north to the desert where Cy's home is waiting; fingers crossed that more horrors do not come to them before they are ready.

THE SURVIVORS ESCAPE BY FOOT

Lacking any better options, the now seriously compromised Tri County Precinct must be abandoned. The group decide to try and reach an old friend's house who lived away from immediate view near the old Mission on the edge of downtown. It's discreet and it is the only place that is known to be safe that is reachable on foot.

It's only a few blocks away, but it means venturing dangerously close to downtown… gathering their courage they take their first few tenuous steps to freedom.

Advanced Rules

A Stronghold will be relatively more secure and safe than the surrounding area. A Stronghold can be seen as almost a character unto itself. For now what is important is characters can rest easier in a secured Stronghold.

TRI-COUNTY PRECINCT

Structure: 35
Science: 5
Culture: 5
Viability: 10
Morale: 42

Size: 2
Population: 8
Government: Autonomy*

Special

Government: This Stronghold counts as Autonomous as they are cut off from other authorities. As such, it has regressed to its own internal hierarchy and chain of command resulting in Formations led by Police officers having a bouns of 😊**2**.

Secured: While within the perimeter of the Precinct, the GM is only able to attempt {**Encounter%**} by spending ⚠️ first. This is ignored during "The Siege"

Evidence Locker/Armory: Keys add ⊕ ⊕ to any {**Search%**} within the confines of the Tri-County Precinct. Only Sgt. Reyes or S.W.A.T. team members have keys. If Reyes is an NPC or is killed, the Keys will be locked in his desk that can be freed by characters with the Gestalt Ability "Lock-picking"

Resource Catalog - Tri County Precinct

Lv.0 (always available): Police Batons (5), Combat Knife (1), Candy Bar (5), Energy Bar (5), Bottled Water (10)

Lv.1 Machete (2), Liquor (3), Intermediate Pistol Cartridges (4)

Lv.2 Stun Gun (1), First Aid Kit, Medium (2), Duffel Bag w/Strap (2), Crowbar (3)

Lv.3 Intermediate Pistol Cartridges (1), Halcyon 9mm Pistol (2), Empty Magazines, Capacity 10 (3), Gasoline Can (4), Snub Nose Revolver (1)*

Lv.4 Shotgun (3), Shotgun Shells (Bean Bag) (3), Intermediate Pistol Cartridges (2)

Lv.5 Shotgun Shells (Slugs) (2), Riot Shield (4), SMG (5)

*This is Cy's property.

Note when making Purchases from the Resource Catalog players add a Depletion Point for the particular entry and then roll ☐ per Depletion Point against the Capacity listed for each entry. If the result of the roll is equl to or higher than the Capacity the entry has been exhausted per the normal Depletion rules.

Purchasing Gear from a Resource Catalog is one of the primary ways characters will acquire Gear and will be fully detailed in the Core Rules. For now, characters can unlock and take items from Levels of the Resource Catalog by spending ⊕ per Level they wish to unlock and take items with ✦.

Searching within the Precinct
The same item can appear multiple times on the Resource Catalog, meaning that there are stashes of the same item hidden in the same location, but some are more hidden than others and in greater or lesser quantities. Roll ☐ per DP for each entry separately as they deplete at different rates.

Searching Outside the Precinct
Searching locations outside the precinct will follow normal {**Search%**} rules.

Nearby Locations of Note

All distances are calculated from the Tri-County Precinct.

Gary's Truck (0.5 miles)
Can be looted to add "Heavy Pistol Cartridges" to the Resource Catalog with a Capacity (2).

Uncle Oinky's Discount Foodinarium (2 miles)
Can be looted for Sustenance.

Crazy Carl's Discount Hardware (6 miles)
Can be looted for Tools.

Casa De Los Burritos Grandes (1 mile)
Can be looted to add Food to the Resource Catalog with a Capacity of (10).

Cy's Bunker (50 miles)
Possible destination for Victory Condition.

Almost certainly requires vehicles to reach.

National Guard Base (12 miles)
Close to downtown. Likely overrun, but also well stocked. Can be raided for Food, Munitions, and Weapons can be chosen without restriction of specialty.

Fair King Zoo (8 miles)
Don't go to the Fair King Zoo.

Scenario Breakdown

Outbreak Level: 2

{**Encounter%**}: 20%+20% = **40%** (Bonus ⊕ ⊕)

Note: The bonus ⊕ on = {Encounter%} is equal to the Outbreak Level of the Scenario.

Primary Objective(s)
Escape the Tri-County city limits.
Pathfinder: Travel 20 miles without using established roads. ✦**65**

Transport: Obtain and Repair a Vehicle. ⚒**15** per Size of Vehicle. ✦**75** + ⚒

Secondary Objective(s)
Survive 3 days (⧗**60**). ✦**60**

Rescue Survivors. ✦**20**

Dispatch Radio Broadcast and Emergency Reception Calls

A unique opportunity for a GM to move the story forward is the use of Dispatch Radio Broadcasts and Emergency Calls. Do not underestimate the effect this can have on players as they are given broken information about the events beyond the walls of the Tri-County Precinct.

A GM can invent their own broadcasts and calls should they desire to steer the players towards a conclusion that they have devised, should it differ from the ones presented here.

DISPATCH BROADCASTS

- Backup requested at Tri-County General. Security overwhelmed. Murder suspects attacking staff.

- All units, all units: Shots fired in West Borough district. 5th and Lexington. Suspect carrying assault weapons. Armed and extremely dangerous. SWAT en route.

- TCFD require assistance to detain multiple suspects at structure fire. Suspected arson.

- Gang shooting downtown.

- OFFICER DOWN! REPEAT OFFICER DOWN! All units coverage on ———— THEY GOT MIKE! WHERE THE FUCK IS EVERYONE?! ———— SWAT Units 3 and 4 diverting to location.

- Downtown, come in downtown! Fuck, is anyone there? Tri-County are you there? We're falling back to your location! Do you copy? Do you ————. "OH GOD! WHAT IS THAT?!" (Crashing noises, tearing metal)————

RECEPTION CALLS

- Robbery in progress at Grant's Gun's and Ammo, 1360 Baxter Blvd. Silent alarm tripped.

- Looting in progress at Mari-Mart, 8000 Elm St.

- Gang shooting downtown, intersection of Main St. and 4th Ave.

- Domestic disturbance, screaming and loud noises, 850 Union St.

- Three car accident on Hwy 256, involving delivery truck, station wagon, and mini van.

Expansion and Customization

Players based on characters can feasibly be introduced to replace the following characters: Cy, Gary, Reyes, Krasinski, Inmate #72834, Tyler

Do not underestimate the Emergency Call & Dispatch Radio's importance in allowing multiple mission opportunities for those players wishing to heed distress calls or gather information about the events of the zombie outbreak of Tri-County.

ALTERNATE VICTORY CONDITIONS

- Await the arrival of National Guard (holding out for an indeterminate period of ⌛)

- As a finale, survive 'The House on the Hill' Scenario for a certain amount of ⌛.

OBJECTIVES

S.W.A.T.

Rescue the stranded S.W.A.T. Teams - 'Search & Rescue' Mission. Prerequisite being checking the Dispatch station at certain ⌛ periods. No conflict with existing leadership to those S.W.A.T. teams surviving. They all have weapons chosen from the Resource Catalog without restriction of specialization or rarity, but they have no ammunition.

Desert Bus

Escape to Cy's compound in the desert… 50 miles away.

Rescue

Gather survivors held up nearby before the National Guard arrives.

Officer Nicholas Coughlin

BIO

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 scenario.

Supported Skills: Climb, Navigation, Stealth

Traits: "Efficient (☐1)" with Firearms. Target up to 3 opponents without ■ using Pistols with "Accuracy." ■ ■ ■ to opponent's {**Spot/Listen%**} vs character's {**Stealth%**}.

Gear: Service Uniform, Tri-County Police (Officer) ; Halcyon 9mm Pistol; Boots, Combat
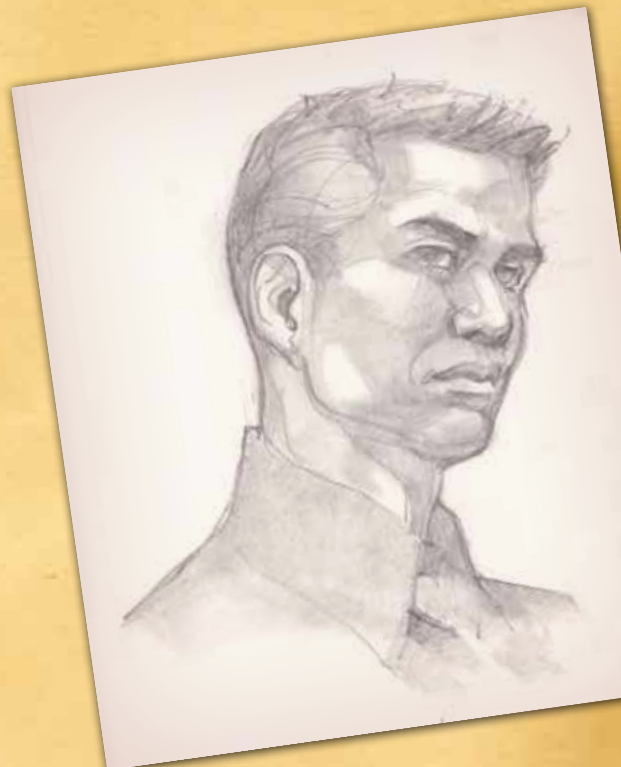
OFFICER NICHOLAS COUGHLIN (DAY 1)

The following are the main events of the previous day (Day 1) that a group can either roleplay out or can assume took place when starting the scenario on Day 2.

"Just everyone stay calm"

Officer Coughlin is nowhere near a ranking officer but his hot-headed nature and having been recently exonerated gives him an overwhelming lack of caring what other people think. His defiance will give him a 🟠 if he decides to spend the day having been in the field against Krasinski's orders. He can also demonstrate first-hand knowledge of what's going on outside. He starts with a Stun Gun (pg. 26) in addition to his other gear.

"Goddamn Krasinski"

The NPC Detective Krasinski is one of the few in the police precinct who adamantly believes that Officer Coughlin is guilty and ought to have been expelled or at least transferred. He has to resist the temptation to take this opportunity to take some sort of petty revenge. He must pass a {**Composure%**}. If he does not, he starts with one less 🟠. If he passes, then he will maintain his self control and will get 🟠 **2**.

Mending Relationship

If Daphne is in the same scenario, Officer Coughlin will start with 2 extra 🟠 **2** if he foregos the above options and help Daphne with her Day 1 options.

Halcyon 9mm Pistol

🔫 2x/1x/0x   [🔟 10]

TP: 2

CU: ● (Loot: ⚡50/Barter: 🏛 ~225)

Base Dice Pool

◆ ■ ■ ■ + ☐ per **DP**

Special

Cartridges: Uses Intermediate Pistol Cartridges

Magazine: This pistol is Magazine loaded

Deadly: ■ *(noted in Base Dice Pool)*

Noise: Each "Use" will add ⚠️**d5!**

Trigger Discipline: Coughlin can ignore the ☐ Results of ☐1 .

Marksman: Coughlin can Target up to 3 opponents without adding ■ for multiple targets.

Triggered Effect(s)

Hit: ⊕ – [■ Piercing, Slashing] **Accuracy**

Saturation Fire: ⊕ - [■ ■ Piercing, Slashing] ☐

Headshot: ⊕ ⊕ ⊕ ⊕ – [■ ■ ■ Piercing, Slashing, **Mortal**] Instant

NAME: Officer Nicholas Coughlin
PLAYER:
CAMPAIGN:

Outbreak: UNDEAD..
zombie survival role playing game.

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
2	5	3	5	3	5	2	5
Bonus	Bonus	Bonus	Bonus

CHARACTER RESOURCES

Survival Points: +
Gestalt Level:
Competence Points:

Skills

BASIC SKILL CHECKS

Skill	Value		Skill	Value
{Balance%}	37%		{Hold%}	28%
{Brawl%}	28%		{Jump/Leap%}	28%
{Climb%}	6 33%		{Lift/Pull %}	27%
{Composure%}	28%		{Resist Pain%}	27%
{Dodge%}	37%		{Search%}	37%
{Endurance%}	27%		{Spot/Listen%}	37%
{Expression%}	38%		{Stealth%}	10 47%
{Grapple%}	27%			

Increases from Advancement / SC2 Total

TRAINED SKILL CHECKS

Skill	Value		Skill	Value
{Bow%}	37%		{Frm.(Long G.)%}	37%
{Calm Other%}	37%		{Frm.(Pistol)%}	9 46%
{Diplomacy%}	*%		{First Aid%}	37%
(S){Barter%}	37%		{M. Attack–[Bl]%}	27%
(S){Command%}	37%		{M. Attack–[Pi]%}	27%
(S){Det. Motives%}	38%		{M. Attack–[Sl]%}	27%
(S){Intimidate%}	37%		{Navigation%}	37%
(S){Persuade%}	38%		{Swim%}	27%
{Digi. Systems%}	37%		{Throw%}	37%

EXPERT SKILL CHECKS

Skill	Value		Skill	Value
{Adv. Medicine%}	5%		{Ride%}	5%
{Cnst./Eng. %}	5%		(S)	%
(S)	%		{Science%}	5%
(S)	%		(S)	%
(S)	%		(S)	%
(S)	%		{Survival%}	5%
{Martial Arts%}	5%		(S)	%
{Pilot%}	5%		(S)	%
(S)	%		(S)	%
(S)	%		{Toughness%}	4%

VITALITY

Injuries
Damage Threshold: SB + WB 4 + Bonus
Total = + 4

VIRAL
Symptoms

PSYCHE
Morale: WB + EB 5 + Bonus = Total 5

Coping mechanisms
Mania - Trigger mania fit to prevent Morale loss. Checks with Willpower or Empathy as Primary add 1 Difficulty.

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

Archery Gear	+	Long Gun	+
Bludgeon	+	Pistol	+ 4
Piercing	+	Throwing	+
Slashing	+	Martial Arts	+

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

Cy

BIO

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 she 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. 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.

Supported Skills: Survival (Desert)

Traits: "Efficient (1)" with Firearms. extra 🟠 4 when in Desert.

Gear: Clothes (Outdoorsman); Bronc-Busting Championship Belt; Boots, Work

CY (DAY 1)

The following are the main events of the previous day (Day 1) that a group can either roleplay out or can assume took place when starting the scenario on Day 2.

"I wan' ma gun back!"

Cy had his revolver confiscated when he was taken into the drunk tank. As things began to deteriorate, it became clear he would need it, but the police are still stuck on protocol and may not want to give it to him.

Cy makes an {**Expression%**} and any success will give him the following options:

- ■ Start with his Revolver, removing it from the Resource Catalog
- ■ Start with an additional 🟠 2.

The Fortress

Cy lives in what can best be described as a fortress in the desert. He's a bit of a prepper but he is extremely careful about who knows this. Gary knows about it, but Cy can warm to the idea of having these guys go with him. The police would be good in a fight at least, and Daphne is a nurse.

If both Gary and Cy are in the scenario and the two conspire to leave on their own, they both get 3 extra 🟠 (both players secretly determine this). If they decide to include any of the other group, they only get a single extra 🟠. If Cy is on his own, he can make this decision on his own.

Snub Nose Revolver

TP: 0

CU: ● (Loot: ✦50/Barter: 🏛 ~225)

Base Dice Pool

◆🟦🟦🟥🟥 +☐ per **DP**

Special

Cartridges: Uses Heavy Pistol Cartridges

Deadly: 🟥 *(noted in Base Dice Pool)*

Defensive: 🟥🟥 in {**Grapple%**}

Revolver: Do not roll ☐, but weapon is exhausted when **DP** is 6.

Snub Nose: 🟥 *(noted in Base Dice Pool)*

Heavy (1): 🟦 ⬛ if SB is 1.

Noise: Each "Use" will add ⚠d5!

Triggered Effect(s)

Hit: ⊕ – [🟥 Piercing, Slashing] **Accuracy**

Headshot: ⊕⊕⊕⊕ – [🟥🟥🟥 Piercing, Slashing, **Mortal**] **Instant**

NAME: Cy

PLAYER:

CAMPAIGN:

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
3	7	3	1	3	2	3	3
Bonus	Bonus	Bonus	Bonus

CHARACTER RESOURCES

Survival Points [+] Gestalt Level [ ] Competence Points [ ]

Skills

Advancement

Increases from Advancement | SC2 Total

BASIC SKILL CHECKS

☐ {Balance%}	{34%}	☐ {Hold%}	{36 %}
☐ {Brawl%}	{40%}	☐ {Jump/Leap%}	{40%}
☐ {Climb%}	{40%}	☐ {Lift/Pull %}	{40%}
☐ {Composure%}	{36 %}	☐ {Resist Pain%}	{36%}
☒ {Dodge%}	12 {46%}	☐ {Search%}	{34%}
☐ {Endurance%}	{40%}	☐ {Spot/Listen%}	{34%}
☐ {Expression%}	{35%}	☐ {Stealth%}	{34%}
☐ {Grapple%}	{40%}		

TRAINED SKILL CHECKS

☐ {Bow%}	{34%}	☐ {Frm.(Long G.)%}	{34%}
☐ {Calm Other%}	{35%}	☒ {Frm.(Pistol)%}	9 {43%}
☐ {Diplomacy%}	{ * %}	☐ {First Aid%}	{34%}
☐ (S){Barter%}	{35%}	☐ {M. Attack–[Bl]%}	{40%}
☐ (S){Command%}	{35%}	☐ {M. Attack–[Pi]%}	{40%}
☐ (S){Det. Motives%}	{35%}	☐ {M. Attack–[Sl]%}	{40%}
☐ (S){Intimidate%}	{35%}	☐ {Navigation%}	{34%}
☐ (S){Persuade%}	{35%}	☐ {Swim%}	{40%}
☐ {Digi. Systems%}	{34%}	☐ {Throw%}	{34%}

EXPERT SKILL CHECKS

☐ {Adv. Medicine%}	{ 6 %}	☐ {Ride%}	{ 6 %}
☐ {Cnst./Eng. %}	{ 6 %}	☐ (S)	{ %}
☐ (S)	{ %}	☐ {Science%}	{ 6 %}
☐ (S)	{ %}	☐ (S)	{ %}
☐ (S)	{ %}	☐ (S)	{ %}
☐ (S)	{ %}	☐ {Survival%}	{ 6 %}
☐ {Martial Arts%}	{ 6 %}	☒ (S) Desert	38 {44%}
☐ {Pilot%}	{ 6 %}	☐ (S)	{ %}
☐ (S)	{ %}	☐ (S)	{ %}
☐ (S)	{ %}	☐ {Toughness%}	{ 6 %}

VITALITY

Injuries

Damage Threshold

Health Points

☐
☐
☐
☐
☐

Sʙ + Wʙ [6] + Bonus [ ]

Total

= [+ 6]

VIRAL

1 2 3 4 5 6 7 8 9 10

Symptoms

PSYCHE

	Wʙ + Eʙ	Bonus		Total
Morale ☺	6		=	6

Coping mechanisms

Irascible – {Diplomacy%}3 other than {Intimidate%}3 +1 Difficulty. Prevent Morale loss by making party lose 5 SP

TRAINING VALUE BONUS *

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

Archery Gear	Long Gun
+	+

Bludgeon	Pistol
+	+ 1

Piercing	Throwing
+	+

Slashing	Martial Arts
+	+

Athletic Gear	First Aid Kits	Swimming/Diving
+	+	+

Climbing Gear	Medical Gear	Tools
+	+	+

Command App.	Recon. Gear	Value
+	+	+

Firefighting	Survival Kit	Vehicles
+	+ 4	+

Correctional Lieutenant Tyler (Ty) Gooden

BIO

Ty Gooden is likely the only man in the past 10 years at Tri-County Penitentiary who has been required to shoot an inmate to save one of his fellow officers. His inmate assistant, who was accused of murder and plead guilty, was himself murdered not that long ago. This sort of trouble seemed to follow Ty, and despite being innocent of any wrongdoing, he feels himself somewhat cursed, so he keeps very much to himself.

He has seen men at their very worst: murder, destruction, rape and torture. He is familiar with them all. Tyler has been running his life solo for years now, and has no problem with it at this point, using the time alone to keep up with his first love: History. His career as a correctional officer, strangely enough, has fulfilled his needs nicely. Despite the horrors and his "curse" he has been subjected to, he is generally a nice man to be around, even going so far as to gain the respect of certain prisoners. He teaches history to the inmates, as well as contributing to many historical blogs and academic journals. His superiors have asked him to leave the penitentiary to escort a prisoner who has been detained at the Tri-County Police station for questioning.

Supported Skills: Toughness, Firearms (Long Gun)

Traits: No 🟦 for {**Toughness%**} as Save Throw. Target up to 3 opponents without ⬛ using Pistols with "Accuracy."

Gear: Service Uniform, Tri-County Prison (Officer); 12 Gauge Shotgun; Shotgun Shells, Bean Bag; Boots, Combat

TY GOODEN (DAY 1)

The following are the main events of the previous day (Day 1) that a group can either roleplay out or can assume took place when starting the scenario on Day 2.

"I'm checking a prisoner out…"

Tyler is escorting "Inmate #72834" from the police station after he is supposed to be interrogated and (hopefully) identified.

If the inmate goes through his "Interrogation" Day 1 option, Tyler can make ✦**200** worth of purchases from the Precinct's Stronghold Resource Catalog. The Inmate has +⬛ to all {**Expression%**} he makes for the duration of the scenario.

Something's not right here…

Maybe it's the inmate's choice words ringing true, or it's the tension in the precinct, but if Tyler wishes, he can take Inmate #72834 aside and pry him for information. If Tyler wishes to withhold the inmate from his interrogation by delaying the sign-out. If so, he doesn't go through that situation but Tyler will not trust anyone and won't take weapons from the precinct's locker. Tyler will start with 5 extra 🔵.

Pay close attention

Tyler along with some of the officers at the precinct can give some quick instruction to the non-officers on crowd control basics. Sammy, Cy, and Gary all start with 2 extra 🔵 if Tyler gave them a crash course in how to handle what is to come.

Shotgun Shells (Bean Bag)

🔫 4x/ - / -	**10**

CU: ⚫ (Loot: ✦50 / Barter: 🏛 ~225)

Special
Noise: Each "Use" will add ⚠1

Triggered Effect(s)
Stun: ➕ - [🟦 🟦] **Accuracy**

Shotgun Shells (Slugs)

🔫 3x/1x/ -	**10**

CU: ⚫ (Loot: ✦50 / Barter: 🏛 ~225)

Special

Deadly: 🟥

Noise: Each "Use" will add ⚠1

Triggered Effect(s)

Hit: ➕ – [🟥 Bludgeoning, Slashing], **Accuracy**

Headshot: ➕ ➕ ➕ - [🟥 🟥 🟥 🟥 Bludgeoning, Slashing, **Mortal**] **Instant**

NAME: Lt. Tyler Gooden
PLAYER:
CAMPAIGN:

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
3	5	3	0	3	0	2	5
Bonus	Bonus	Bonus	Bonus

CHARACTER RESOURCES

Survival Points	Gestalt Level	Competence Points

Skills

Advancement

BASIC SKILL CHECKS

Increases from Advancement | SC2 Total

□ {Balance%}		32%	□ {Hold%}	28%
□ {Brawl%}		38%	□ {Jump/Leap%}	38%
□ {Climb%}		37%	□ {Lift/Pull %}	37%
☒ {Composure%}	10	38%	□ {Resist Pain%}	28%
□ {Dodge%}		33%	□ {Search%}	32%
□ {Endurance%}		37%	□ {Spot/Listen%}	32%
□ {Expression%}		33%	□ {Stealth%}	32%
□ {Grapple%}		37%		

TRAINED SKILL CHECKS

□ {Bow%}		33%	■ {Frm.(Long G.)%}	18	50%
□ {Calm Other%}		32%	□ {Frm.(Pistol)%}	32%
□ {Diplomacy%}		* %	□ {First Aid%}	32%
□ (S){Barter%}		32%	□ {M. Attack–[Bl]%}	37%
□ (S){Command%}		32%	□ {M. Attack–[Pi]%}	37%
□ (S){Det. Motives%}		33%	□ {M. Attack–[Sl]%}	37%
□ (S){Intimidate%}		33%	□ {Navigation%}	32%
□ (S){Persuade%}		33%	□ {Swim%}	37%
□ {Digi. Systems%}		32%	□ {Throw%}	33%

EXPERT SKILL CHECKS

□ {Adv. Medicine%}	5%	□ {Ride%}	5%
□ {Cnst./Eng. %}	5%	□ (S)	%
□ (S)	%	□ {Science%}	5%
□ (S)	%	□ (S)	%
□ (S)	%	□ (S)	%
□ (S)	%	□ {Survival%}	5%
□ {Martial Arts%}	6%	□ (S)	%
□ {Pilot%}	5%	□ (S)	%
□ (S)	%	□ (S)	%
□ (S)	%	☒ {Toughness%}	10	15%

VITALITY

Health Points

Injuries

Damage Threshold
SB + WB Bonus
5 + [ ]
Total
= + 5

VIRAL

Symptoms
1 2 3 4 5 6 7 8 9 10

PSYCHE

Morale ☺ | WB + EB | Bonus | Total
5 + [ ] = 5

Coping mechanisms

Addiction (Tobacco) - voluntarily indulge in addiction as stress relief to prevent loss of Morale.

TRAINING VALUE BONUS *

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

Archery Gear	+	Long Gun	+ 2
Bludgeon	+	Pistol	+ 3
Piercing	+	Throwing	+
Slashing	+	Martial Arts	+

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

Inmate #72834

BIO

After an extensive month long crime spree throughout the Tri-County area, the engagement finally ended with Inmate #72834 mysteriously turning himself in the day before this one. Currently he is being transferred to the state penitentiary to be examined by the state investigators. He has yet to give his name, has no identification and his fingerprints are not on file. He seems very content with his situation and has spent the past four hours staring blankly into the corner of his cell, mumbling under his breath. What only he knows, is that he witnessed the gruesome zombie attacks the night before and is fully aware of what they're capable of.

His intentional incarceration was an effort to keep himself safe from what he saw.

Supported Skills: Brawl, Diplomacy (Intimidate)

Traits: Reduce ☐ result by 1 when purchasing "Sustenance," other characters require {**Composure%**} to eat this.

Gear: Clothes (Prisoner Jumpsuit); Shiv (Plastic); Cigarettes; Shoes, Sneakers
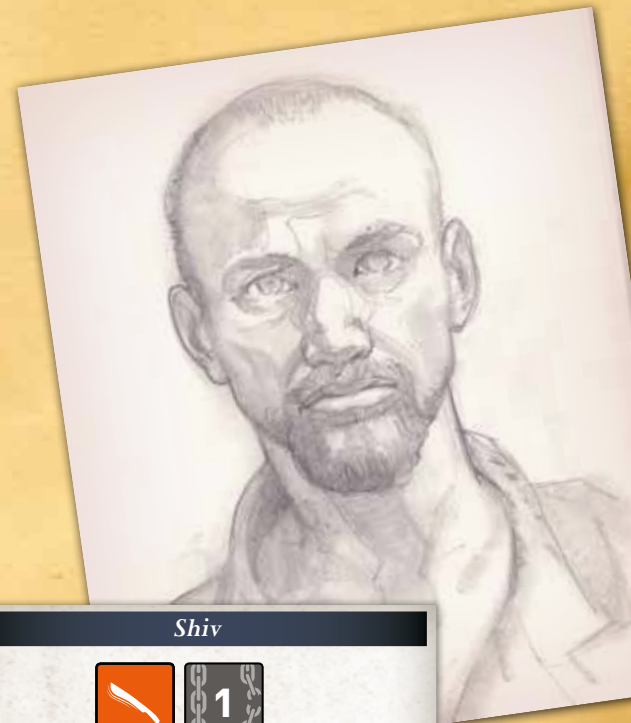
Shiv

This is a short, makeshift stabbing weapon that can take the place of a knife if used carefully. If used as a weapon, it will almost certainly break. This will grant the "Defensive - 🟥 " rule to any {**Melee Attack - Slashing%, Grapple%**} the character makes and will count as a "Gross Misuse." The shiv also has the "Crude" rule.

INMATE #72834 (DAY 1)

The following are the main events of the previous day (Day 1) that a group can either roleplay out or can assume took place when starting the scenario on Day 2.

Interrogation

If Inmate #72834 is checked in for the interrogation by Correctional Lieutenant Ty Gooden. The inmate must resist the prodding by Detective Krasinski by passing a {**Composure%**}. If he passes, he gets 🅒 **5**. If he fails, roll on the table below and add +1 to the roll per 🔴 in the {**Composure%**}.

D10 - Interrogation Result

1-3 - Stony Silence - The inmate's defiance is still incredible and he doesn't help himself, but he doesn't surrender any information. The Inmate gets 🅒 **3**.

4-5 - You expect us to believe this? - The Inmate weaves a story that, while true, is so fantastic that he leaves the detective reeling. The inmate gets 🅒 **2**.

6-8 - Witnesses saw you taking a knife - The inmate starts the scenario without his shiv but gets 🅒 **1**.

9-10 - Incredulity - The story Inmate #702834 tells is true and he knows how ludicrous it sounds but he tells it anyway. Which gives him no benefit, but vexes the interrogating officers in how bizarre yet consistent his story is.

11+ - Violent outburst - It's all a big blur, but what ended up happening is that Inmate #702834 and Detective Krasinski came to blows. Strangely, only Correctional Lt. Gooden has any sympathy towards Inmate #702834 who saw how badly the interrogation was conducted.

Something's not right here...

Curiosity got the better of Ty and In a conversation about Vincent St. Clair, Inmate #72834 says: "No excellent soul is exempt from a mixture of madness". When Ty asks if he knew who said that, the inmate correctly answerers "Aristotle".

What gives Ty pause is that this very quote about Vincent St. Clair was used by his now murdered inmate assistant. There is clearly more to this story.

If Tyler wishes, he can withhold the inmate from his interrogation so he could hear more. Apparently, according to the Inmate, with stone cold seriousness, Vincent St. Clair was actually working with several police officers to cover up his murder spree and that the inmate's friend was one of the fall guys who was killed in prison a month ago (Lt. Gooden's assistant who curiously plead "guilty"). If this information is shared, Tyler and the Inmate will not trust anyone and won't take weapons from the precinct's locker. The Inmate #72834 will start with 🅒 **5**.

No excellent soul is exempt from a mixture of madness.

-Aristotle

NAME: _Inmate #72,834_
PLAYER: _____
CAMPAIGN: _____

Outbreak: UNDEAD..
zombie survival role playing game.

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
3 / 7	3 / 5	1 / 5	3 / 0
Bonus	Bonus	Bonus	Bonus

CHARACTER RESOURCES

Survival Points	Gestalt Level	Competence Points

Skills

Advancement

Increases from Advancement / SC2 Total

BASIC SKILL CHECKS

☐ {Balance%}		{38%}	☐ {Hold%}			{33 %}
■ {Brawl%}	16	56%	☐ {Jump/Leap%}			{40%}
☐ {Climb%}		40%	☐ {Lift/Pull %}			{40%}
☐ {Composure%}		{31 %}	☐ {Resist Pain%}			{33 %}
☐ {Dodge%}		{38%}	☐ {Search%}			{38%}
☐ {Endurance%}		40%	☐ {Spot/Listen%}			{38%}
☐ {Expression%}		18 %	☐ {Stealth%}			{38%}
☐ {Grapple%}		40%				

TRAINED SKILL CHECKS

☐ {Bow%}		{38%}	☐ {Frm.(Long G.)%}			{38%}
☐ {Calm Other%}		18 %	☐ {Frm.(Pistol)%}			{38%}
☐ {Diplomacy%}		{* %}	☐ {First Aid%}			{38%}
☐ (S){Barter%}		18 %	☐ {M. Attack–[Bl]%}			40%
☐ (S){Command%}		18 %	☒ {M. Attack–[Pi]%}	4	44%
☐ (S){Det. Motives%}		18 %	☐ {M. Attack–[Sl]%}			40%
☒ (S){Intimidate%}	6	24%	☐ {Navigation%}			{38%}
☐ (S){Persuade%}		18 %	☐ {Swim%}			40%
☐ {Digi. Systems%}		{38%}	☐ {Throw%}			{38%}

EXPERT SKILL CHECKS

☐ {Adv. Medicine%}		6 %	☐ {Ride%}		6 %
☐ {Cnst./Eng. %}		6 %	☐ (S)_____		%
☐ (S)_____		%	☐ {Science%}		6 %
☐ (S)_____		%	☐ (S)_____		%
☐ (S)_____		%	☐ (S)_____		%
☐ (S)_____		%	☐ {Survival%}		6 %
☐ {Martial Arts%}		6 %	☐ (S)_____		%
☐ {Pilot%}		6 %	☐ (S)_____		%
☐ (S)_____		%	☐ (S)_____		%
☐ (S)_____		%	☐ {Toughness%}		6 %

VITALITY

Injuries

Damage Threshold

☐
☐
☐
☐
☐

Health Points

SB + WB	Bonus
6	+

Total

= + 6

VIRAL

Symptoms

1 2 3 4 5 6 7 8 9 10

PSYCHE

	WB + EB	Bonus		Total
Morale ☺	4	+	=	4

Coping mechanisms

Aggression - Prevents 1 DoS from being turned in for SP. Prevent loss of Morale, all {Diplomacy}, Composure%3 targeting character have 1 Difficulty

TRAINING VALUE BONUS *

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

Archery Gear	+		Long Gun	+
Bludgeon	+		**Pistol**	+
Piercing	+ 1		**Throwing**	+
Slashing	+		**Martial Arts**	+

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

Sgt. Francisco "Frank" Reyes

BIO

A veteran officer of the force. Sgt. Reyes has been lucky to see what most police officers see in a small town like Tri-County, very little. He grew up out on the farm, and was subjected daily to his daddy's hard work, and hard belt. He has been given many awards by the team for his leadership and perseverance. He's seen many rookies come and go over the years, some head to the big city, some quit the force. But all of them at some point had to deal with Reyes. His patience, strong head, and dedication to the force are what made his accident so tragic. Responding to a trespassing call from one of the farmers in the area, Reyes found a group of underage kids drinking and shooting in the forest. When he announced his presence, the kids ran. Taking the pursuit, he stumbled into a old bear trap that was left-over from the fur-trapping days. The kids did not turn around after they heard his screams. By the time Reyes could get medical attention, the damage to the bone had been magnified from him trying to release himself. Not to mention the infection that had taken place. His leg had to be removed from the knee down. He is still getting used to the prosthesis at this point, and until then he is kept from the streets. Has occasional leg pain, and has been prescribed powerful opiates.

Supported Skills: First Aid

Traits: Prosthetic Leg reflected in low Strength. "Efficient (3)" with Firearms.

Gear: Service Uniform, Tri-County Police (Sergeant); Halcyon 9mm Pistol; Opiates; Keys, Evidence Locker/Armory; Boots, Combat

SGT. FRANK REYES (DAY 1)

The following are the main events of the previous day (Day 1) that a group can either roleplay out or can assume took place when starting the scenario on Day 2.

"I have to get a hold of him."

Reyes' little brother Enrique manages a Casa de los Burritos Grandes not far from where the precinct is. He wants to get Enrique to the precinct to protect him or at the very least deliver him a duffel bag of supplies from the precinct for them to meet up later.

Reyes must convince others to divert resources in order to help him. Reyes' injury makes him doing this on his own very difficult. Only Officer Coughlin would be receptive on the onset because the two have a history of looking out for each other.

If he makes a {**Composure% or Stealth%**} successfully, he can gain 🅒🅟 equal to the **DP** he adds to any weapon or ammunition entry in the Resource Catalog. He can do this secretly or with Officer Coughlin's help if Officer Coughlin forgoes his own Day 1 options.

In return, no one in the Precinct will need to scavenge for food in Day 2 or 3.

Cooler heads prevail

Sgt. Reyes makes a special effort to help his much maligned friend, Officer Coughlin. If Sgt. Reyes assists Officer Coughlin in doing any of his Day 1 objectives, he can do no other thing, but he gets 3 bonus 🅒🅟 .

Halcyon 9mm Pistol

[icon 2x/1x/0x] [icon 10]

TP: 2

CU: ● (Loot: ✦50/Barter: 🏛 ~225)

Base Dice Pool

◈ 🟦 🟦 🟥 + ☐ per DP

Special

Cartridges: Uses Intermediate Pistol Cartridges

Magazine: This pistol is Magazine loaded

Deadly: 🟥 *(noted in Base Dice Pool)*

Noise: Each "Use" will add ⚠d5!

Trigger Discipline: Reyes can ignore ☐ Results of 3 or less.

Triggered Effect(s)

Hit: ⊕ – [🟥 Piercing, Slashing] **Accuracy**

Saturation Fire: ⊕ - [🟥🟥 Piercing, Slashing] ☐

Headshot: ⊕⊕⊕⊕ – [🟥🟥🟥 Piercing, Slashing, **Mortal**] **Instant**

NAME: _Sergeant Frank Reyes_

PLAYER: _____

CAMPAIGN: _____

Outbreak: UNDEAD..
zombie survival role playing game.

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
2	0	3	0	3	5	3	5
Bonus	Bonus	Bonus	Bonus

CHARACTER RESOURCES

Survival Points [+] Gestalt Level [ ] Competence Points [ ]

Skills

Advancement Increases from Advancement SC2 Total

BASIC SKILL CHECKS

Skill	Value	Skill	Value
{Balance%}	[33%]	{Hold%}	[38%]
{Brawl%}	[23%]	{Jump/Leap%}	[23%]
{Climb%}	[23%]	{Lift/Pull%}	[23%]
{Composure%}	8 [46%]	{Resist Pain%}	[37%]
{Dodge%}	[32%]	{Search%}	[33%]
{Endurance%}	9 [32%]	{Spot/Listen%}	[33%]
{Expression%}	[38%]	{Stealth%}	[33%]
{Grapple%}	[23%]		

TRAINED SKILL CHECKS

Skill	Value	Skill	Value
{Bow%}	[32%]	{Frm.(Long G.)%}	[33%]
{Calm Other%}	[38%]	{Frm.(Pistol)%}	[33%]
{Diplomacy%}	[*%]	{First Aid%}	[22%]
(S){Barter%}	[38%]	{M. Attack–[Bl]%}	[23%]
(S){Command%}	9 [47%]	{M. Attack–[Pi]%}	[23%]
(S){Det. Motives%}	[38%]	{M. Attack–[Sl]%}	[23%]
(S){Intimidate%}	[37%]	{Navigation%}	[33%]
(S){Persuade%}	[38%]	{Swim%}	[23%]
{Digi. Systems%}	[33%]	{Throw%}	[32%]

EXPERT SKILL CHECKS

Skill	Value	Skill	Value
{Adv. Medicine%}	[6%]	{Ride%}	[6%]
{Cnst./Eng. %}	[6%]	(S)	[%]
(S)	[%]	{Science%}	[6%]
(S)	[%]	(S)	[%]
(S)	[%]	(S)	[%]
(S)	[%]	{Survival%}	[6%]
{Martial Arts%}	[5%]	(S)	[%]
{Pilot%}	[6%]	(S)	[%]
(S)	[%]	(S)	[%]
(S)	[%]	{Toughness%}	[5%]

VITALITY

Injuries

Health Points

Damage Threshold
SB + WB [5] + Bonus [ ]

= [+ 5] Total

VIRAL

Symptoms _____

1 2 3 4 5 6 7 8 9 10

PSYCHE

Morale ☺ WB + EB [6] + Bonus [ ] = Total [6]

Coping mechanisms

Addiction (Painkillers) – Voluntarily indulge in addiction as stress relief to prevent loss of Morale.

TRAINING VALUE BONUS *

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

Archery Gear	+ [ ]	Long Gun	+ [ ]
Bludgeon	+ [ ]	Pistol	+ [4]
Piercing	+ [ ]	Throwing	+ [ ]
Slashing	+ [ ]	Martial Arts	+ [ ]

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

Sammy Rosen

BIO

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 skinned tells the story of the difficult life. She loves being a nurse, because she's been accustomed to taking care of people her whole life. Her skills are much greater than her job title suggests, however because of her situation she lives nearby in one of the cities 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 detainee's 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 after to the hospital, as a large amount of injuries have come in during the night, and they need all the staff they can manage.

Supported Skills: First Aid

Traits: Triggered Effects/Missions up to [Heal 2] can target Injury or Character.

Gear: Service Uniform, Tri-County General (Nurse); First Aid Kit, Medium; Shoes, Sneakers

SAMMY ROSEN (DAY 1)

The following are the main events of the previous day (Day 1) that a group can either roleplay out or can assume took place when starting the scenario on Day 2.

"Just have to keep myself busy…"

Sammy was actually kind of thankful the horrors that met her on Day 1 distracted her from her awkwardness with Officer Nick Coughlin after their argument. Sammy parked close by but a car desperately trying to speed aways smashed into her car before grinding down the hill and catching fire.

Her car has lots of first aid supplies in it, due to her work in house call palliative care. If she ventures out to get any of them, she rolls {**Stealth%**}. Each ✚ will allow her to get enough Extra Supplies - First Aid in order to remove 1 **DP** on any First Aid Kit that a character carries.

If she fails to do this, she can try to convince Officer Coughlin to help her go out again during the events of the following couple days.

"This isn't right… he was dead!"

Sammy was present when the guys in the drunk tank turned. If she spends Day 1 examining the bodies and reflecting on the events of the past few days, she will start with 5 extra ⓒ but she will be unable to focus on anyone else's Day 1 events, even Officer Coughlin's reconciliation efforts.

Mending Relationship

If Officer Coughlin is in the same scenario, Daphne will start with 2 extra ⓒ if she foregoes the above options and help Officer Coughlin with her Day 1 options.

First Aid Kit, Medium

🧰 10 2x   🎒 10

CU: ●● (Loot: ✦100/Barter: 🟤100)

Cargo: ○○○○

Base Dice Pool

◆ ■ ■ ■ ■ +■ per Health Point lost +□ per DP

Triggered Effect(s)

First Aid: ✚ – "Heal 🟥". Cannot target anyone with untreated Injuries.

Staunch: ✚ per HP lost – Add 1 **DP** to Treat one "Flesh Wound".

Splint: ✚ per HP lost – Add 1 **DP** to Treat one "Bone Injury".

NAME: Sammy Rosen

PLAYER:

CAMPAIGN:

Outbreak: UNDEAD..
zombie survival role playing game.

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
2 / 5	2 / 5	3 / 5	3 / 5
Bonus	Bonus	Bonus	Bonus

CHARACTER RESOURCES

Survival Points	Gestalt Level	Competence Points

Skills

Advancement 1st 2nd 3rd 4th 5th

Increases from Advancement / SC2 Total

BASIC SKILL CHECKS

Skill		Total	Skill		Total
{Balance%}	25%		{Hold%}		37%
{Brawl%}	27%		{Jump/Leap%}		27%
{Climb%}	25%		{Lift/Pull %}		25%
{Composure%}	5 / 43%		{Resist Pain%}		37%
{Dodge%}	27%		{Search%}		25%
{Endurance%}	25%		{Spot/Listen%}	12	40%
{Expression%}	37%		{Stealth%}		25%
{Grapple%}	25%				

TRAINED SKILL CHECKS

Skill		Total	Skill		Total
{Bow%}	27%		{Frm.(Long G.)%}		25%
{Calm Other%}	35%		{Frm.(Pistol)%}		25%
{Diplomacy%}	* %		{First Aid%}	25	56%
(S){Barter%}	35%		{M. Attack–[Bl]%}		25%
(S){Command%}	35%		{M. Attack–[Pi]%}		25%
(S){Det. Motives%}	37%		{M. Attack–[Sl]%}	6	34%
(S){Intimidate%}	37%		{Navigation%}		25%
(S){Persuade%}	37%		{Swim%}		25%
{Digi. Systems%}	25%		{Throw%}		27%

EXPERT SKILL CHECKS

Skill		Total	Skill		Total
{Adv. Medicine%}	5%		{Ride%}		6%
{Cnst./Eng. %}	5%		(S)		%
(S)	%		{Science%}		5%
(S)	%		(S)		%
(S)	%		(S)		%
(S)	%		{Survival%}		5%
{Martial Arts%}	4%		(S)		%
{Pilot%}	5%		(S)		%
(S)	%		(S)		%
(S)	%		{Toughness%}		5%

VITALITY

Injuries

Health Points

Damage Threshold

SB + WB	Bonus
5	+

Total

= + 5

VIRAL

Symptoms

1 2 3 4 5 6 7 8 9 10

PSYCHE

	WB + EB	Bonus	Total
Morale ☺	6	+	= 6

Coping mechanisms

Phobia (Solitude) - Morale loss when
Encountered with 1 Difficulty on Save.
Prevent Morale loss by adding 1 DoF to
check.

TRAINING VALUE BONUS *

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

Archery Gear	Long Gun
+	+

Bludgeon	Pistol
+	+

Piercing	Throwing
+	+

Slashing	Martial Arts
+	+

Athletic Gear	First Aid Kits	Swimming/Diving
+	+ 5	+

Climbing Gear	Medical Gear	Tools
+	+	+

Command App.	Recon. Gear	Value
+	+	+

Firefighting	Survival Kit	Vehicles
+	+	+

Gary Hasterfield

BIO

Gary is Cy's best friend, and a real tough old man. Being a bit older, he is Cy's go to guy when he gets himself in trouble. He commonly acts as the father figure in Cy's life, especially after Cy's father died. Gary himself is retired, and lives out his life getting in trouble with his old buddies son. He may be aged, but he can still hold his liquor and throw a mean punch. He enjoys being the sidekick because it allows him to get a second chance of youth in his eyes. Also Cy's Dad was a good friend of his. They served in Vietnam together and his Dad saved Gary's life. Gary couldn't live with himself if something happened to his buddies' son. Part of this also comes from the fact that Gary feels the need to protect Cy the way he wasn't able to protect his son when he went into the armed forces himself, but was killed while in the line of duty.

Supported Skills: Stealth, Construction/Engineering (Carpentry)

Traits: ■ ■ ■ to Opponent's {**Spot/Listen%**} vs character's {**Stealth%**}. Construction/Repair Missions get a bonus ⓒⓟ **3**. Reduce "Rest" requirements by ⌛**1**.

Gear: Clothes (Outdoorsman); Multitool; Boots, Work

Multitool

| ◤0x | ◤0x | ⚒0x | ⛓2 |

CU: ◯◯ (Loot: ✦**10**/Barter: 🏛**30**)

Base Dice Pool

◆ ■ ■

Special

Misuse: Use as a weapon

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

Triggered Effect(s)

Hit: ➕ ➕ - [🟥 Slashing, Piercing] ☐

Labor: ➕ - Reduce ⌛ for Objectives when using this as a tool properly by ⌛**1**

GARY HASTERFIELD (DAY 1)

The following are the main events of the previous day (Day 1) that a group can either roleplay out or can assume took place when starting the scenario on Day 2.

"Parking Tickets"

Gary has a truck that's the most possible chance for escape, since he parked almost a mile away to avoid getting his plates run when he came to pick up his friend Cy from the drunk tank.

Gary can have spent the first day planning around everyone (or at least him and Cy) to escape via Gary's truck, but they'd have to go and get it. The events of the following days may warm Gary to the idea of includ-

ing others, but the original plan is to just get him and Cy out.

One snag is that Gary does not have nearly enough fuel to make the whole journey, so he's going to have to either siphon fuel from cars nearby or find a gas station.

Varmint Gun

Gary kept a small rifle in his truck to shoot at ground squirrels whose burrows are dangerous to the cattle at the ranch he occasionally works from and left quite a bit of ammo for it under the seat. If he wants to spend Day 1 reaching his car, he can remove up to 5 DP from any firearm the characters use.

The Fortress

Gary's friend Cy lives in what can best be described as a fortress in the desert. He's a bit of a prepper but he is extremely careful about who knows this. Gary is one of Cy's trusted friends, but Cy could warm to the idea of having these guys at the precinct go with him. The police would be good in a fight at least, and Daphne is a nurse.

If both Gary and Cy are in the scenario and the two conspire to leave on their own, they both get 3 extra ⓒⓟ (both players secretly determine this). If they decide to include any of the other group, they only get a single extra ⓒⓟ. If Cy is on his own, he can make this decision on his own.

NAME: Gary Hasterfield

PLAYER: _____

CAMPAIGN: _____

Outbreak: UNDEAD..
zombie survival role playing game.

S.P.E.W. Attributes

Strength	Perception	Empathy	Willpower
3	0	3	0	3	0	3	0
Bonus		Bonus		Bonus		Bonus	

CHARACTER RESOURCES

Survival Points	+	Gestalt Level		Competence Points	

Skills

Advancement

BASIC SKILL CHECKS

Increases from Advancement → SC2 Total

Skill		%		Skill		%
{Balance%}		33 %		{Hold%}		33 %
{Brawl%}	1	41 %		{Jump/Leap%}		33 %
{Climb%}		33 %		{Lift/Pull %}		33 %
{Composure%}		33 %		{Resist Pain%}		33 %
{Dodge%}		33 %		{Search%}		33 %
{Endurance%}		33 %		{Spot/Listen%}		33 %
{Expression%}		33 %		{Stealth%}	4	37 %
{Grapple%}		33 %				

TRAINED SKILL CHECKS

Skill		%		Skill		%
{Bow%}	2	35 %		{Frm.(Long G.)%}	4	37 %
{Calm Other%}		33 %		{Frm.(Pistol)%}		33 %
{Diplomacy%}		* %		{First Aid%}		33 %
(S){Barter%}		33 %		{M. Attack–[Bl]%}		33 %
(S){Command%}		33 %		{M. Attack–[Pi]%}		33 %
(S){Det. Motives%}		33 %		{M. Attack–[Sl]%}		33 %
(S){Intimidate%}		33 %		{Navigation%}		33 %
(S){Persuade%}		33 %		{Swim%}		33 %
{Digi. Systems%}		33 %		{Throw%}		33 %

EXPERT SKILL CHECKS

Skill		%		Skill		%
{Adv. Medicine%}		6 %		{Ride%}		6 %
{Cnst./Eng. %}		6 %		(S) ____		%
(S) Carpentry	27	33 %		{Science%}		6 %
(S) ____		%		(S) ____		%
(S) ____		%		(S) ____		%
(S) ____		%		{Survival%}		6 %
{Martial Arts%}		6 %		(S) ____		%
{Pilot%}		6 %		(S) ____		%
(S) ____		%		(S) ____		%
(S) ____		%		{Toughness%}		6 %

VITALITY

Injuries

Damage Threshold

$S_B + W_B$: 6 + Bonus: □

= + 6 (Total)

Health Points

VIRAL

1 2 3 4 5 6 7 8 9 10

Symptoms _____

PSYCHE

Morale ☺ $W_B + E_B$: 6 + Bonus: □ = Total: 6

Coping mechanisms

Mania – Trigger mania fit to prevent Morale loss. Checks with Willpower or Empathy as Primary add 1 Difficulty.

TRAINING VALUE BONUS *

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

Archery Gear	+	Long Gun	+
Bludgeon	+	**Pistol**	+
Piercing	+	**Throwing**	+
Slashing	+	**Martial Arts**	+

Athletic Gear	+	First Aid Kits	+	Swimming/Diving	+
Climbing Gear	+	**Medical Gear**	+	**Tools**	+ 3
Command App.	+	**Recon. Gear**	+	**Value**	+
Firefighting	+	**Survival Kit**	+	**Vehicles**	+

Gear

The following is a brief list of things that are either explicitly stated as being used in a scenario or would likely find some use in the Tri County precinct.

The entries themselves contain a lot of information that you may not need to know for the sake of your scenario, but we included a complete profile nonetheless.

Just so you are aware what these entries and symbols mean, here is a breakdown of each entry.

Title

Icon Bar - Refer to the list provided in the opposite column to see what kinds of skill check the icons this can provide a Gear bonus to.

TP: Tech Points - These are the number of features that can be found within the same category of equipment without it requiring its own, separate entry. Each Tech Point can be used on a certain range of modifications. Note that most detailed entries don't have Tech Points, since their full range of capabilities is described by the existing entry.

CU: The amount of space the gear takes up if it does not occupy a Body Slot. It also determines the Loot cost to take the item by scavenging.

Loot: The cost required to take an item from a location. This is based on the CU of an item as it is strictly a matter of mass and volume.

Barter: This is a recommended average cost for an item in any functioning economy. It is weighted by the number of Industry Sectors it can be useful for.

Cargo: Included in gear that can carry other gear inside of it. Gear using this Cargo space does not occupy a Body Slot.

Base Dice Pool

This is the minimum set of dice required for a single Use of the Equipment. It can be further modified by upgrades due to Tech Points being used or Abilities of the character using the equipment.

Special

Any special rules that apply to this gear. A standard, Universal Special Rule may be indicated by just the name. Otherwise the rule is spelled out in full as to what it does

Triggered Effect(s)

Any Triggered Effects that become available to a character with a Use of this equipment.

GREEN ICONS (TOOLS)

Gear with Green Icons can only be used to provide a gear bonus between Encounters. The X refers to the Multiplier, which is what you multiply a character's Training Value by to see how much of a bonus this adds. (see pg. 008 of this guide).

RED ICONS (WEAPONS)

Gear with Red Icons can only be used to provide a gear bonus during Encounters. The X refers to the Multiplier, which is what you multiply a character's Training Value by to see how much of a bonus this adds. (see pg. 007 of this guide).

ORANGE ICONS (COMPONENTS, EXTRA SUPPLIES)

Generally, if you see an Orange icon, this means that the "Use" of this particular piece of equipment is able to reduce the stress of use of a certain category of Kit (indicated by the icon itself). The number in the corner is the "Capacity Bonus" a character can add when making Depletion rolls using this piece of equipment along with a dedicated Kit.

The most useful tools will be able to provide a decent Capacity bonus to multiple kinds of kits, so it's good for characters to make use of their precious available Body Slots and Cargo by including items like these.

BLACK AND WHITE ICONS (CAPACITY)

The number inside of a Black Icon is the Capacity of this item. If the Total on all the ☐ rolled this round is equal to or greater than the value in this icon, then the gear is Exhausted and can no longer be used until it is restocked, reloaded, etc.

▎ *Note: Supporting gear represented by the Orange Icons will increase what a character needs to roll before a character exhausts.*

BLUE ICONS (INDUSTRY SECTORS)

These indicate what Industry Sectors a piece of gear would be valuable for. These will increase the Barter value of an item when selling it.

GRAY ICON (DURABILITY)

This entry shows what kind of abuse a piece of equipment can take before it breaks. Proper use will rarely damage an item, but some will have entries called "Misuse" and "Gross Misuse" which will detail under what circumstances a gear will take minor or severe damage.

Sample Gear List

WEAPONS

Shiv

[icon: 1]

This is a short, makeshift stabbing weapon that can take the place of a knife if used carefully. If used as a weapon, it will almost certainly break. This will grant the "Defensive - ■" rule to any {**Melee Attack - Slashing%, Grapple%**} the character makes and will count as a "Gross Misuse." The shiv also has the "Crude" rule.

Combat Knife

[icons: 1x, 1x, +2, 4]

CU: ● (Loot: ✦50 / Barter: 🏛150)

Base Dice Pool

[dice icons]

Special

Defensive: +■ to Dice Pool when using {**Grapple%**}

Triggered Effect(s)

Slash: ➕ – [■ Slashing] **Accuracy**

Stab: ➕ – [■ Piercing] **Accuracy**

Police Baton

[icons: 1x, 2]

CU: ● (Loot: ✦50 / Barter: 🏛100)

Base Dice Pool

[dice icons]
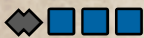
Special

Clumsy (1): ■ (noted in Base Dice Pool)

Triggered Effect(s)

Stun: ➕ – [■■] **Accuracy**

Bash: ➕➕ – [■ Bludgeoning] **Accuracy, Concussion**

Knock Prone: ➕➕➕

Stun Gun

[icons: 1x, 1x/0x/-, 10, 2]

CU: ● (Loot: ✦50 / Barter: 🏛100)

Base Dice Pool

[dice icons]

Special

Incapacitate: If the result of the ■ is greater than 10 per S𝐁 of the opponent, the opponent must pass a {**Endurance%**} Save Throw or be stunned for ⌛1d5!. The ⍾ result counts as a 5 with a re-roll.

Triggered Effect(s)

Stun: ➕ – [■■] **Accuracy**

Snub Nose Revolver

[icons: 3x/1x/-, 5]

TP: 0

CU: ● (Loot: ✦50 / Barter: 🏛 ~225)

Base Dice Pool

[dice icons]

Special

Cartridges: Uses Heavy Pistol Cartridges

Deadly: ■ (noted in Base Dice Pool)

Defensive: + ■■ in {**Grapple%**}

Revolver: Do not roll □, but weapon is exhausted when **DP** is 6.

Snub Nose: ■ (noted in Base Dice Pool)

Heavy (1): ■■ if S𝐁 is 1.

Noise: Each "Use" will add ⚠d5!

Triggered Effect(s)

Hit: ➕ – [■ ■ Piercing, Slashing] **Accuracy**

Headshot: ➕➕➕➕ - [■■■■ Piercing, Slashing, **Mortal**] **Instant**

Halcyon 9mm Pistol

[icons: 2x/1x/0x, 10]

TP: 2

CU: ● (Loot: ✦50 / Barter: 🏛 ~225)

Base Dice Pool

[dice icons] + □ per DP

Special

Cartridges: Uses Intermediate Pistol Cartridges

Magazine: This pistol is Magazine loaded

Deadly: ■ (noted in Base Dice Pool)

Noise: Each "Use" will add ⚠d5!

Triggered Effect(s)

Hit: ➕ – [■ Piercing, Slashing] **Accuracy**

Saturation Fire: ➕ - [■■ Piercing, Slashing] □

Headshot: ➕➕➕➕ – [■■■ Piercing, Slashing, **Mortal**] **Instant**

SMG

[icons: 1x/0x/-, 20]

TP: 2

CU: ● (Loot: ✦50 / Barter: 🏛 ~225)

Base Dice Pool

[dice icons] + □ per DP

Special

Cartridges: Uses Intermediate Pistol Cartridges

Magazine: This SMG is Magazine loaded

Deadly: ■■ (noted in Base Dice Pool)

Firing Mode, Fully Automatic: d3 bonus ➕, +1 DP per bonus ➕ [■■ , 45 deg. firing arc pass {**Composure%**}]

Noise: Each "Use" will add ⚠d5!

Triggered Effect(s)

Hit: 🟢 – [🟥 Piercing, Slashing] **Accuracy**

Suppressing Fire: 🟢

Headshot: 🟢 🟢 🟢 – [🟥🟥 Piercing, Slashing, **Mortal**] **Instant**

12 Gauge Shotgun

TP: 3

CU: ●● (Loot: ✦**100**/Barter: 🏛 **~450**)

Base Dice Pool

◆🟦🟦🟦
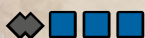
Special

Single Barrel: This shotgun can only be fired once before needing to be reloaded. It is not affected by "jamming."

MUNITIONS

Intermediate Pistol Cartridges

CU: ● (Loot: ✦**50**/Barter: 🏛 **~225**)

Special

Deadly: 🟥

Heavy Pistol Cartridges

CU: ● (Loot: ✦**50**/Barter: 🏛 **~225**)

Special

Heavy (2)

Deadly: 🟥🟥

Shotgun Shells (Bean Bag)

CU: ● (Loot: ✦**50**/Barter: 🏛 **~225**)

Special

Noise: Each "Use" will add ⚠**1**

Triggered Effect(s)

Stun: 🟢 - [🟦🟦] **Accuracy**

Shotgun Shells (Slugs)

CU: ● (Loot: ✦**50**/Barter: 🏛 **~225**)

Special

Deadly: 🟥

Noise: Each "Use" will add ⚠**1**

Triggered Effect(s)

Hit: 🟢 – [🟥 Bludgeoning, Slashing] **Accuracy**

Headshot: 🟢 🟢 🟢 - [🟥🟥🟥🟥 Bludgeoning, Slashing, **Mortal**] **Instant**

SUSTENANCE

Candy Bar

CU: ○ (Loot: ✦**10**/Barter: 🏛 **10**)

Special

Snack: This can take the edge off hunger. Use will allow a character who is Half-Rationing any food without reducing 😊.

Sugar Rush: **Rush** 🟦 for ⌛**1**.

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

Energy Bar

CU: ○ (Loot: ✦**10**/Barter: 🏛 **10**)

Special

Fatigue: Use during **Short Rest**, remove 1 extra Fatigue.

Ration: Add **DP**, don't roll ⬜. Lose 😊**1**.

Canned Stew

CU: ○○ (Loot: ✦**20**/Barter: 🏛 **40**)

Special

Ration: This can be used to provide a Ration.

Half Ration: This item can be half-rationed once. Lose 😊**1**.

Meal: This can be prepared as part of a larger shared Meal.

MRE

CU: ○○ (Loot: ✦**20**/Barter: 🏛 **20**)

Special

Sustenance: When Resting, count a use of this gear as a character's Food requirement for a day. It also removes d3+Wʙ Fatigue points.

Half Ration: Add Depletion Point, but do not roll any ⬜. Lose 😊**1**.

Bottled Water

CU: ○○ (Loot: ✦**20**/Barter: 🏛 **40**)

Special

Ration: A Use can count as a character's Ration for water in a day. If this is done, it can still add its Capacity Bonus to Survival Gear.

Half-Ration: This can be Half-Rationed. Lose 😊**1**.

Replenish: A freshwater source removes all Depletion Points from the Bottle.

Environmental Modifier: Add an additional Depletion Point per Environmental Modifier due to Arid or High Temperature.

Dehydration: Characters cannot Half-Ration if they're Dehydrated.

Tino's Vodka

CU: ● (Loot: ✦**50**/Barter: 🏛 **175**)

Special

Each DP will reduce Barter value by 🏛 **10**. A "Use" can count as a *Coping Mechanism*.

SUPPLIES

Duffel Bag

CU: ●○○○ (Loot: ✦**95**/Barter: 🏛**95**)

Special

Cargo: ●●●○○○○

Retrieval: Add 🟦🟦 to any Action that uses items stored in this bag.

Empty Magazines

CU: ○ (Loot: ✦**10**/Barter: 🏛**10**)

Special

Reloading: Requires Pistol Cartridges and 🟦 per DP to fill the magazine.

Gasoline Cans

CU: ● (Loot: ✦**50**/Barter: 🏛**100**)

Special

Fuel Capacity: When filled this container holds ● worth of fuel.

Riot Shield

CU: ●● (Loot: ✦**100**/Barter: 🏛**100**)

Base Dice Pool

◆🟦🟦🟦
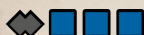
Special

Worn: Ignore up to ● when "Worn"

Triggered Effect(s)

Parry: ✚ - Add Defense 🟥 against a Melee or Grapple attack.

Stun: ✚✚ - [🟦🟦] **Accuracy**

Impenetrable Defense: ✚✚✚✚ - Increase Defense equal to the number of

---

🟥 assigned to this character from Melee Attacks this Round so far.

First Aid Kit, Medium

CU: ●● (Loot: ✦**100**/Barter: 🏛**100**)

Base Dice Pool

◆🟦🟦🟦🟦 +🟦 per Health Point lost + ⬜ per Depletion Point

Triggered Effect(s)

Cargo: ○○○○

First Aid: ✚ – "**Heal** 🟥 ". Cannot target anyone with untreated Injuries.

Staunch: ✚ **per HP lost** – Add 1 DP to Treat one "Flesh Wound".

Splint: ✚ **per HP lost** – Add 1 DP to Treat one "Bone Injury".

Opiates

CU: ○ (Loot: ✦**10**/Barter: 🏛**30**)

Special

Pain Relief: Penalties due to **Pain** to restore Morale or remove Damage Dice from the character is alleviated for ⌛**6** per Use. This means multiple Uses may be required during a **Long Rest** depending on how much ⌛ characters spend resting. A result of 🎴 on the check will be discarded. When used in conjunction with First Aid Kits or Medical Supplies, this will allow the Kit Capacity bonuses to still be used this turn.

Pain Management: Use will also temporarily increase + by +3 for the same amount of time that "Pain Relief" lasts.

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

Cigarettes

CU: ○○ (Loot: ✦**10**/Barter: 🏛**20**)

Special

Relaxing: Use to gain ✚ to {**Composure%**} for ⌛d3. Requires a Firestarter such as a Lighter or Matches.

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

Smoker's Cough: For the cost of ⚠**6** – Tiers of "Addiction (Tobacco)" the GM can have the character enter a coughing fit that will add ⬛⬛ to any {**Stealth%**}.

Smoker's Lung: For the cost of ⚠**5** – Tiers of "Addiction (Tobacco)" the GM can have the character add ⬛ per Tier to {**Endurance%**}.

Open Pack: The GM may add a DP per ⚠**1** to a pack when a character initially acquires it.

TOOLS

Multitool

CU: ○○ (Loot: ✦**10**/Barter: 🏛**30**)

Base Dice Pool

◆🟦🟦

Special

Misuse: Use as a weapon

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

Triggered Effect(s)

Hit: ✚✚ - [🟥 Slashing, Piercing] ⬜

Labor: ✚ - Reduce ⌛ for Objectives when using this as a tool properly by ⌛**1**

Crowbar

CU: ●○○ (Loot: ✦**80**/Barter: 🏛**320**)

Base Dice Pool

◆🟦🟦

Special

Heavy (2): 🟦⬛ if S$_B$ is 2 or less.

Triggered Effect(s)

Bash: ➕ – [🟥 Bludgeoning] 🟦 **Accuracy, Concussion.**

Stun: ➕ – [🟦🟦] **Accuracy**

Labor: ➕ - Reduce ⏳ for Objectives when using this as a tool properly by ⏳1

Hammer

🟥 1x | 🟩 1x | 🟦 | ⬜ 4

CU: ⚫ (Loot: ✦**50**/Barter: 🟠**150**)

Base Dice Pool

◆ 🟦 🟦

Triggered Effect(s)

Stun: ➕ – [🟦] **Accuracy**

Bash: ➕ – [🟥 Bludgeoning] **Accuracy, Concussion**

Labor: ➕ - Reduce ⏳ for Objectives when using this as a tool properly by ⏳1

Machete

🟥 2x | 🟠 +2 (FOREST) | ⬜ 3

CU: ⚫⚪⚪ (Loot: ✦**80**/Barter: 🟠**160**)

Base Dice Pool

◆ 🟦 🟦 🟥
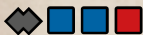
Special

Deadly: 🟥 (noted in Base Dice Pool)

Triggered Effect(s)

Slash: ➕ – Add [🟥🟥 Slashing] 🟦

Parry: ➕ – "**Defense 🟥**" against Melee Attacks.

Coup de Grace: ➕➕➕ , Prone Target – [🟥🟥🟥🟥 Slashing, **Mortal**] 🟦 per Defense the Target once had. **Instant.**

APPAREL

Clothes

⬜ 1

CU: ⚪⚪ (Loot: ✦**20**/Barter: 🟠**20**)

Special

Cargo: ⚪

Worn: Ignore ⚪⚪ when worn.

Body Slots: This occupies different "Body Slots" depending on the article of clothing it represents. For tops such as shirts it takes the '*Torso*' slot and in some cases the '*Arms*' slot, for bottoms such as jeans it takes the '*Legs*' slot.

Possible Upgrades

- ◾ *Environment-Appropriate Gear:* Reduce Environmental Modifiers by 1-3, depending upon how weather-appropriate the gear is
- ◾ *Padding/Insulation:* +1 Defense vs. [Bludgeoning, Thermal (Cold)] damage, increase Cargo Units ⚪⚪
- ◾ *Cargo:* + ⚪⚪⚪

Service Uniform (Organization)

✡ 0x | ⬜ 1

CU: ⚪⚪ (Loot: ✦**20**/Barter: 🟠**20**)

Special

Cargo: ⚪⚪⚪

Worn: Ignore ⚪⚪ when worn.

Body Slots: This normally represents a full uniform of some kind. As such it takes the "Body Slots" of both '*Torso*' and '*Legs*' slots and sometimes the '*Arms*' slot as well, except for rare exceptions.

Possible Upgrades

- ◾ *Armored:* Defense [🟥3 Bludgeoning, Slashing]
- ◾ *Cargo:* +⚪⚪⚪⚪
- ◾ *Command:* Give this uniform a gear bonus of 1x Command Apparatus. Higher ranking markings may increase this further.
- ◾ *Environment-Appropriate Gear:* Reduce 🌐 by 1

- ◾ *Holster:* Can store ⚫⚪ worth of Firearms
- ◾ *Insulated:* Defense [🟥1 Thermal]
- ◾ *Utility Harness:* Can store any Small Kit

Note that Upgrades like this normally take Tech Points but in this case it is likely that a uniform will have only a single upgrade.

Shoes, Sneakers

⬜ 1

CU: ⚫ (Loot: ✦**50**/Barter: 🟠**50**)

Special

Worn: Ignore ⚫ when worn.

Body Slots: This occupies the '*Feet*' slot.

Swift: Grant the "Rush (1)" special rule for 🟦 added due to Movement.

Boots, Work

⬜ 2

CU: ⚫ (Loot: ✦**50**/Barter: 🟠**50**)

Special

Worn: Ignore ⚫ when worn. Reduce 🌐 by 1 when Traveling by foot for all Environmental Features and Hazards that are not "Ice/Snow".

Body Slots: This occupies the '*Feet*' slot.

Boots, Combat

⬜ 3

CU: ⚫ (Loot: ✦**50**/Barter: 🟠**50**)

Special

Worn: Ignore ⚫ when worn. Reduce 🌐 by 1 when Traveling by foot for all Environmental Features and Hazards that are not "Ice/Snow".

Body Slots: This occupies the '*Feet*' slot.