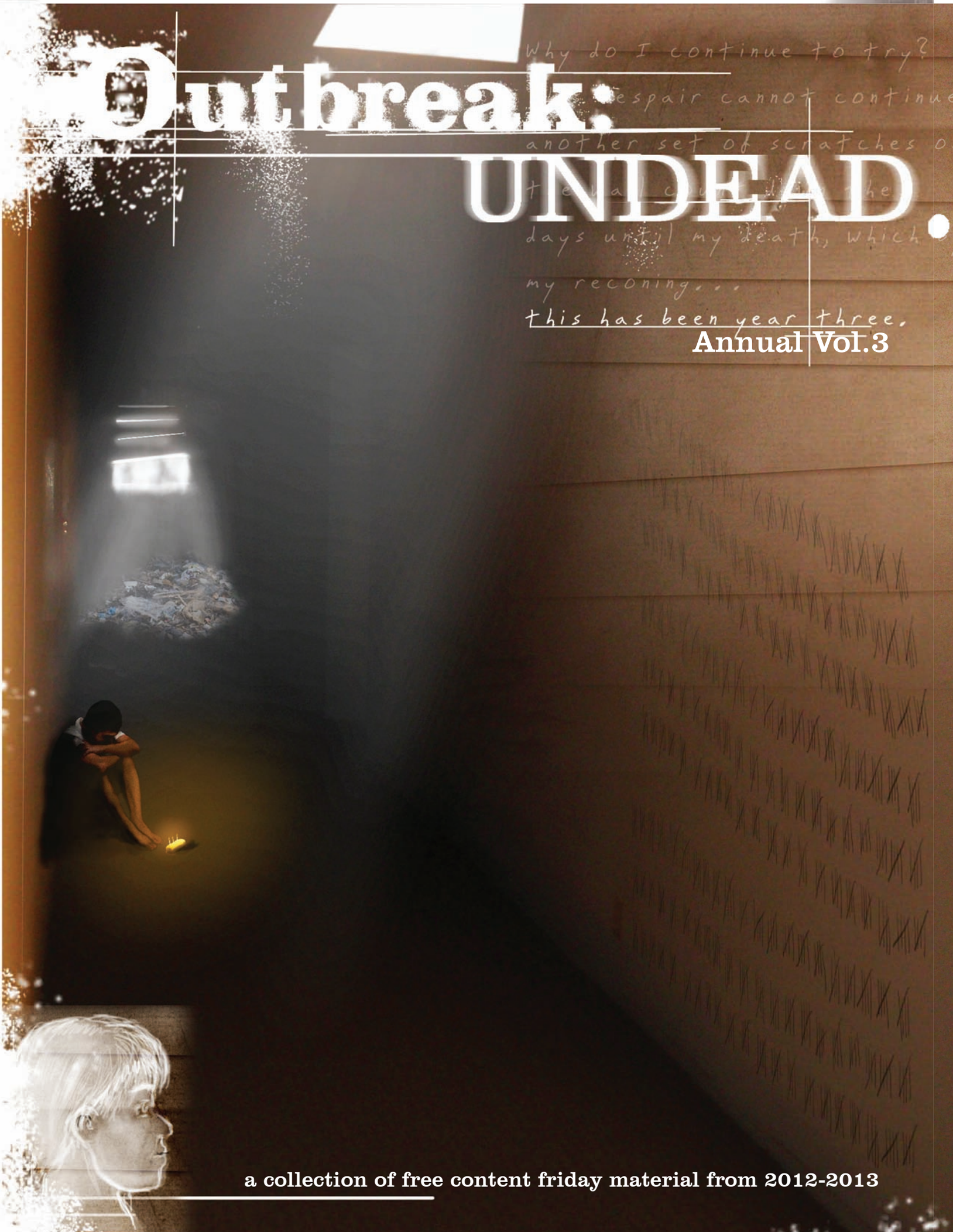
Outbreak: UNDEAD.

Annual Vol.3



a collection of free content friday material from 2012-2013

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ISBN: 978-0-9833179-5-1

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Introduction

Another excellent year full of new discoveries, environments and terrors. Earlier in 2013 we introduced the module *Outbreak: Deep Space*. We did not yet write any FCF for that specifically, as we felt this was still titled the *Outbreak: Undead Annual* and we did not want to muddy the theme this year. However, next year, you will see a new kind of FCF, one that features the new and exciting frontier of space and sci-fi themes. For now, you'll just have to be content with underground cities, light-fearing troglodytes, horseback combat, the open road, covert operations and caravans, in addition to all the Hazards that those features bring. We are so glad to have been able to develop content for this, our last pure *Outbreak: Undead Annual*, and we look forward to being able to develop the Hunters Books Annual in its place to feature free content for all of our new and upcoming releases! Enjoy, fans of *Outbreak: Undead*, both new and old!

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

Types

Highway Patrol

First apperance FCF Vol. 034

Part police, part daredevil, the Highway Patrol are often the most visible arm of the law in peaceful times. They can easily apply their experience to the post-apocalypse with such knowledge about how to handle vehicles at high speed and even performing tactics such as 'PIT maneuvers'.

A Highway Patrol is the same as a Police Officer, except they only get 1 CU worth of equipment without restrictions of Specialty or Rarity. They instead get access to either a Squad Car or a Police Motorcycle.

Long Haul Trucker

First apperance FCF Vol. 034

The kings of the road during civilization make for exceptional guides in the landscape of the post apocalypse. They know the perils of certain routes and are capable of discerning location in otherwise featureless landscapes. They also know how to use the larger vehicles that often require specialized training that non-truckers will probably never have learned.

Characters who are career Long Haul Truckers can drive vehicles Size 4 or greater without penalty. They also reduce Environmental Modifiers that alter the Difficulty of 'Per - Navigation' checks while on the road by 5. They also get +25 to 'Per - Drive (Large Truck)' skill. In addition, passing knowledge, past experience or other more limited engagement with this profession will allow it to be taken as one would normally take Tiers in a skill choice.

Tier: 1-5
Each Tier in 'Long Haul Trucker' as a skill will allow a character to pilot a vehicle +1 Size beyond 3 without penalty for being unskilled. In addition to this, they may add +5 to 'Per - Drive (Large Truck)' skills. Also, Environmental Modifiers that will affect 'Per- Navigation' checks while on the road will be reduced by 1 per Tier.

Vagrant

First apperance FCF Vol. 028

The Vagrant is one who is all too familiar with the simple necessity of survival. Most are found in urban settings, and often make home wherever they can set up shop at. Most are not aggressive, but can defend themselves if necessary. Many find themselves in such a place because of hard times, but just as many equally are there because of mental instability and drug abuse.

Bonus Skills: Billy Goat, Lone Wolf, Caged Wisdom, Survivalist (Urban), Native (Subterranean)*
Recommended Handicaps: Addiction (serious/mild)

*This is a new skill included in Gamemaster's Toolbox Annual Vol. 3

Zombies

Troglodyte

First apperance FCF Vol. 028

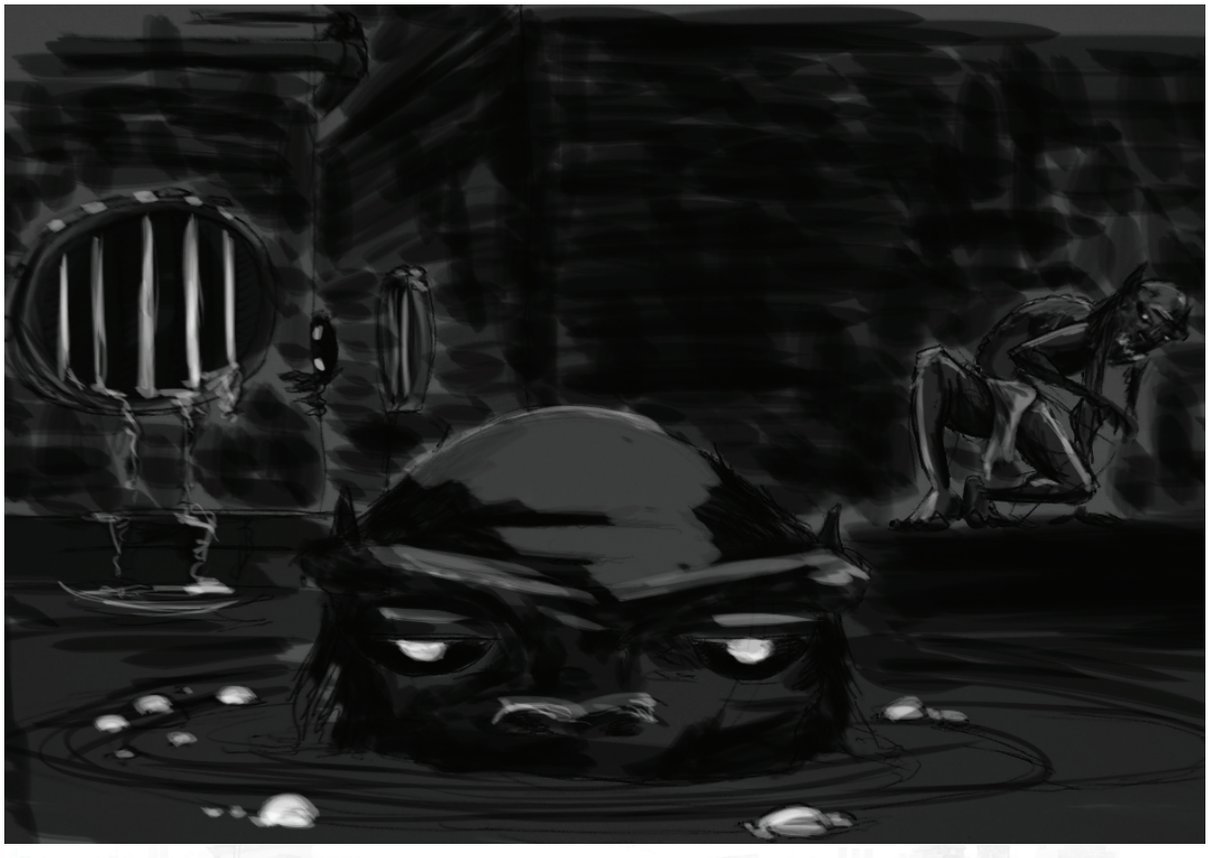
Some loathsome infected have taken residence in the sewers and in deep caves, shunning all light and hunting in darkness. While they are a terror during the night and in their new habitat, they are the kings of this new world of darkness. While the vampire virus strain usually preserves a shred of sentience, most Troglodytes have completely devolved into animalistic pack hunting predators.

As Vampire with the following Special Rules:

Senses: H, S, Li

Aversion (Light) - Any light source will repulse the Troglodyte, although it will do no actual damage. If light is fixed on all the Troglodytes in the Encounter, they will retreat. Likewise, they will not get any closer than 20 feet of any campfire or torchlight (but not flashlights). If such light sources are active, ignore all E% results that would result in Encounters with Troglodytes. However, increase Risk normally, as it means the characters are being hunted. This will not be known to the characters unless they pass a 'Per - Spot' check.

Attraction (Sound) - If characters generate any Noise, increase Risk by twice the normal amount if Troglodytes are the 'Standard' opponent. If Troglodytes are Template or Unique, then the Risk cost for their deployment is reduced by the amount of Noise the characters have generated in the previous period of Time or Encounter.



O.B.M.

Snaggletooth

First apperance FCF Vol. 028

This monstrous creature is the result of many tales about reptiles being part of a sewer and subway rail systems. The Virus has taken the animal's already large form and nearly doubled it, making the creature almost the same size as the corridors it travels. It likes to corner its prey, and if Snaggletooth is down one corridor, you run down the other...

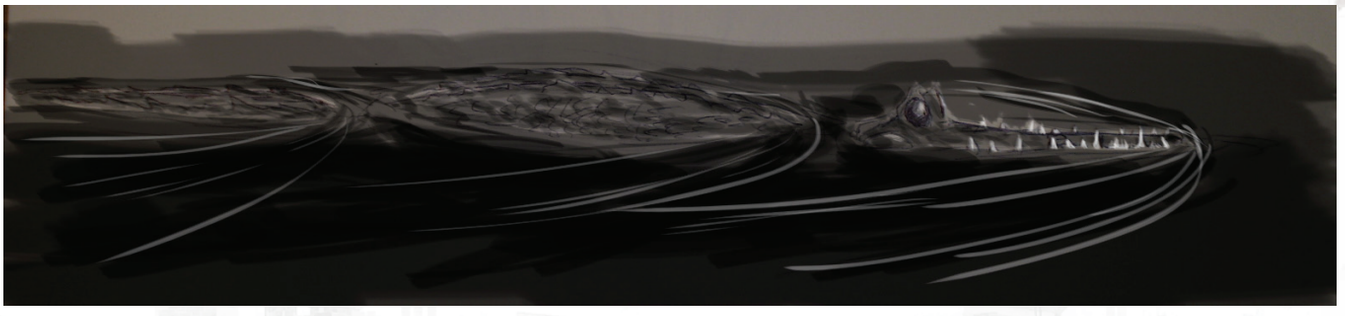
Drake - Large, Aquatic with OBM template

Size - 3
Strength - 60
Defense - G-6 R-6 (2/2 Weak Spot)
Virus - 1
Speed: Slow (Lvl 2)
Perception: Medium (Lvl 3)
Sense - V, Sm

Horror Traits
Armored - Reflected in Stat Line
Aquatic
Bite (vicious) 0-2 DoS - 2d6
Gore (Death Roll) 3+DoS - d6 per size per DoS)
Silent/Stealthy - Only Submerged
Stalker - Only Submerged
Weak Spot - Reflected in Stat Line

Special Rules:
Living Guardian: Snaggletooth is usually so big, that he often blocks most if not all tunnels and passages usually found underground. He cannot be bypassed and allows no conventional means to 'Flee' around him without being attacked. He is essentially a living obstacle to anything he guards.

One-Sided Armor: Snaggletooth's scales are primarily used to guard his front, as a result while in battle he lifts them up, exposing the soft underside. While behind Snaggletooth, his Defense is reduced as his armor is weaker. Condition for Discovery: Must watch Snaggletooth while he is 'Active', without alerting him to 'Active'.



Equipment

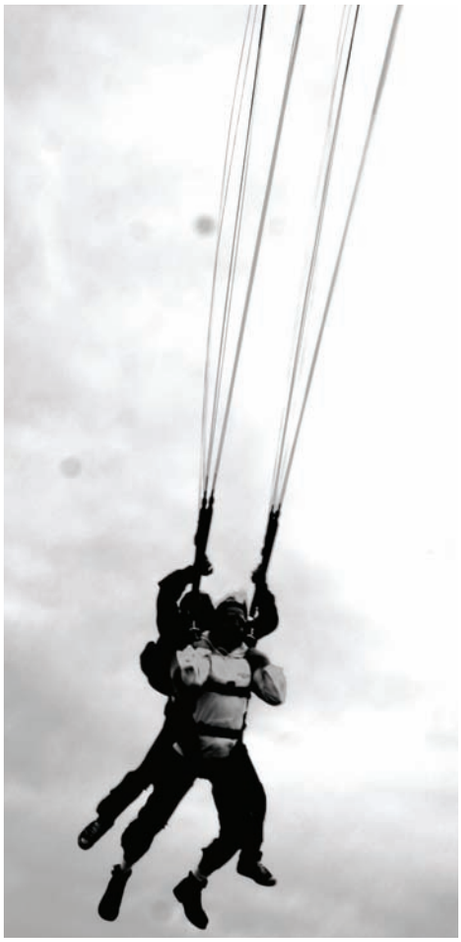
Parachute

First apperance FCF Vol. 029

CU: 2
A parachute is a life or death necessity when surving a high altitude fall. They need time to deploy, but if the proper timing is used when deploying, a landing can be made with no harm to the person.

A falling character with a parachute can make a Perception check to deploy it to prevent all falling damage. The Difficulty of this check is based on the fall distance. Lower altitudes are more difficult to time and deploy a parachute effectively, so have the highest Difficulty. High atmosphere jumps are also difficult, but are not represented by this parachute, needing much more additional gear in order to accomplish.

2000-1500 ft - +0 Difficulty
1499-1000 ft - +1 Difficulty
999-500 ft - +2 Difficulty
>500 ft - +3 Difficulty



Vehicle Feature Summary

First apperance FCF Vol. 034

Squad Car
A police Squad car has all the same features as a Size 3 sedan, but will contribute +1 Morale to the Caravan.

Police Motorcycle
A police Motorcycle has all the same features as a Size 2 motorcycle, but will contribute +1 Morale to the Caravan.

Reinforced
A vehicle that is Reinforced as per the *Outbreak: Undead Core Rulebook* mission will contribute +1 Structure to the caravan.

RV
Any vehicle that includes features that would classify it as an ‘RV’ will add +1 Morale to the Caravan as per the ‘Sum of Many Parts’ rule for Caravan Stronghold levels.

Missions

The Stygian Horror

First apperance FCF Vol. 027

Introduction

You awaken and shake your head. Pressure pounds at your temples as you examine yourself... you don't appear hurt and nothing is stolen but... something is awry. After a few shouts to your friends, you realize that one among you is missing and, to your horror, you realize that the rumors of Henry Ades is now a terrifying reality.

Someone you care deeply about is being held captive in an old laboratory on Stygian Avenue. The notorious recluse Henry Ades has been known to capture many for any number of reasons and hold them in his citadel until their death. He has been known to make deals with those who have the means to do favors for him, but they are never easy. In this scenario, the normal flow of objectives has been severely compromised and Henry Ades sets the survivors on any number of difficult tasks for the return of your friend.

Henry Ades was a biologist and had many specimens in his now overrun Stygian Avenue lab. Many of them escaped and he often sets survivors on the inglorious, yet still perilous task of either bringing them back or destroying them.

Even knowing this, getting audience with Henry Ades is extraordinarily difficult, as he is rightly very wary of those who may seek to do him harm in order for him to return his captives. Much to the survivor's chagrin, Henry Ades keeps his captives locked away in his labyrinthine lab that is nearly impossible to navigate without his assistance.

Random Objective Table

Roll 1d6 per Outbreak Level and consult this table

1 - Race Against Time
2 - Supplies - Apples
3 - Wayward Cattle
4 - Stymphalian Birds
5 - Cerberus
6 - Mares of Diomedes Ranch

Stygian Horror Objectives

Race Against Time

Henry Ades gives a severe time limitation on the other tasks he gives. Roll again on the table and the next objective rolled will require it to be completed in 5d6 Time.
SP Reward: +50 SP

Supplies - Apples

Henry Ades loves apples, but they are understandably hard to come by. There is an orchard 20 miles away, called the Hesperides Orchard, which is also swarming with zombies and zombie beasts. Gather 3 CU worth of apples and return them to Henry Ades or Charles Ron.
SP Reward: 25 SP

Wayward Cattle

Some of the cattle that Henry Ades was experimenting on got loose, and it's not hard to see why. They have been warped and twisted by the virus into Nightmares. Capture a Nightmare without destroying it.
SP Reward: 100 SP

Stymphalian Birds
One of Henry Ades' proudest experiments involved breeding birds that served as an organic and highly effective pest control of crops, being omnivorous and fast with a voracious hunger that is highly unnatural for their size. The only problem is that they are indiscriminately attacking people and zombies and are dangerous as well as infected. Destroy one flock of Raptors that count as having the 'Vicious' Horror Trait as well as start an Encounter with them at +d3 Size greater than normal.
SP Reward: 75 SP

Cerberus
Henry Ades' own beloved dog went missing. Find it, and bring it back unharmed... difficult considering it's a Hellhound of immense proportions. Apply the OBM template to a Hellhound to represent Cerberus.
SP Reward: 100 SP

Mares of Diomedes Ranch
Henry Ades has bred four horses for the Diomedes Ranch that now roam the area surrounding the Stygian Avenue lab. These are infected terrors that have a craving for human flesh. They will attack as per normal 'Nightmare' rules, but they have one weakness. If they are fed a living human, they will become docile and can be led (even ridden) like an uninfected horse for 1d6 Time. These 4 horses are to be brought to Henry Ades.
SP Reward: 75 SP per Nightmare
Secondary: Destroying a horse will earn only +25 SP

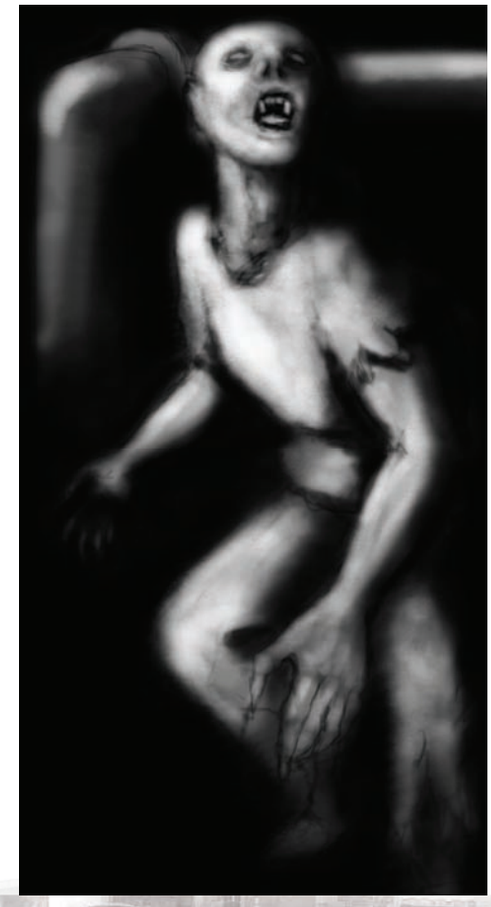
Optional Mission

Charles Ron
Henry Ades has been known to consort with a trusted servant who ventures into the ruins of town, an old man Charles Ron. Despite his horrible company, Charles is a fair man often allowing passage to meet Henry for the right price. Charles was a watchmaker before the zombie apocalypse. He took great pride in his timepieces, especially his pocket watches. When his store was looted, many of them were lost and scattered. Returning them to him will have him be in your debt and will often take you right to Henry Ades. Charles Ron is a 'Rag and Bone Man' as described in in Annual #2 (pg 5.), but he is a known confidant of Henry Ades. He is often Henry's gofer into the city and many of the tasks Henry sets the survivors on can be reported to Charles.

Special:

Obolus Watch
If any character returns one of his pocket watches (CU: ½, Rare: 90, Value: 10) he will take you to Henry Ades. This earns you 25 SP.

Stygian Water
If any survivors threaten Charlie, he will, without hesitation, produce a container of liquid that he will break on the ground. This "Stygian Water" will immediately trigger an 'All Out Defense' (reducing Risk appropriately). Such is the stench and the nature of whatever chemicals that Henry has given Charles to coat himself with, the zombies will not recognize Charlie as a target. Charlie then attempts to flee.



Ending the Stygian Horror

Tally up the SP earned in accomplishing the special Stygian Horror missions. Consult the "Endings" table below to see how the players did. Note that players can voluntarily take additional Stygian Horror missions in order to potentially earn more SP, but the amount to get the specific endings should be kept a secret from the players.

Endings

0 - 25 SP - You have completely failed. Your friend is gone forever.
26-50 SP - You have a chance at rescuing your friend. You are now left to navigate the horrors of the lab in order to locate the cell your friend is held in. Time is of the essence.
51-100 SP - Your friend is returned, but they are not the same. The nature of the change will be up to the GM. This is likely to be a moral victory at best.
101 - 200 SP - Your friend is returned, they appear relatively unharmed.
201 + SP - Henry Ades is extraordinarily impressed with your efforts. Not only is your friend returned unharmed, but you are gifted the following special privileges and gear:

- 2x Vials of Stygian Water (See Charles Ron's entry)
- 5x Bait/Noisemakers
- 2d6 Resource
- 2x Nerve Gas Bomb - This is what was used on you in the beginning of the scenario. It's a liquid that rapidly becomes a choking gas that induces seizures. It can be used to escape one Encounter without any follow up 'Per - Navigation' check or increase in Risk.
- Nemean Lab Coat - This is Light Clothing that is saturated with the same chemical that Charles Ron's clothing is covered in, albeit a much weaker version. All zombies in the same Encounter with a survivor wearing this coat will reduce the Perception Level of all zombies within it by 1 and any zombies with the 'Advanced Weaponry' Horror Trait will not use their weapons against the character wearing this, although they will attempt a grapple normally.

Nerve Gas Bombs and Stygian Water are now part of Charles Ron's Resource catalog if you ever encounter him. They both have Value: 25 each for the purposes of barter.

Catfishing

First apperance FCF Vol. 031

AKA: noodling, grabbling, graveling, hogging, cat-daddling, dogging, gurgling, tickling and stumping

Prerequisite
Must take place in an estuary or lake biome where catfish or similar large fish are common.

Objective
People have been known to catch catfish with only their bare hands. This mission requires a successful 'Per - Survival (Estuary, Lake)' check to find a catfish hole, and then a successful 'Str' check to haul it up. Often safety requires that there is a "spotter" to help the noodler bring the fish on board. If not, add +3 Difficulty to the 'Str' check.

Success
A sizable catfish has been found, and caught. Generate 2D6 ‘Perishable’ Food.

Failure
A fish was either not found, or it escaped the hole. A ‘Catastrophe’ can result in hostile animals (muskrats, snapping turtles, or alligators - see Outbreak: Wild Kingdom) taking up old catfish holes, or severe cuts from rocks or the fish itself, causing 2d6 damage.

Primary: n/a
Secondary: +10 SP

Uplink

First apperance FCF Vol. 032

Technology is what seperates man from nature. Never is this more clear when we must go without the everyday benefits a quick search engine result or a traffic map can give us. If civilization is still alive out there somewhere, they’ll be trying to connect to the world wide web. Satellites are the eyes of the world. They reveal those seeking to hide, and enable quick reconnaissance of unknown or potentially dangerous areas, and give a distinct tactical advantage over forces or opponents that do not have access to their extreme field of vision.

The internet can provide untold pieces of information to stranded Survivors: locations of other survivors, safe harbors, medical or mechanical guides, informational reports on other counties or countries, not to mention thousands of kitty pictures to boost morale. Therefore it is deemed essential to find a way to connect to the internet again. This is, of course, determined by whether or not the internet is still up; as Outbreak Level progresses most useful sites will have had all their bandwidth ripped apart as frantic people try to connect to gain information or find loved ones.

Only the most internet and computer savvy Survivors will be able to “ping” responding servers and see what is active, but as Time progresses, it is more and more likely that only “personal or local pages” being housed on one’s home computer will be found. Government sites will remain active the longest theoretically, as they typically have their own in house servers, but once the power goes out, they will all eventually shut down. Therefore the ability to connect to the internet will alway be limited by the current Outbreak Level.

Prerequisites
2 Pop, at least 1 character with a sufficient knowledge of ‘Computers’ and/ or ‘Programming’ (GM’s discretion); Power, 1 Computer, 2 Resource raided from an ‘Electronics’ store (Ethernet, Cabling, Router, etc). OL 1-2 ONLY. See ‘Special’ for OL 3.

Time
2d3+3

Objective
Chance of success is 10%, +5% per Electronics Resource spent beyond the minimum prerequisite (to a max of +15%), +5% per Pop of Committed Labor (to a max of +10).

Success
A connection to the Internet is made. Players may ask ‘Questions’ as if they were looking it up via an internet search (must explain manner and type of search to GM). Consult the ‘Connectivity Table’ below based on DoS or DoF rolled.

Failure
No connection is made, negative effects may result from a check reaching a certain amount of DoF (consult the' Connectivity Table). If a 'Catastrophe' is rolled, the internet can no longer be accessed from this location, as the attempt has shorted out a critical wire or component or a firewall has effectively blocked the IP address or terminal.

Satellite Uplink

We need the ultimate eyes in the sky. We need to use military technology. They certainly aren't using it anymore, but now we just need to figure out how to access it...

Prerequisites
3 Pop, at least 2 with a high knowledge of 'Computers' and/or 'Programming' and/or Profession Telecommunication Engineer (GM's discretion); Power, 1 Computer at 'Military Base' or 'Telecommunications Office' Location. OL 1-3. OL 4 up to 2 years after initial Outbreak.

Time
2d6+3

Objective
Chance of success is 5%, +10% per Profession 'Engineer' among Population for Mission, +5% per Pop of Committed Labor (to a max of +10).

Success
A connection to a single satellite is made (Communications, GPS or Military). See Special below.

Failure
No connection is made. If a 'Catastrophe' is rolled, the satellite can no longer be accessed from this location, as the attempt has shorted out a critical wire or component.

Special
A GM must determine how many and what kind of satellite is available. It may require characters to go to a specialized location or terminal in an appropriate location (laboratory, military base, etc).

Communications
Characters may view or read any communications/visual traffic coming through the satellite for the last 12 Time.

GPS
Characters may do any of the following: triangulate their location; begin utilizing cell phones as GPS in local areas, or see a map of the area the characters are currently in.

Military
Password Protected - Must have personnel with working knowledge of the system (or seek out a specialized 'Chamberlain' opponent) in order to access, or make a 'Per - Hacking' check with +4 Difficulty. If the password is cracked, players may view in real time the area the satellite is observing as if they were in a helicopter overlooking the area.

Skills

Computer Networking

A character has an excellent understanding of computers, networks and hardware.

A character gets a bonus DoS per tier in any attempt to access a Network in any fashion. This is provided that they have the hardware in order to attempt this in the first place.

Consult the relevant 'Connectivity Table' that corresponds to the OL the scenario takes place in.

Computer Programming

A character has the ability to write software. This may not have much of a use in a zombie apocalypse setting, but access to computers can also help with research and can help with the engineering of new gear.

A character can use sofware to aid in any Crafting mission or any 'We Know This Much' missions granting a +5 bonus per Tier to any required checks. This is provided that the character has access to hardware to allow for a character to write programs in order to assist the survivors in their efforts.

A character also has the ability to build a functioning network or improve an existing one, even one ravaged by the events at OL 4, which otherwise has no possible means of connecting to any netowork. A character will treat a network as being one lower OL per tier in this ability. When determining the results of their 'Uplink' missions. This will be to a minimum of OL 1.

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OUTBREAK: DEEP SPACE

THE 'ACCESS GRANTED' ABILITY CAN QUALIFY FOR THE PREREQUISITES OF A PASSWORD PROTECTED SATELLITE. IT IS UP TO THE GM TO DETERMINE AT WHAT LEVEL (TIER) OF 'ACCESS GRANTED' AND WITH WHAT SPECIALIZATION THE SATELLITE WILL REQUIRE IN ORDER TO TAKE ADVANTAGE OF IT.

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OUTBREAK: DEEP SPACE

THIS SET OF MISSIONS, SKILLS CAN BE USED IN OUTBREAK: DEEP SPACE AS WELL.

EACH TIER IN THE SKILLS DESCRIBED ABOVE WILL ALLOW A FREE ADVANCEMENT TO 'SCI - PROGRAMMING' OR 'SCI - ENGINEERING'

***

Connectivity Table (OL 1-2)

5+ DoS - Internet in different county/country is accessed. Any 'Question' may be asked. Emergency Center locations still listing hourly status reports. Topographical maps available. Street maps with Live traffic available. Lasts for 3d20 'Time' as long as Power is maintained before another roll must be made.

4 DoS - Internet in different county/country is accessed. Any 'Question' may be asked. Emergency Center locations still listing hourly status reports. Topographical maps available. Street maps with Live traffic available. Lasts for 2d20 'Time' as long as Power is maintained before another roll must be made.

3 DoS - Internet in different county/country is accessed. Any 'Question' may be asked. Emergency Center locations still listing hourly status reports. Topographical maps available. Street maps available. Lasts for 1d20 'Time' as long as Power is maintained before another roll must be made.

2 DoS - Internet in different county/country is accessed. Only 'Questions' relating to 'News' may be asked. Emergency Center locations still listing hourly status reports. Topographical maps available. Street maps available. Lasts for 1d20 'Time' as long as Power is maintained before another roll must be made.

1 DoS - Internet in different county/country is accessed. Only 'Questions' relating to 'News' may be asked. Maps no longer available. Lasts for 1d10 'Time' as long as Power is maintained before another roll must be made.

0 DoS - Internet in different county/country is accessed. Only 'Questions' relating to 'News' may be asked. Maps no longer available. Lasts for 1d6 'Time' as long as Power is maintained before another roll must be made.

1 DoF - Only local ISPs found. Maps no longer available (unless local). Lasts for 2 'Time' as long as Power is maintained before another roll must be made.

2-3 DoF - Only local ISPs found. Maps no longer available (unless local). Lasts for 1 'Time' as long as Power is maintained before another roll must be made.

4 DoF - Only local ISP of Kitty pictures found.

5+ DoF - Catastrophe!

Connectivity Table (OL 3)

3+ DoS - Only Government Emergency Sites remain active. Emergency Center locations still listing hourly status reports. Only maps showing locations of Emergency Centers still available. Lasts for 1d20 'Time' as long as Power is maintained before another roll must be made.

0-2 DoS - Only Government Emergency Sites remain active. Emergency Center locations still listing hourly status reports. Only maps showing locations of Emergency Centers still available. Lasts for 1d6 'Time' as long as Power is maintained before another roll must be made.

Any DoF - Internet is down.

Connectivity Table (OL 4)

Special - Assuming the network is even in place, it's hopelessly impossible to navigate without the assistance of the 'Computer Programming' skill to reduce the effective OL of this table.

Disposal

First apperance FCF Vol. 033

During the course of a zombie outbreak, the corpse count will undoubtedly be incredibly high. Given the dual problem of a rising body count and the body count that rises, corpse disposal becomes an important (but macabre) necessity.

There are multiple ways that this can be done, as well as many consequences for neglecting or half-assing it. Regardless of the method, the dehumanizing process wreaks havoc on the morale of even the most hardened of hearts. Even if they were zombies before being killed (again), the stillness of death brings with it the glimpse of who they ultimately were: the deceased victims of the terrible outbreak.

Alternate Disposal Missions

All of these missions will have a certain amount of SP the party must reach in order for them to feel the need to dispose of bodies in such a fashion. Otherwise using the disposal methods will have the same effect as the 'Disposal' mission of the *Outbreak: Undead Core Rulebook* with the following exceptions for the different types:

The Charnel House

The Charnel House is often the first attempt at large-scale corpse disposal. It is typically a large building that is simply heaped with the dead and locked up. Needless to say, the presence of zombies in such a location are much more dense than almost anywhere else. This is largely because there wasn't much thought into how putting a bunch of corpses in a building will alter long-term plans of survival for those still nearby.

Prerequisites
None.

Special
Time
Time is reduced to 1 to accomplish Disposal missions using The Charnel House.

Hazard
The 'Charnel House' Hazard is now available to GMs and its effects can be triggered for 0 Risk whenever characters enter the location that is being used as a Charnel House. This includes entering for the purposes of accomplishing a Disposal mission.

The Pit

The simplest and most dehumanizing method of corpse disposal possible is just the digging of a hole in the ground and dumping the bodies into it, unceremoniously.

Prerequisites
Earn at least 200 SP

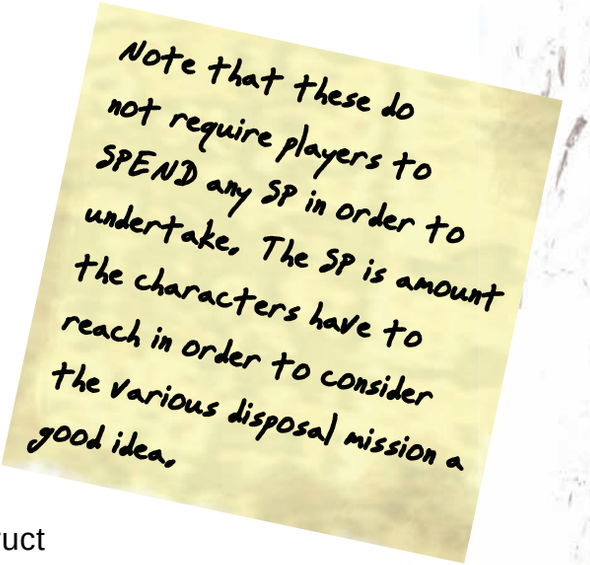
Special
Construction
Time requirement to construct is equal to the roll of certain amounts of 3d10, depending upon how long they wish The Pit to last.

Time
Time is reduced to 1 to accomplish Disposal missions using The Pit.

Forbidden Territory
One location must be dedicated to becoming the mass grave known only as 'The Pit'. This location can serve no other purpose.

Depletion
The pit can only hold so many corpses. The Pit counts as having a Depletion of 6-1 per 3d10 Time spent constructing it.

Morale
Each time a Disposal mission is taken using The Pit, Morale is reduced by d6. Checks can be made to reduce this loss of Morale.



Cremation Pit

Similar to The Pit, however it is coupled with being a cremation site, where bodies are hopefully burned away into harmless ash.

Prerequisites
Earn at least 400 SP

Special
Construction
Same as 'The Pit', however for each 3d10 rolled, 1d3 Fuel must be consumed as well.

Time
Time is reduced to 1 to accomplish Disposal missions using the Cremation Pit.
Depletion - Because the corpses are burned down into ash, the potential for re-use is much higher. A character can remove 1 Depletion from the Cremation Pit by using d6 Fuel.

Feeding the Flames
The bodies themselves can provide the fuel for the fire if it gets going hot enough. If d10 corpses or 2d10 unspent Resource is spent on Fuel every 20 Time, the Cremation Pit does not make Depletion rolls.

Morale
Each time a Disposal mission is taken using the Cremation Pit, Morale is reduced by d3. Checks can be made to reduce this loss of Morale.

Ash Cloud
During high winds, the cloud of zombie ash will rain like gray snow over the surrounding territory. Each Environmental Modifier for High Wind that is in play will also reduce visibility as Smoke. It will also be choking and dangerous to inhale. Without proper breathing apparatus, a character will lose 1 Health point per Environmental Modifier per Time spent in an area filled with such ash.

The Crypt

This elaborate disposal method is similar to the Charnel House, but it is tucked away in a place that is extremely hard to get to, and is often specifically designed for large-scale burial. Because it is given at least a veneer of ceremony and a longer length of time to construct, it does not come with a loss of morale to use it, however The Crypt quickly becomes the home of the dead and The Living that dare trespass, even to pay tribute or offer new citizens to the necropolis are putting themselves in great peril.

Prerequisites
Earn at least 1000 SP
Construction
Unless the building already existed, it will take a long time to construct an actual Crypt. It will likely be a building converted to the purpose. It will take at least 25d6 Resource per Structure in order to do this. The Time requirement to construct is 50 Time per Structure.

Risk
Using a Crypt for a Disposal mission will incur 1d6 Risk per Structure.

Morale
The Crypt will only cause characters to lose 1 Morale in order to utilize The Crypt for Disposal missions. This can be resisted normally.

Capacity
This crypt can respectfully store the bodies of the dead equal to 10xStructure of the building worth of Disposal missions.

To Horse!

First apperance FCF Vol. 035

Mankind has been using horses for thousands of years. There is no better method of transportation in a zombie apocalypse than a well-fed horse. Quiet, strong and quick, a horse requires no fuel other than Food and some loving care. They provide transport for rider, material and equipment; can travel long distances and allow trained riders to scout, shoot, fight or flee, all from a stable platform of height. Add horses to your Stronghold, and the range of your forces' reach increases tenfold. Included here are new skills and a new mission to create 'Stables' to house your Horses.

Horsemanship

Horse

A Horse is either a 'Riding Animal, Medium or Large' depending upon breed as detailed in *Outbreak: Wild Kingdom* with the following additional rules:

Spooked - A character will be unable to control their mount if it is 'Spooked'. In order to 'Spook' a horse, 1d3 Instantaneous Noise must be generated in one round. A Spooked mount will always try to 'Flee' the Encoutner, even against the commands of the rider. This will generate +1d6 Risk more than what is normal for Fleeing an Encounter.

Trouble on the Wind - A horse has a far better sense of smell than their human mounts. As such, a character riding a horse that has a 'Beast' of any kind deployed from the results of an E% will not get a Surprise Round, however, the horse will be 'Spooked' during the Encounter until the rider can regain control.

Graze - A horse does not need any Food if they have adequate land and Time to graze. A horse in a biome with the 'Verdant' descriptor and 1d3 Time to graze will be well fed.

Mission - Stronghold Upgrade - Create 'Stables'

Prerequisites
2 Pop, 4 Generic Resource (eg: ropes, straps, wood, horse blankets, etc), 2 Specific Resource (eg: Saddle, Bridle, Reins, etc) either crafted in a 'Workshop' or raided from a location that would carry this resource (eg: other Stables, Barn, Horse Ranch, Specialty Sporting Goods Store, etc), 6 Food worth of 'Horse Feed' (eg: Hay, Grass, Oats, Grains, Apples, etc), Outdoor location (or indoor location with large access to outdoors, such as a barn), 2 or more Horses, 1 Dedicated Pop to serve as 'Groom' (can be one of the original 2 Pop. attempting the mission).

Time
4d6+2

Objective
Chance of success is 10%, +5% per Resource spent beyond the minimum prerequisite (to a max of +30%), +5% per Pop of Committed Labor, +5 per additional Horse beyond the minimum prerequisite (limit: must have 1 additional pop for the mission for every additional Horse beyond the minimum).

Success
A 'Stables' Stronghold Upgrade is created with the following special rules.

Failure
Something is not put together correctly and the animals escape, or are too frightened or uncomfortable in the Stables. Half of the generic resource and Food is lost, but the mission may be attempted again with the proper prerequisites. A Catastrophe results in the animals escaping completely and having to be tracked down or replaced.

Special
Groom
Dedicated Pop of Stables who feeds, grooms and takes care of the horses on a daily basis.

Mounted
Using the Ride skill while atop an animal specifically trained to carry passengers and/or equipment (typically a Horse).

Saddled
When a Horse is 'Saddled' it grants +10 to any Ride check for a rider who is Mounted. Requires Horse and one each of the following per Horse: Saddle, Bridle, Reins, and a

Horse Blanket. Four Horses can be Saddled in 1 Time by a single Population (typically the 'Groom' or Rider). Extra Population or having less Horses to saddle cuts that Time (or increases it) at the same ratio (eg: 1 Horse can be 'Saddled' in ¼ Time by 1 Pop; 1 Horse can be Saddled in ⅛ Time by 2 Pop).

Skills

Dragoon
Tier 1
Prerequisites
Str 30, Ride, Swordsman, a 'Wartrained' mount.

Trained with both sword and horse, the dragoons were some of the fiercest cavalry to ever hit the battlefield. So too are the dragoons of the Z-Poc.

+5 per Tier to Melee Attack during any combat while Mounted and while using Slashing weapons.

Knight of the Apocalypse
Tier 1
Prerequisites
Str 35, Dragoon (Tier 2+), Tough, a 'Wartrained' mount.

A true armored warrior, the Knight of the Apocalypse is nigh unstoppable when mounted upon a horse.

- Can ignore the weight limit for 'Ride' skill if extra weight comes from Armor only.
- Can also benefit from the +5 per Tier to Melee Attack granted from the 'Swordsman' prerequisite skill when using 'Piercing' weapons as opposed to Slashing weapons (eg: Lances or Pikes).
- 'Cavalry' Formations will also cost 1 less SP per Tier.

Mounted Archery
Tier 2
Prerequisites
Str 30, Archery, Ride (Tier 3+), an 'Obedience Trained' mount.

The armies of Genghis Khan ruled the steppes with their armies of mounted archers. So too will you against the hordes of the undead with the ability to strike from afar, near-silently, and still be able to swiftly retreat via horseback when needed.

Difficulty reduced by 1 for Ranged Attack during any combat while Mounted, while using bow weapons.

Mounted Gunnery
Tier 2
Prerequisites
Str 25, Ride (Tier 2+), a 'Wartrained' mount.

The guns of the old west had to be able fire from horseback to hit their enemies; in comparison to the zombie apocalypse, not much has changed.

Difficulty reduced by 1 for Ranged Attack during any combat while Mounted, while using Firearms.

Ride
This is an updated skill from 'Horseback Riding' found in the *Outbreak: Wild Kingdom* supplement, which allows characters to 'Ride' different types of mounts, but horseback remains the most popular form of riding beast available.
Tier 1
Str 20, Per 20, weigh less than 250 lbs
+5 per Tier to any check involving riding an animal capable of being a 'Mount'. This skill can be further increased by Gestalt Dice.

Training, Obedience
Tier 2
Prerequisites
Ride (Tier 3)

A horse is a naturally spirited animal. They need to be broken in order to be ridden. A character with this ability is able to train horses to better obey commands from their riders. This training takes 40d10 Time to train a horse. A horse trained in this fashion will allow a character to ride the horse.

Training, Wartraining
Tier 3
Prerequisites
Training - Obedience

A horse is generally a reliable mount, but without proper training, it will spook easily and will be a danger to both the rider and itself. This is especially true in regards to firearms. A character will know how to wartrain a horse if they have this skill. They must dedicate 50d10 Time to train any individual steed and expend at least 5 CU of ammunition. The time to train is reduced by 1d10 per DoS for a Ride check made when the training starts.

A 'Wartrained' mount will allow any character riding the steed to use firearms without any penalties, and likewise opponents or other characters using firearms in the same Encounter will not warrant any Ride checks to maintain control. Also, a 'Wartrained' mount is a prerequisite for special formations and tactics.

Formations and Tactics

Calm Mount

Action
SP Cost: 10 - 1 per DoS in a Ride check
Prerequisites
A 'Spooked' mount

A character is able to calm their spooked mount and get them to behave again. The following turn, a character can ride their mount normally. If a character's mount is 'Spooked' then it will remain as such until the end of the Encounter or until this action is successful.

Cavalry Charge

Formation
SP Cost: 2d6 - 1 per Tier in Ride ability
Prerequisites
Wartrained Mount, Movement in the previous turn

A mounted character will be able to charge headlong into combat and break the lines of their enemies. The Living will have to take a 'Will - Resist Panic' check before they are able to fire at the charging character. The charging character will add +1 DoS to their Melee Attack per 15' they charged this turn.

Horse Kick

Action
SP Cost: 5 - 1 per DoS in a Ride check
Prerequisites
A 'Wartrained' mount, not having commanded a horse to do a 'Horse Kick' in the previous round, Target no more than Size 1.

A character can command their steed to kick with their front hooves, delivering crushing blows to those not quick enough to get out of the way. A character may make no attack of their own this turn. The horse will inflict 1d6 Bludgeoning damage per Size to one opponent in front of them. This attack does not work on targets greater than Size 1.

Horseback Scouting

Tactic
SP Cost: 0
Prerequisites
An 'Obedience Trained' mount

A character may undertake a 'Scout' mission from horseback. They can set the Search radius by 0.5 mile increments as normal, but they can effectively double the amout of distance they can travel during periods of Time when considering their movement speed. A horse cannot move at 'Crawling' speed or slower and claim any additional bonuses for the reduced movement, however.

Lastly, while on horseback, a character may take advantage of the horse's keener sense of smell and may make use of the horse's 'Trouble on the Wind' ability when determining the results of Encounters.

Gamemaster's Toolbox

Caravan Stronghold

First apperance FCF Vol. 034

The end of human civilization can sometimes come fast, and without warning. There may be a situation where people have no time to react, to pack up, and to attempt to flee the cities. As a result, the roads can go for miles with very little activity and many empty cars.

The Caravan as an option for a Stronghold very much depends on the road conditions in your Outbreak Scenario. Either the players are located in a sparsely populated area where travel is frequent or the roads are 'relatively' clear for the most part. If you do manage to get a team and a caravan of vehicles going, these are rules you can use to turn your travelling brigade into a mobile refuge.

Caravans

Structure - Special
Viability - Special
Culture - Special
Science - Special
Morale - Special

Caravan Special Rules

The Sum of Many Parts

The Stronghold Level for the Caravan depends vastly on the vehicles that make it up. Each one contributes to one or more Stronghold Attributes, and the total amount of vehicles contribute to it's overall Structure.

Structure

For every 3 cars in a Caravan, add 1 Structure to the Stronghold. This represents a minimum number needed to 'barricade' a group of survivors who are outside the vehicles. They must be positioned in one of the two formations: Circle (like the covered wagons of the old West), or Outpost (Scout cars a far distance away, with a less tight position in the center for the rest). Use these layouts as reference during 'All Out Defense' Missions. Some upgrades can increase this bonus further. Add 1 Structure for each vehicle that is considered 'Reinforced' per the 'Reinforce Vehicle' mission in the O:U CR.

Viability

Add 1 Viability for every

vehicle that either has it's own private heating source (a RV, Food Truck, or hollowed out van with a gas heater inside) or any means in which to cook and prepare food. Add 1 Viability for every 2 vehicles that is used to store Food.

Culture
Add 1 Culture for each vehicle that provides a unique source of entertainment to the group (in-dash DVD players, Music "That isn't radio or satellite radio", etc) Add 1 Culture for every 2 cars that are used to store personal or other non-survival related gear as well.

Science
Add 1 Science for each vehicle that's purpose is to give easy access to tools or other vital equipment used for research and maintenance. This can be service vehicles (locksmiths van, or AAA vehicle) or custom made vehicles created to make a mobile lab. Add 1 Science every 2 vehicles that store this type of equipment.

Morale
Add 1 morale for every 2 vehicles that are included in a caravan, and 1 additional one if the vehicle provides beds or other easily made sleeping spaces (Buses, RV's, etc). You may also add 1 Morale for every 'Sports' car that is included in the Caravan, but the maximum number of Morale that can be added in this way is 2. Access to certain important albums or books can also boost Morale and this may or may not cross over with objects that increase Culture.

Piloting
The larger vehicles available often require their own specialized skill set in order to drive them. If the vehicle is Size 4 or greater, they cannot be piloted without training (using the skills provided here).

On the Road

A Caravan can cover a lot of ground. Caravans are only able to travel as fast as the vehicle with the lowest 'Vee'. A caravan can cover as much as 10d6 + 5 per 'Vee' miles per Time before an E% is required. Note that even if the other vehicles with higher Vee must travel less than their normal Vee would indicate, it still uses Fuel based on the vehicle's own Vee.

Powering Through

When a GM makes a successful E% check, the players attempting to Flee the Encounter can only do so by literally running over the undead in their path.

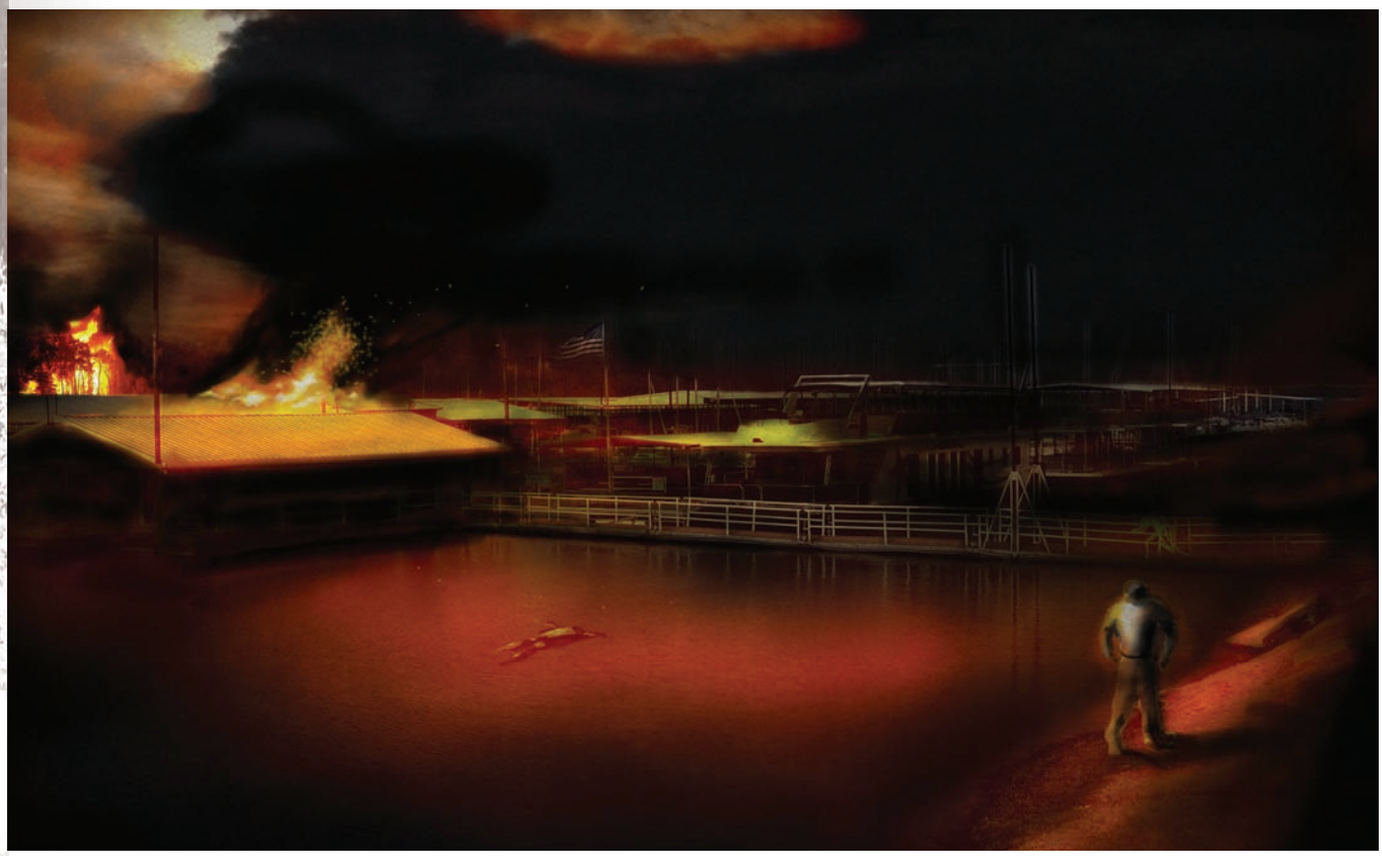
The 'Per - Navigation' check required after the characters Flee will be increased in Difficulty by the DoS in the E% check. Taking this option will force the lead vehicle to take vehicle damage equal to d6 per DoS in the Encounter check + DoF in the 'Per - Navigation' check. Any Catastrophe rolled in the 'Per - Navigation' check will also require that all vehicles in the Caravan take half as much vehicle damage as the lead car has.

Siphon Fuel

Characters can attempt to siphon Fuel from either abandoned vehicles, gas stations or even defeated Vigilantes who drive vehicles. A character can undertake a Search mission in order to do this. Each DoS will produce 1d6 Fuel. This can be attempted if characters come across abandoned vehicles, gas stations or after Encounters where Vigilantes were fought off.

The Marina

First apperance FCF Vol. 026



This section takes the location of the 'Alternative Mission Structure - The Marina' found in the Gamemaster's Section of the Core Rulebook and expands it to not simply be a destination characters must reach, but a Stronghold in and of itself. The Marina can now be used either as a base of operations, or as originally intended: a final stop where the characters must stock up supplies before they escape to a new location by boat.

Naval warfare has been a staple of combat since the early beginnings of humankind. A small civilian Marina, when properly set up, can give Survivors the same benefits: a natural moat between you and your enemy, and provide an ideal Stronghold. With the ability to restrict wandering zombies to the docks and beached sections of the Marina, yet being able to counterattack from the water, and strike any portion of the Marina at any time from a properly helmed Watercraft, is a major advantage. Zombies who fall into the water, or still retain some modicum of their previous ability to swim can easily be picked off from a Watercraft floating just out of reach.

With access to Freshwater at a Freshwater Marina, or Desalination at a Salt Water Marina, the Viability is much higher than a landlocked and "dry" Stronghold. Local marine life can even supplement if foodstuffs run low. High end civilian Marinas that cater to expensive tastes will have access to Diesel and Gasoline Fuel reverses at a Fuel Dock. They will also provide high fences separating the docks and piers from surrounding areas to prevent against theft, thus adding to their overall defensibility and Structure. The Watercraft themselves, if Size 2 or greater can each have a Resource Catalog and be looted for potential supplies, tools or weapons. When all is lost, retreat to the open ocean is just a matter of setting sail, and safer or better stocked locales may just be another port away. All in all, don't discount the Marina as an excellent potential Stronghold to bunker in.

Marina Strongholds

Culture
Varies to a minimum of 1 (Nice atmosphere)

Morale
Varies (typically starts at 2 from access to water, or showers and restrooms if they are working at higher end Marinas)

Population
Varies to a minimum of 1 (Harbor Master, Dock workers, Boat owners and their families)

Science
Varies (typically 1-2 due to Fuel Dock and/or Dry Dock)

Structure
Varies (typically 3-4 due to high fences, limited access to Watercraft via narrow Docks)

Viability
Varies, at a minimum of 3 (Fishing of Marine Life. Increase to 4 if a Freshwater Marina, or there a way of providing Desalination is present at a Saltwater Marina)

WATERCRAFT SIZE CLASSIFICATIONS

Size 1 - Less than 10 feet in length. Examples: Canoe, Jet Ski, Kayak.
Size 2 - 10 feet to 20 feet in length. Examples: Small Powerboat or Small Sailboat.
Size 3 - 20 feet to 50 feet in length. Examples: Large Powerboat or Large Sailboat
Size 4 - 50 feet to 100 feet in length. Examples: Catamaran, Tri-Hulled boats, Extremely large Powerboats
Size 5 - 100 feet or more in length. Examples: Cruise Ship, Tankers, Military Vessels

MARINA SPECIAL RULES

Beachable
A Watercraft that is 'Beachable' can be 'Secured' by simply getting the Watercraft onto solid ground. Doing so will not damage the Watercraft. Beaching a Watercraft that is not 'Beachable' is a Gross Misuse and will do D6 damage to the Structure Points of the Watercraft for every 10 MPH the Watercraft is travelling when it hits solid ground. All Size 1 Watercraft are considered 'Beachable' given the appropriate manpower (at GM's discretion).

Deep Water Access
Allows the passage of Watercraft of Size 5, and is at least 100 feet deep.

Dunkirk Retreat
If the Marina Stronghold suffers a failed 'All Out Defense' mission, and the Training - 'Emergency Drills' (See Annual Vol. 1 pg. 36) mission has been successfully completed, Characters and the Population of the Stronghold can retreat to the surrounding body of water on any or all sized Watercraft that are available or easily accessible at the time (GM's discretion). A Rally Point can be set a certain distance off shore where all Watercraft meet to re-assess. Unless all Watercraft are 'Secured' the assembled Watercraft will not count as a Stronghold. Thus, it is possible to utilize the Marina Stronghold as a completely floating base, if all Watercraft that make up the Stronghold are Secured to Moorings and/or rafted together and Anchored.

Secured
A Watercraft that is Secured is not considered underway, and Navigation checks will not need to be made when operating on this Watercraft. Breach checks can be made against the materials used to Secure the Watercraft (eg: Rope, Chain, Cable, etc).

Shallow Beach
Allows Watercraft with the 'Beachable' special rule to be secured by being navigated directly onto the shore. An example would be a sandy, slow gradient beach. The opposite would be a rocky beach, or a beach with too steep a gradient to allow safe navigation to secure the Watercraft. This can also be applied to Biome 'Marine' at any appropriate beach.

The Open Sea
Characters can abandon their Marina Stronghold as a last resort option and take their refuge on a properly equipped Watercraft. A 'Watercraft Stronghold' is a Size 3 or larger Watercraft that becomes a temporary mobile

Stronghold, should the Marina fall to enemies. This Stronghold functions as a normal Stronghold when the Watercraft is 'Secured' (eg: to a Mooring outside the Marina), and as a Watercraft when it is not Secured. When Secured, characters can take a small Size 1 Watercraft (or Size 2 Watercraft) to shore to Raid for supplies. Navigation checks must still be taken at normal Difficulty when entering an abandoned Marina. GMs should add Difficulty when navigating the waterways of the Marina if the Marina was fled from, which represents panicked Population abandoning the Stronghold via whatever boats or Watercraft they could find.

MARINA STRUCTURES

Mooring
Allows one Watercraft up to Size 3 to be 'Secured'. Two Moorings can hold one Size 4 Watercraft. Moorings are either "cans" or "balls", which float and are anchored to the seafloor. A small rope or chain secures the Watercraft to the Mooring. Characters must either Swim, or take a smaller Watercraft to other Docks or the shore.

Dock
Allows up to eight Size 1 Watercraft (four on either side), four Size 2 Watercraft (two on either side), or two Size 3 Watercraft to be Secured.

Pier
Allows up to two Size 4 Watercraft (one on either side), or one Size 5 Watercraft to be Secured. Must have Deep Water Access.

Boat Launch
Allows Size 2 and Size 3 Watercraft to temporarily have the 'Beachable' special rule if an appropriately sized 'Trailer' attached to a land based vehicle, and appropriate towing horsepower/torque is provided.

Fuel Dock
Allows a Watercraft to be fueled while not Secured. Counts as a 'Dock' and comes with the required Equipment to fuel a Size 4 Watercraft, as well as D6xOL worth of Fuel (Diesel, Gasoline, or a combination of both) in reserve. May also contain a 'Convenience Store' depending on the size of the Marina, which is stocked as usual based on the OL (See Annual Vol. 1 Pg 50).

Dry Dock
Allows a Watercraft to be Secured out of the water for Repairs or modifications. Counts as a 'Motor Pool' for Watercraft (See Annual Vol. 1 Pg 41). Contains at least one Acetylene Torch and at least one Heavy Duty Rotary Cutter with Fiberglass Blades, among other smaller tools for crafting new parts and repairing broken parts for the majority of Watercraft designs.

Down on the Bayou

First apperance FCF Vol. 031

The wetlands provide a relative safe haven from the undead to those who those who are familiar with the terrain. The extreme nature of the climate and the dangers from predators and disease-carrying insects all but guarantees that only the hardiest of individual can survive there.

Wetlands

Environmental Modifiers:
High (+4 Difficulty)

Biome Features/ Environmental Hazards:

Disease: Water
Fauna - Disease Carrying
Fauna - Poisonous
Fauna - Stinging/Biting
Game Birds
Marshlands

Outbreak: Wild Kingdom can expand on this further pg. 85-91.

Vehicles

Airboat

Class: Airboat
Size: 2
Vee: 4/6/8

Structure: 1
Transport: 4/8/15 depending on class.
Cargo:10-15

Noise: Airboats are often loud, and always generate Sustained Noise when in use. Modern small class airboats (4/6 vee) are often fitted with mufflers and carbon fiber propellers generate less noise as to approach upcoming wildlife on various tours or to hunt alligators. They do not count as Sustained Noise when in use. This is impossible for older airboats and the 8 'Vee' model.

Specialized Use: Airboats can only be used on the surface of water, and hence are limited to biomes that are Oceanic/Lake/Marsh/Estuary biomes.

Scout Vehicle: The open-topped airboat is superb at surveying terrain, as such, periods of Time spent riding an airboat can allow for a 'Scout' mission to be piggybacked without penalty.

Skilled Pilot: Add 2 Difficulty to piloting a airboat, and 5 Difficulty when going in reverse if pilot is unskilled in using airboats.

Survivalist's Home, Rural

OL 0-1: +15 SP
OL 2-4: +5 SP per OL

As 'Survivalist Home' (see *Annual #2*, pg. 37) but players have the advantage of being in a more remote location, and thus a better position. Distance and time become their allies against the approaching zombie hordes.

Swamp House

These dingy, often ragged houses are the staple of a person who lives out in the swamp. They are often disconnected from the shoreline to compensate for flooding or often are on raised on stilts.

Viability - 6
Population - Varies
Science - 2
Culture - 4
Structure - 1
Morale - Varies

Special -

Houseboat - Many Swamp Houses are simply a more "fixed" version of a house boat. Despite the low Structure, zombies cannot 'Breach' into the Structure unless either the waterline is low, or a ramp is still connected to the shoreline.

Built in Dock - This Stronghold automatically comes with the 'Dock' Stronghold Upgrade.

Traveling Underground

First apperance FCF Vol. 025

Traveling underground has many benefits that above ground may not. It's less populated, it (usually) has a entrance and an exit, and can bypass a lot of dangerous areas in the right circumstances. It does, however, also come with its risks. As a GM, you may come across situations where your players may want to avoid conflict by traveling across vast areas underground. Depending on the location, it may also be the only way players can travel to to get from point A to point B. Traveling underground can mean many different things: navigating natural caves, crawling through storm drains and sewers, or walking along subway rails.

The first thing to remember is that unlike open area above ground, underground players cannot travel to any place they want. Players have to travel along specific routes that were pre-established during the construction of such routes. Often entry points are few and far between.

This is a GM's best opportunity to apply a type of "Dungeon Crawl" element to *Outbreak: Undead,* as was made popular by drawing out maps with either paper or tiles. As you will learn, dangers that often occur in these areas tend to be more environmental than zombie related. However, with the right plot point (sinkhole, subway access, shanty town) it can be a great way to add dimension into your game.

Special Rules

Darkness

All players are subject to Difficulty that would be equal to pitch blackness (+5). Gear and other situations (such as Power still active in the subway) will remove this. Zombies likewise will have their Vision reduced by 3 levels (to a minimum of 1).

Speed and Traveling Underground
Unless in a Tunnel Network or Subway Access, Players may only travel at 'Half Speed' or lower while navigating.

Lack of Air

Air often has to be pumped into underground areas, as it is understandably difficult for it to get there naturally. This can also lead to overheating and build-ups of carbon monoxide or other toxic gasses. Per Encounter, roll 1D3 per OL level to see the available oxygen in the area. If the total reaches 4, treat the area as 'High Altitude', if it is 5 or higher, treat the area as 'Very High Altitude' (see *Outbreak: Wild Kingdom*).

Encounters

Zombies: Often these underground location are sparsely populated. As a result, they are often sought out as refuges for other survivors or as base camps for Vigilantes. Use the OL: 1 table in the *Outbreak: Undead Core Rulebook* to reference underground Encounters, discounting 'Panicked' and treating 4-5 DoS as Vigilantes.

Vermin: Rats and bats, among other creatures, make underground networks their home. They can replace zombies as 'Standard' opponents on an Encounter Table.

New Stronghold

The Undercity or "Shanty Town" - Many major metropolitan areas such as New York City, Moscow, London, and Las Vegas can feature "hobo towns", that are typically underground networks. They are places where the homeless gather to create a community. In the displacement of population during an Outbreak, these towns can become refugee camps, occasionally with established leadership and economy.They can be as simple as several tents and overhangs, or some even are rumored to have set up small shop and trade networks. Before the outbreak, they are rarely visited by the outside world unless by service workers or documentary filmmakers, and are often cleaned out by the Transit Authority. Yet there are always some who manage to find a way to stay...

Sample Undercity "Hoboton"

Structure - 6 (only one entrance from subway tracks)
Viability - 2 (Fungi could be grown, but no sunlight or fresh water)
Science - 2 (lots of open space to set up testing facilities and spare resources)
Culture - 3 (access to subway systems, including trains and trams)
Pop - Varies
Morale - 2 (dark and often smelly)

Special Rules:

Complicated Infrastructure - Unless provided with a 'Guide' who knows the area, or 1-2 successful Scout missions to map out the area, players who make 'Per-Navigation' checks in the area surrounding the Stronghold suffer +3 Difficulty.

Vigilante Tendencies - Every other 'Survivor' Encounter instead counts as 'Vigilantes', on Encounter Rolls. This is in addition to the Modified OL 1 E% table. However, the Vigilantes encountered carry firearms only if the unmodified chart would indicate 'Vigilantes' as an Encounter.

One Way In, One Way Out. Once secured, this Stronghold is not difficult to defend, as reflected in its higher base structure; however, this prevents any creation of any 'Secret Exit', 'Panic Room', or 'Emergency Drill' Missions/ Stronghold Upgrades.

Gross
Prolonged exposure underground can lead to potential health risks, and injuries have a higher chance of being Infected. Unless cleaned and provided with artificial light, this area is considered 'Unsanitary' for purposes of Natural Healing.

New Skill

Native (Biome or Territory)

Any Tier
A character is native to the area. They gain +10 to all 'Per - Search, Hide, and Navigation' checks per Tier while in the named territory. However, Hazards that allow the deployment of 'Familiar Face' zombie subtypes is reduced by 1 Risk per Tier.

"SSHHHH!"

First apperance FCF Vol. 036

Not every Encounter needs to be against opponents who have seen you yet. Your escape from zombies in particular may be made difficult only because they inadvertently wandered into your location. In this case, it is entirely possible to escape such an Encounter without alerting the undead (or any other opponent) to your presence. This is, obviously, easier said than done.

What this is essentially about is roleplaying the efforts a character (or party of characters) is making when they make a 'Per - Hide' check to avoid an Encounter. It is basically the same thing to have characters describe in detail how they are sneaking about, but it is far more exciting than just making a single check and extrapolating the results from there.

Players may decide to enter an Encounter against un-alerted opponents in an effort to sneak past them or to take them out quietly. Either way, it's a tactical option and is treated as such, complete with increased chance of gaining Risk as well as earning SP rewards.

New Tactics

Ambush

Stealth, Combat

Players declaring an Ambush must evade their opponents for at least 1 round per Sense Lv. of their opponents. Doing this will allow all players to add a bonus DoS to all their attacks. This will allow a 'Surprise Round' as well. All opponents will be alerted and move at Active speed in subsequent turns.

SP Cost: 1 per Sense Lv. per player character

A Way Out

Formation, Stealth

If all opponents are moving at 'Passive' speed and are inactive, then the characters may exit the Encounter successfully by having all characters reach a point as determined by the GM. No follow up 'Per - Navigation' check will be required and the characters will not count as having fled the Encounter.

SP Cost: 1 per Sense Lv. of opponents.

No Alarm Raised

Formation, Stealth

The GM deploys opponents normally, however, none of them are yet aware of the player characters' presence and are stationary. If any character fails a check or generates any Noise, then all the opponents are alerted and behave normally and move at 'Active' speed. Characters may only move at a Lv. of movement that is equal to or less than the Lv. of Perception of their opponents and are detected

by opponents if they pass a Perception check at a percentage chance of success of 10% per Sense Level. This check is made if a character is doing any of the actions indicated in the *Outbreak: Undead Core Rulebook* that would alert an opponent at their appropriate Sense Lv. (pg. 136-139).
SP Cost: 1 per Sense Level of opponents + number of opponents.

Diversion
Stealth
The player, seeing a nearby opponent wants to get them to move in a certain direction. A character makes a 'Per - Ranged Attack (Throw)' check to throw a rock, stick or some other object to get opponents to move away. This will allow the character to move all opponents within 10' per Perception Lv. from the target area. They can be moved their maximum passive movement allowance in a direction of the player's choosing, but there after, the GM moves all opponents affected in this way normally.
SP Cost: 1 per Sense Lv. of Opponents

Silent Takedown
Stealth, Combat
The player can take down a 'Passive' opponent by making a Grapple check against them, allowing Defensive weapons normally. The opponent is not allowed the use of Defensive weapons or abilities. If the opponent is killed immediately in this fashion, the other opponents in the Encounter remain 'Passive'.
SP Cost: 1 per Sense Lv. of Opponents

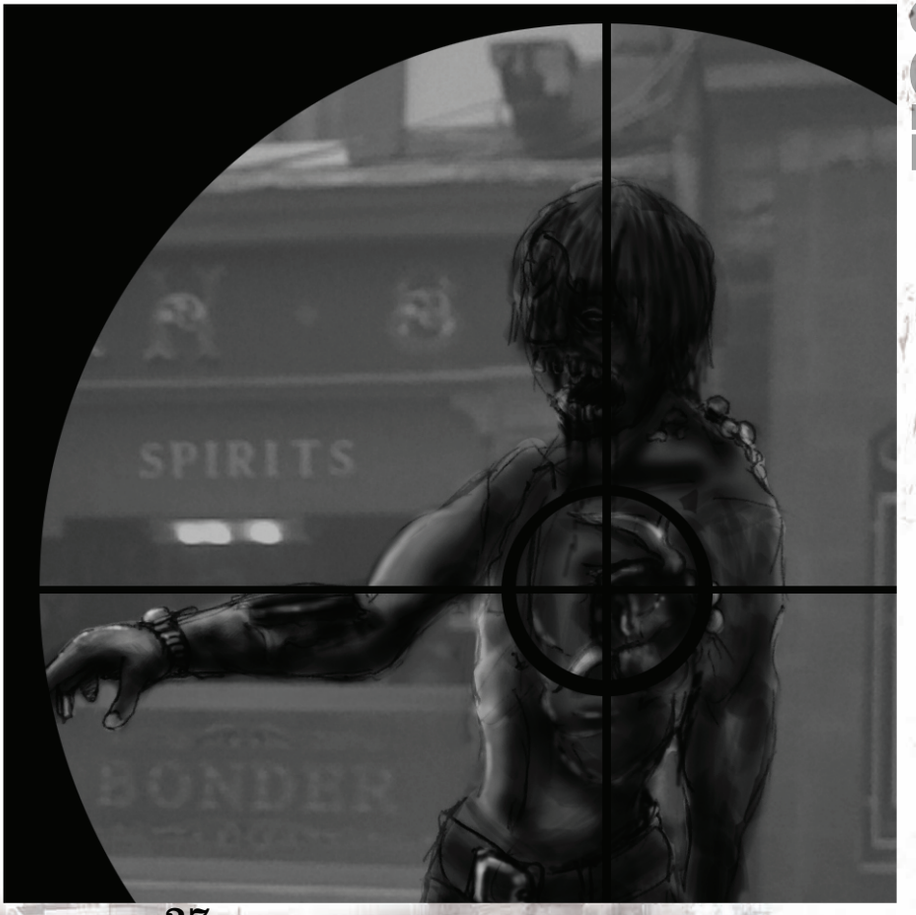
Weak Spot
Stealth, Combat, OBM
Players who are facing an OBM that has yet to see them can make an attack against a known weak spot to attempt to kill it or wound it severely. If an OBM has yet to detect the player characters and they get within range of one of their weapons (assuming the OBM can be harmed by it) then the character can make an immediate attack against the OBM. Being successful by more than 1 DoS per Size of the opponent will cripple or kill the OBM (based on the GM narrative). Failing this will allow the OBM an immediate attack against the character attacking it and will alert all opponents to 'Active'. This tactic requires that the characters know of a weakness by means of common sense or a successful 'We Know This Much' mission.
SP Cost: 10 per Size of the opponent

New Objectives

Note that these objectives are generally secondary objectives as they are done in conjunction with the 'No Alarm Raised' tactics or GM narrative.

Silent Killers
+5 SP per Encounter where all opponents were defeated by 'Silent Takedown' tactics. No opponents can be alerted to 'Active' for this to be claimed.

Ghosts
+ 5 SP per Per. Lv. of opponents where all characters evaded conflict by only using Tactics with the 'Stealth' descriptor.



New Stronghold Innovations

First apperance FCF Vol. 029

A good plan and a little innovation can go a long way. The first two new Stronghold Innovations are additional Weapon Manufacture/Vehicle Upgrades that can be added onto tactical vehicles via the Motor Pool (Stronghold Upgrade - See Annual #1 pg. 41), and the third is a new Innovation that can be crafted in either the Motor Pool or Work Shop and is a new mobile sentry tower. Tinkers enjoy!

Vehicle Upgrades

Chariot Lanced Tires

Front or Rear Melee
Why shoot 'em when you can run over 'em? Characters heavily modify both tire and wheel wells (either front or rear - must do this vehicle upgrade two times to do all four tires) in order to dispatch zombies by slicing them in half (or at the knee) with razor sharp lances on the tires.

Prerequisites
Requires Motor Pool. 6x Medium Piercing or Slashing Weapons made of 'High' Durability material or stronger (3x per tire). 4 CU Generic Resource. May be applied to Motorcycle classed (Size 2) vehicles with the addition of 1 extra Resource (for stabilization).

Success
Vehicles get the 'Side Swipe' special rule as described below.

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

Special
Side Swipe - With a 'Per - Drive' check, a driver can hit targets directly adjacent to the side of the vehicle and then continue on the normal course the driver wishes (Lethality 50/- /-). When targeting zombies add an additional %1 ZK for every MPH the vehicle is traveling. For Living targets, add a bonus Degree of Success when determining the amount of damage dice rolled. This attack can only be reduced by Defensive gear below the torso, unless the target is already prone (in which case no Defensive Gear can be used).

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

Cow Catcher

Front Melee
Why shoot 'em when you can splatter 'em outta your way? Characters attach angled armor to the front of the vehicle to deflect rammed bodies out of the path of the vehicle in order to prevent bodies from rolling up onto or under the vehicle.

Prerequisites

Requires Motor Pool. 2 CU of 'High' Durability material or stronger. 4 CU Generic Resource (for attachment). This upgrade may only be applied to Size 3 vehicles or larger.

Success
Vehicles get the 'Deflect' special rule as described below.

Failure

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

Special
Deflect - With a 'Per - Drive' check, a driver can hit a target directly in front of the vehicle and will automatically deflect the hit bodies of targets out of the path of the vehicle, dealing damage in the process -- 1% ZK for every MPH the vehicle is traveling, or 1d6 per every 10 MPH travelled when deflecting Living Targets. For Living targets larger or smaller than Size 1, see the following table. This attack cannot be reduced by Defense.

Size 0
1d6 Damage Dice per every 5 MPH the vehicle is travelling
Size 1
1d6 Damage Dice per every 10 MPH the vehicle is travelling
Size 2
1d6 Damage Dice per every 15 MPH the vehicle is travelling
Size 3
1d6 Damage Dice per every 20 MPH the vehicle is travelling
Size 4
1d6 Damage Dice per every 25 MPH the vehicle is travelling

Durability Failure - Multiple impacts at high speeds are having an effect...
After killing 100+ Size worth of zombies or hits on Living targets, the Durability of the weapon attachment counts as one degree lower than normal (eg: High Durability becomes Medium Durability), and every subsequent 50 ZK's/hits will result in the lowering of the Durability of the weapon attachment by an additional level. If the vehicle is ever 'Crashed', this Weapon Attachment is instantly destroyed.

Mission - Create Aircraft - Air Balloon
Knowledge is power, and the only way to truly know one's battlefield is to be able to see all elements on it. Thus, height is needed, air power is needed. Two types can be crafted, a Helium Balloon, which much be tethered to the ground to control its height, and the Hot Air balloon, which can do controlled takeoffs and descents via adding hot air to the balloon.

Helium Balloon

Prerequisites
2 Pop, 6 Resource (i.e. wood or plastic for basket, ropes or chains, sewing equipment, canvas). 4 CU of Helium.

Time
2d6+4

Objective
Chance of success is 10%, +5% per Resource spent beyond the minimum prerequisite (to a max of +30%), +5% per Pop of Committed Labor.

Success
A 'Vehicle - Aircraft - Air Balloon - Helium' with room for one pilot/passenger is created with the following special rules.

Failure
No Air Balloon is created and all Helium Resources are wasted. Half of the Generic Resources are wasted.

Special
Sight Advantage - Counts at 'Crow's Nest' as well as a 'Beacon' (see *O:U Core Rulebook*) and can communicate with Population on the ground via verbal, visual or radio communication.

Out in the Open - Any Zombie that can spot character in the Helium Balloon via their normal detection means will know the players are there (V/H/S/L). Any Living can see the balloon and recognize the aircraft for what it is, regardless if it is occupied or not, as long as it is visible.

Death From Above - Occupants can used ranged weapons or thrown weapons on targets adjacent or below the Balloon.

Controlled Height - The Helium Balloon will continue to rise in the air unless it is tethered to the ground via rope or chain. It can be pulled back down to the ground via the same means. If it ever becomes untethered it will rise until a height which it bursts due to air pressure (GM's discretion), and then plummet from this height to the ground. Any occupants will take normal Fall damage for the height fallen.

Crash Landing - If the Helium Balloon is ever damaged in any way it will rapidly begin to deflate. Any occupants may choose to evacuate and will take normal Fall damage for the height fallen. If the Helium Balloon is at 100 ft high or less, occupants who remain in the Aircraft will only take half the amount of Fall damage they normally would if they evacuated the Aircraft. If they

are higher than this height they take Fall damage as normal.

Hot Air Balloon

Prerequisites
4 Pop, 12 Resource, (i.e. wood or plastic for basket, ropes or chains, sewing equipment, canvas). Flamethrower. 2 CU of Fuel.

Time
2d6+6

Objective
Chance of success is 10%, +5% per Resource spent beyond the minimum prerequisite (to a max of +30%), +5% per Pop of Committed Labor.

Success
A 'Vehicle - Aircraft - Air Balloon - Hot Air' with room for one pilot and up to two passengers is created with the following special rules.

Failure
No Air Balloon is created and all Fuel Resources are wasted. Half of the Generic Resources are wasted. On a 'Catastrophe' roll the Flamethrower is destroyed.

Special
Sight Advantage - Counts at 'Crow's Nest' as well as a 'Beacon' (see *O:U Core Rulebook*) and can communicate with Population on the ground via verbal, visual or radio communication.

Out in the Open - Any Zombie that can spot character in the Hot Air Balloon via their normal detection means will know the players are there (V/H/S/L). Any Living can see the balloon and

recognize the Aircraft for what it is, regardless if it is occupied or not, as long as it is visible.

Death From Above - Occupants can used ranged weapons or thrown weapons on targets adjacent or below the Balloon.

Controlled Ascent/Descent - The Hot Air Balloon will only rise when hot air is released into the balloon making it warmer than the surrounding air around it. A separate tether to the top of the balloon opens part of the balloon releasing hot air from the balloon lowering it again.

Emergency Landing - If the Hot Air Balloon is ever damaged in any way it will rapidly begin to deflate. Occupants can continue to add hot air to the balloon until all Fuel resources on board are spent. If all Fuel resources are spent it will slowly sink back down to the ground. It is recommended that pilots immediately land the balloon if it ever becomes damaged in any way. If the Balloon is ruptured, it will plummet from its current height to the ground and any occupants will take normal Fall damage for the height fallen. Any occupants may choose to evacuate and will take normal Fall damage for the height fallen. If the Hot Air Balloon is at 100 ft high or less, occupants who remain in the Aircraft will only take half the amount of Fall damage they normally would if they evacuated the Aircraft. If they are higher than this height they take Fall damage as normal.

Resource Catalog part III

First apperance FCF Vol. 026

Sample Resource Catalog - Sailboat

Size 3 Watercraft - 35 Ft Sailboat

Special: All Watercraft Size 2 and greater will always contain 1 CU of Generic Resource that represents various dock lines or running lines made of ropes and/or chain.

1 DoS - Batteries, Flashlight, 2x Personal Floatation Device (PFD)
2 DoS - Batteries, Camping Stove (removable BBQ), Flashlight, Radio (Built in), 2x Personal Floatation Device (PFD)
3 DoS - Anchor (Medium Bludgeoning Steel), Batteries, Camping Stove (removable BBQ), Flashlight, Fuel (Propane), Radio (Built in), 2x Personal Floatation Device (PFD), Toolkit
4 DoS - Anchor (Medium Bludgeoning Steel), Batteries, Camping Stove (removable BBQ), Flashlight, Fuel (Propane), Fuel (Diesel), GPS (Portable), Radio (Built in), Radio (Handheld), 2x Personal Floatation Device (PFD), Toolkit, Wetsuit
5+ DoS - Anchor (Medium Bludgeoning Steel), Batteries, Camping Stove (removable BBQ), Firearms (One 2 CU Firearm, or Two 1 CU Firearms), Flashlight, GPS (Portable), Radio (Built in), Radio (Handheld), 2x Personal Floatation Device (PFD), Toolkit, Wetsuit

Horror Traits

First apperance FCF Vol. 028

Weak Spot

OBM only

Some creatures showcase a particular element of their being that could be exploited in the players advantage. This often is a reduction of Defense, but can also be a set of conditions to 'Knock Prone' or temporarily paralyze the creature as well. Often this type of situation only can occur through trial and error or by discovery. A successful 'We Know This Much' mission against the OBM can often yield it if the Condition of the weak spot are observed.

Hazards

First apperance FCF Vol. 025, 030, 031, 034, 036

Alert - R: 1d10 per DoS in player's 'Per - Hide' check

Encounter, Stealth

Immediately alert opponents in an Encounter. All opponents can move their 'Active' speed and behave normally. This can be played after any character makes a 'Per - Hide' check during an Encounter with 'Passive' opponents.

Blockade - 1R per Time

Hazard, Road

The road is blocked, and players must use their muscles and their vehicles to clear the roadway before the caravan continues. Each Risk contributed adds 1 additional Time to what it required to clear it.

Blockade - 10R

Hazard, Underground

Either neglect or destructive forces has resulted in damage which leads to a route

being blocked. Players must clear the rubble using a 'Strength' check with +1 Difficulty for each additional Risk a GM's spend to reinforce the blockade. The Strength check can be done over several periods of Time and confers a +5% bonus which stacks until the rubble is clear.

Catatonia - 25R

Hazard, Panic

Play in the period of Time after characters flee an Encounter due to Panic.

The characters are dumbstruck by their predicament and retreat to the deepest sanctuary of their minds. Characters are unable to perform any actions for d6 periods of Time. This is reduced by 1 Time per DoS in a 'Willpower' check.

Crash Site - 5R

Hazard

GM's place a crash site in the next Encounter including D6+3 zombies to represent the population who died in the crash. Once the Encounter is cleared this area can be searched. This could be anything from a Subway car to a Plane crashing through buildings and streets.

Dead Marshes - 8R

Hazard, Wetlands

The Marshland/Estuary area is filled with waist to chest deep water and 'Drowned' zombies. Their movement is counted as 'Very Slow', but need to be navigated around using a 'Per - Drive' check. Falling in the water initiates Grappling with d3 'Drowned'.

Delusion - 5R

Panic

Play in the period of Time after one or more characters were 'Panicked'

The characters, losing their sense of reality have retreated into a fantasy where the uncomfortable realities of their lives are replaced by empty idealism. The characters cannot make Empathy based checks for this period of Time.

Dense Carbon Monoxide Pocket - 20R

Hazard, Buildings

A pocket of Carbon Monoxide has built up in the area and can potentially be lethal to the party, but zombies are unaffected. For every round the players are in the Encounter, they must make a 'Str - Endurance' check or become drowsy. Should the players not realize what is happening and another D6+2 rounds pass, they become dizzy, nauseated, and numb. After another D6+2 rounds if the players do not leave the area they must make another 'Str - Endurance' check or become unconscious. Unless removed from the area, or fresh air becomes available, players will die after 1 Time has passed.

Flood - 5R

Hazard - Aquatic, Underground

Due to water main, natural springs, or flash flooding, this area is filled with water. Movement is reduced to Crawling Speed and unprotected gear will get wet if traveled through.

Flooded Cemetery - 10R

Hazard - Aquatic, Zombie

Use the 'Flood' rules above, but the water is a potential hiding places for zombies. Place D6 'Drowned' Unique zombies in this Encounter they are deployed as 'Sleepers' and get a Surprise round.

Frantic Getaway - 3R

Panic

Play after characters flee an Encounter due to Panic

The characters, in a hurry to get away, drop something important. One piece of Gear of 1 CU or less is dropped and left behind. Returning later to find this requires a 'Per - Search' check that must be made at the location fled from in a panic.

Indulgence - 5R

Panic

Play after a character is Panicked

A character needs a release from all their stress. They must indulge an Addiction as if they have the Handicap of the same name. Failing to do so will result in the loss of 1 Morale.

Investigate - R: 5 + DoS in 'Per - Hide' check

Encounter

An opponent is not fully alerted, but they are investigating a sound they've heard or something out of their peripheral vision. One opponent can move at passive speed in a direction of the GM's choosing. A character attempting to alter the Risk cost with a 'Per - Hide' check will reduce Risk cost with

DoF. Failing this check will not immediately 'Alert' opponents as normal, but may make the Risk cost 0 and may add additional Risk to a GM's Risk Pool.

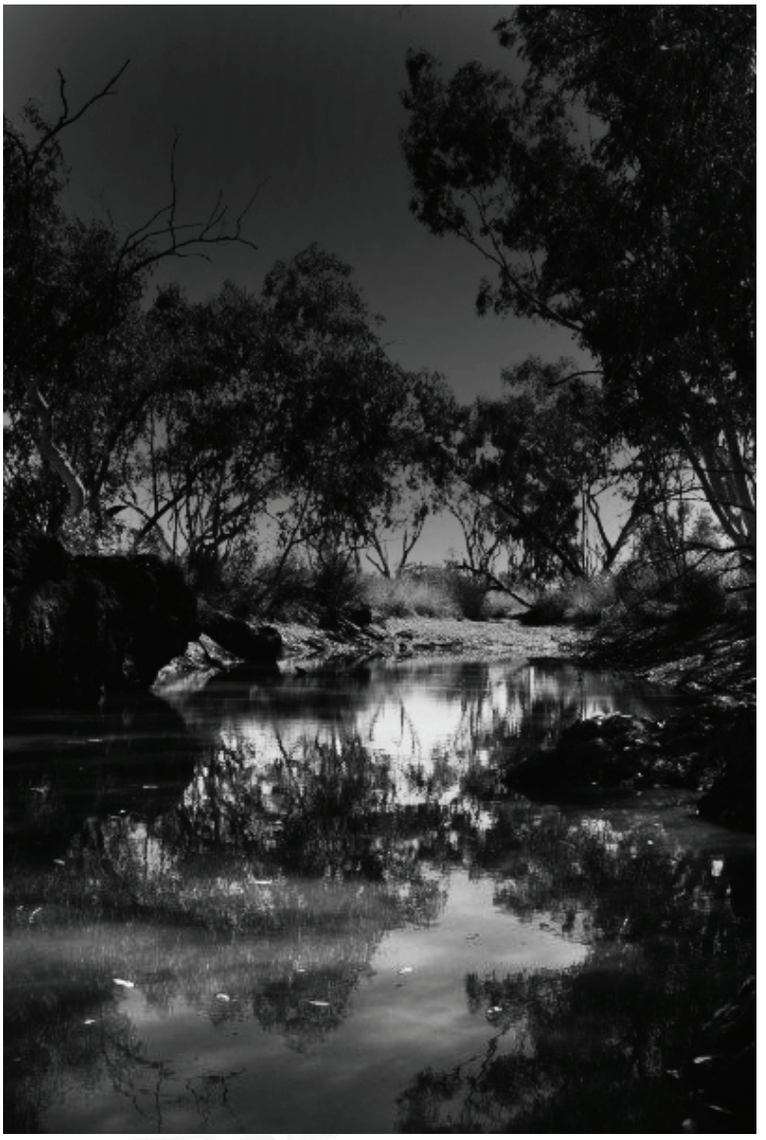
Low Waterline - 4R

Hazard, Wetlands, Aquatic
This area of Marshland/Estuary has a particularly low waterline, exposing rocks, stumps, and other potential risks to airboats and other vessels. 'Drowned' zombies can climb onto the boat since they will be below waistline and 'collisions' can occur with a failed 'Per - Drive' check while Navigating. For this period of Time, increase the diffifculty of 'Per - Drive (Watercraft)' by the Environmental Modifier.

Mania - (special)

Panic
Play after a character is Panicked
Characters feel an obsessive need to focus all their attention on one goal. A party may not claim any 'Secondary Objective' SP rewards for the duration of 10d6 Time.

The Risk cost is 10 per party Morale.



Misplaced Rage - (special)

Panic
Play during the period of Time after a character was Panicked

A character has found violence as an effective, however inappropriate outlet for their rage at their current situation. Two characters fight d6 rounds of Grappling. This can be prevented by an 'Emp - Calm Other' check or by being broken up with a successfull Opposed Strength check. A grappling character uses their same roll for their Grapple as they do for the Opposed Strength check of anyone trying to pry them off.

The Risk cost is 10 per party Morale.

Noisy Terrain - R: 1d6

Environment, Encounter, Stealth
The area around a character is littered with twigs, broken glass or any other substance that makes some noise when stepped upon. One character that moves must make a 'Per - Hide' check immediately or all opponents will be alerted. Can only be played if opponents are 'Passive'.

Patrol - R: 1d6 - Per. Lv. of opponent

Encounter, Stealth
One opponent nominated immediately after an E% is successful is actively patrolling along a somewhat predictable path, but remain unaware of the player characters. Oppo-

nents moving in this way move at their 'Passive' speeds. The movement is controlled by the GM. Note that there is a chance that the Risk cost could be 0, allowing multiple opponents to be targeted with this before an Encounter begins.

Paranoia - 25R
Panic
Play after after characters flee an Encounter due to Panic.
A party loses 1d3 Morale and Empathy checks are made with a Difficulty equal to the Morale loss.

Psychosis - 25R
Panic
Play after a character is 'Panicked'
A character develops a psychological coping mechanism for their stress. A character develops 1 Tier worth of a Handicap.

Raider Ambush - 30R - (special)
Hazard, Road, Vigilante
This Hazard will count as an automatic 'Vigilante' E% result that may or may not include vehicles (per GM's discretion). The cost of this Hazard is reduced by 1 Risk per 2 'Vee' of vehicles in the players' Caravan, as this represents the Noise and presence of the caravan during their travels.
GM's can decide how this plays out, be it a blockade, chase, or ambush as it refers to the deployment of opponents in the Encounter.

Roadkill - 2R
Hazard, Road
An animal (or zombie) casually stumbles across the road while the Caravan is in motion. The driver of the lead car must immediately make a 'Per - Drive' check, using the Size of the Vehicle as a Difficulty. Failing this will result in Impact damage on the Vehicle normally.

Rough Road - (Special)
Hazard, Road
A GM can spend any amount of Risk in order to decrease the distance traveled between periods of Time by 1d10 per Risk spent.

Septic - 5R
Hazard, Medical, Biohazard
This Hazard can apply to any other Hazard. If the characters fail any check required of the Hazard (including combat), the character will count as having been in 'Very Unsanitary' conditions for purposes of Natural Healing. In the case of 'Flood', this automatically applies if the flooded area is travelled through.

Stench - 2R
Hazard, Aquatic, Zombie
This can be played during any Encounter. The stench of the stagnant air and decay is too much for many to handle. A 'Willpower' check is required. Characters that get bonuses from the Billy Goat skills and the like could potentially claim the bonus in this situation.

Tight Squeeze - 2R
Hazard, Underground, Challenge
The next area is so constricted, that the exit is only accessible via a small entry point, it will require a 'Will - Resist Panic' check to bypass. Players cannot move faster than 'Crawl' speed in this area. Claustraphobia obviously factors into the Difficulty of this check.

Turned Around - 5R
Panic
Play after characters flee an Encounter due to Panic
In their haste, the characters get lost or have gone far off course. The follow-up 'Per - Navigation' check after fleeing an Encounter will have +1 Difficulty.

Vermin - 25R
'Vermin' Hazards are available to the GM as described in the 'Gamemaster's Companion'.

Vigilantes (Raiders) - 50R
This Hazard adds Vigilantes to the available opponents at 5 DoS in an E% check. This Hazard can be taken multiple times, each time decreasing the required DoS in an E% check by 1.

Notes

Notes

Outbreak: Undead..

Annual vol.3

Another year of compiled digital content!

In this, the third volume of collected Free Content Friday, you will be able to enjoy all of what was offered throughout the year in a newly revised and edited format! Brilliant new settings including the depths of an Undercity, the Open Road and Caravans, and a Marina Stronghold, all of which are now available to you and your players. There is also the mini campaign as part of “Things That Go Crash In the Night III” where players can battle a host of modern takes on Greek mythology and monsters. There are things for all players new and old, for those just starting Outbreak: Undead.. campaigns or dedicated fans who want an easily referenced compilation of all of the past year’s editions of Free Content Friday.

This annual includes:

- **New Missions**
- **New Character Types**
- **New Settings**
- **New Opponents**
- **New Hazards**

and a Mini Campaign: “The Stygian Horror”

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ISBN 978-0-9833179-5-1
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