

Outbreak: UNDEAD..

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Chapter 1: About Outbreak: Undead

pg. 06

The result of opposed checks can be determined by who has a greater number of Degrees of Success if the value of the numbers rolled on the d100 are themselves not directly relevant to the result of the check.

Chapter 2: Characters

pg. 11

Strength

Average is 16-30, not 16-35 as stated.

pg. 18

Police, Military and Correctional Officers will factor in their base 20 Attack before the choice of skills that can increase a character's Attack, not afterwards.

pg. 22

Doctor, Surgeon

Incorrectly lists 'Medic' as a potential bonus skill. The skill 'Medic' does not exist in this game.

pg. 25

Lawyer

Lawyers may also add a +25 bonus to Empathy when making 'Per - Diplomacy (Coax)' checks in addition to the other bonus this type allows.

pg. 26

Thief/Burglar

A thief or burglar must be taking 'Point' or be solo in order to take advantage of their bonus for 'Per - Search, Hide' check.

pg. 28-29

This is the 'Yourself as a Character' section that was referenced elsewhere.

Also, the SPEW stats of a character based on a player may have a less than 120 total as per Template Character rules. Characters based on players still have the advantage of Gestalt Dice where template characters generally do not.

pg. 30

The movement as indicated in the text is correct, the list is incorrect. The entry should read:

Base Movement (crawling speed) =
Height

Base Movement x2 = Normal speed

Base Movement x4 = Running speed

Base Movement x10 = All-Out Sprint _____

The sticky on the right incorrectly states the Chapter that speed, stamina and stealth are gone over in greater detail. It is, in fact, Chapter 4, not Chapter 3.

Chapter 3: Skills and Traits

General note:

Most characters are allowed a base of 5 Tiers worth of skills upon their creation. Characters can sacrifice 1 Tier for 5 extra points in any SPEW attribute.

pg. 31

Full Defense replaces 'unmodified defense' for the sake of clarity.

To determine Full Defense use the following formula:

Base Defense

+ Defense-increasing Skills

+ Protective Gear = Full Defense

pg. 36

Training time, unless otherwise stated, will be 1 week per existing Tier in any skill.

pg. 44

Bilingual

The Bilingual skill has been changed to the following:

Bilingual

No prerequisite

1st Tier

The character has the ability to speak, read and write in another language can allow more flexibility in one's ability to interact with others in their effort to survive. Learning this skill at a time other than at the character's creation will count as taking a 2nd Tier skill, but will start at 1st Tier level of understanding.

1st Tier: Basic understanding.

Requires a Perception check in order to communicate, but the limited grasp on the language will be immediately apparent. The Difficulty of the check is 2, increased by a further +2 if the language is not of the same family of the primary language of the character attempting to use it.

2nd Tier: Fluency. Characters with this skill can speak and read one additional language fluently and add +5 to Empathy for any 'Emp - Diplomacy' checks.

3rd Tier +: If a character takes this Skill to the 3rd Tier and beyond for a single language, they have mastered the language and speak it with eloquence and can pick up and speak different dialects of the same language if need be. This

allows a character to increase the 2nd Tier Empathy bonus to +15 if they are dealing with someone who speaks the language as their primary language.

Tertiary: Add +1 to Stronghold's 'Culture'.

The skill Billy Goat now has this additional rule:

This skill can manifest out of pure necessity. If a character survives long enough for there to be an increase in Outbreak Level, then they may take this skill for free if they have a Will of 30 or higher and naturally lack dietary specificity.

pg. 48

Calm

The Calm skill has a reduced Willpower prerequisite from 40 to 35.

pg. 60

Heroic

The Heroic skill now applies to characters escorting Population during an 'All-Out Defense' mission.

pg. 65

Martial Artist

The Martial Artist skill has reduced SPEW attribute prerequisites. Characters only need 30 Strength and Perception in order to take this skill, not 35 as stated in the book.

pg. 75

Survivalist

The Survivalist skill should read as follows:

The main feature of this skill is that rugged independence and simplicity of lifestyle are mandatory, as well as experience being away from civilization for long periods of time.

The character has increased ability to survive for prolonged periods of time using basic tools. Characters with this skill will be granted a Perception bonus of +15 for 'Per - Survival (biome)' checks. Once a safe place or regular food supply is found, you do not have to roll checks to find it again unless you are sidetracked or disoriented somehow. Note that this skill

only extends to a single biome, and not all 'Per - Survival' checks they make, so a character must choose a specific biome when selecting this skill. The available biomes are as follows: Temperate Forest, Tropical Rain Forest, Grassland, Desert, Chaparral, Marine, Freshwater, Tundra, Taiga, Ice, and Urban.

Also, the Degradation rate of '10 Essentials' equipment is reduced by half.

The Training Time and prerequisite Tier is reduced for taking additional biomes as additional Survivalist skills. This represents a character having the fundamentals of survival to a reflex level of understanding. Subsequent biomes count as 1st Tier instead of 4th Tier.

Secondary: +5 RA, +5 MA

Tertiary: Strongholds get +1 Science and +1 Viability. This bonus only extends the first time the skill is taken, not for subsequent biomes.

pg. 77

Trigger Discipline

The benefit of the 'Trigger Discipline' skill extends to wasted shots from firing modes, as well as Panic.

Chapter 4: The Turn

pg. 92

Movement should include the following in the list:

- Rest/Laying Low - Vision and Hearing sense are reduced to Lv. 0 when determining the percentage values of E%.

Doubletime should be changed to 'Running' to keep game terminology consistent. The entry is otherwise unchanged.

pg. 99

Basic Formation

A broken formation can be rallied back in line. The character who wishes to take Point must make an 'Emp - Diplomacy (Command, Intimidate)' check in order to rally the characters back into formation.

pg. 101

Endurance

For further clarity on when a 'Str - Endurance' check is warranted:

An Endurance check is made when a character wishes to spend consecutive periods of Time exerting themselves by sprinting or in lieu of a 'Per - Survival' check to stay awake throughout the night instead of finding proper food or shelter. A Character does not remove Difficulty penalties for Endurance checks if they are forcing themselves to stay awake.

Also, each Time spent resting requires that characters not make any significant movement in addition to taking no actions.

pg. 103

Survival

Change the "Degrees of Success" entry to the following:

Degrees of Success: A character is able to sleep and heal wounds as if they were in a Stronghold. They are able to find a local food source and are sheltered enough to sleep for 1 Time per degree of success. During these periods of Time, no E% are made. A 'Headshot' in this check will either result in a character finding a shelter that can be retreated to and used later or find a very plentiful food or fresh water source. This will decrease the Difficulty of subsequent checks by 2 to a minimum of 0 if the character manages to get to the same place.

pg. 104

Navigation

For further clarity on this skill, the Difficulties associated with this skill is assumed that no navigational aides are available. Most populated areas are laid out in such a way to make navigation easier, so provide the following bonuses: Nearly all populated areas are planned to aid in navigation using several signs and roads to lead the way. As a result, a character may add the following bonuses to their Perception for making 'Per - Navigation' checks in certain areas providing they have proper directions to start with:

- +25 for rural areas
- +20 for suburban areas and small towns
- +15 for large cities
- +5 for well-worn trails
- +0 for being in the middle of nowhere or in unfamiliar towns or cities

pg. 107

Hold

The Difficulty of the Hold action is equal to the 'Perception Level' of the opponents in the encounter, if in range of any of their opponent's senses as per pg. 136-139. If out of range, the Perception Level is not factored into the Difficulty.

Chapter 5: Zombies

pg. 144

Character Movement and E% Checks

Add the following entry:

Rest/Laying Low - Zombies do not factor in their Hearing or Vision sense when determining the result of an E%.

pg. 165

Glutton

Throwing their Weight Around - A glutton's damage roll will only cause Bite Wounds if the character being Grappled is Knocked Prone. If a Glutton is successful in their Grapple check, then the character must make a 'Per - Balance' check or be 'knocked prone' as a result of the Impact Wound from the Grapple. The character being knocked prone still counts as being in a Grapple with the Glutton.

pg. 175

The Beasts

A GM can deem certain areas to be the habitat of such monsters and that any successful E% they make will result in encounters with zombie Beasts, not just those successful by a certain amount of degrees of success.

pg. 180

Raptors

These beasts now use Swarm rules as detailed in our FCF, but will be repeated here for ease of reference.

Swarm - Raptors are not dangerous unless encountered in large numbers. Roll (d3 + OL) when the encounter begins, this will be the 'Size' to determine the number of successful ZK% needed to destroy the Raptor swarm.

Damage - The collective pecking of Raptors will only do 1 Damage per Size of the swarm. Defense, however, does not reduce damage characters take.

Pursue - Fleeing a zombie encounter with raptors will cause them to follow you, continuing to add their 'Vision' bonus to subsequent ZE% rolls and their Alert bonus to the number of zombies players encounter as long as players move in plain sight. Hiding in buildings will not cause them to go away. The raptors will simply wait outside and make noise. This negates the benefit of Resting/Laying

Low by allowing Zombies to still use their 'Listen' sense even if the characters do not move or perform any actions during periods of Time. Zombies still may not use their Vision sense, however.

Bane (Flame Weapons, Shotguns) - These are bane weapons against Raptor swarms.

Resistance (Rifle Weapons, Bows/Crossbows, Piercing Weapons) - Only an Attack with 3 or more degrees of success will count as a successful ZK% against Raptors when using these weapons.

Chapter 6: Combat

pg. 201

Damage and (Size)

Some types of zombies require more successful ZK% made against them than their physical size may indicate. This means they are simply more resilient without being larger. Their physical size will still be listed as a number in the Zombie entry, but the actual number of ZK% that need to be made against them will be listed in parenthesis alongside their physical size if such a distinction needs to be made, so the entry would read Size: 1 (3), meaning that it is Size 1 physically (making it average human sized), but for whatever reason requires 3 successful ZK% to be made against the zombie before it is destroyed.

These exceptions are rare, and typically involve zombies of the 'Unique' type instead of those that are considered 'Standard'.

pg. 203

Damage and the Living

When determining the results of Ranged or Melee Attacks against The Living the 'Lethality' of the weapon doesn't factor in the same way it does with zombie targets. Instead of causing an outright kill, an attacker gets to roll a number of damage dice as indicated in a weapon's entry per degree of success in their attack the same way Zombies get to roll their damage after a successful grapple with a character. Because The Living are much more susceptible to injury, a character landing an attack against The Living will get to add bonus Degrees of Success equal to the 'tens' value of the weapon's Lethality at the appropriate range.

i.e. A firearm with a short range Lethality of 35 will add 3 bonus degrees of success when determining the amount of damage dice allowed to be rolled for making a successful attack with it.

pg. 207

Weight of Numbers

The weight of numbers bonus counts the combined Size of both sides, not just the number of participants.

pg. 213

Failing While Using Pistols as Defensive Weapons

When a character uses a Pistol weapon defensively and fails their

Ranged Attack check, then they will count as having rolled a '0' on their Grapple check when determining the results, which means their base Strength (plus any potential modifiers from skills) may still apply to the result. This means that even a failed point-blank shot may still result in a successful Grapple, even if that is unlikely.

pg. 233

Healing

Generally, 20 Time is the minimum required before any kind of natural healing can occur.

Chapter 7: Vehicles

Vehicle Universal Special Rules

Aquatic/Amphibious

This kind of vehicle is either totally restricted to water or in rare examples, certain amphibious vehicles can drive on land as well.

Electric/Hybrid

Decrease the Vee of a vehicle by half when determining Fuel Consumption.

Overload (X)

Some vehicles are designed to carry lots of cargo and heavy loads. The number in the (X) position is the multiplier for the amount of Cargo capacity a vehicle can carry before any noticeable loss in performance.

Pedal - Each 'Time' a pedal powered vehicle is used, a 'Str - Endurance' check must be made. For its rate of acceleration a character can count the vehicle as having 'Vee' equal to the Difficulty of the 'Str - Endurance' or 'Per - Drive (bicycle)' check. Each 'Vee' will increase the Difficulty by a cumulative 1 (1 Vee = Difficulty 1, 2 Vee = Difficulty 2, 3 Vee = Difficulty 4, etc). Pedal powered vehicles are exempt from 'Fuel Consumption' rules.

Flight

Vehicles capable of flight will be able to avoid all E% results while in the air against non-flying opponents and can travel several times faster than on land, varying wildly depending on the type of vehicle. They require specialized places to take off and land (excepting helicopters) and flying one untrained is impossible. Those attempting will have the Difficulty increased by 2 per Size of the vehicle and will treat any failed 'Per - Drive (flight capable vehicle)' as a 'Catastrophe'.

Fuel Consumption

A Vehicle will consume 1 CU of Fuel per Time equal to the vehicle's 'Vee' + 'Structure' - 'Size' rounding down unless stated otherwise. If this number is less than 1, then count it as 1.

Size

An object's 'Size' is how massive it is. It encompasses both weight and volume. Most of the time, a player will not need to consider Size unless interacting with

something significantly larger or smaller than it, or when determining how difficult it is to navigate terrain. All things with a 'Size' are subject to the limitations of their physical dimensions, regardless of how well they can navigate certain terrain.

A 'Size' profile is restricted to those objects that are too large to have simple CU values, or the objects themselves would not be appropriately described as being cargo. An object with CU is always an inanimate object, but living objects and especially large inanimate objects all use 'Size' to describe them.

pg. 252

These entries have the following changes:

SUV/Small Truck

Fuel: 6

Overload (2x)

Pickup Truck

Overload (3x)

Chapter 8: Equipment

pg. 254

For further clarity on the following entries:

CU - Cargo Units. This is how much space the equipment normally takes up. It also determines the item's purchase price in Resource if no 'Value' is associated with the item for purposes of trade or bartering. An item with Value 0 that has CU is simply an item that takes up space with no worth.

Value - This is the value of the equipment for the purpose of trade or bribery. This can also be set at 0, which indicates that it cannot be bartered with, even by using its CU in place of a Value. Such items are considered so common that they are worthless.

pg. 259

Bartering and Persuasion

Characters bartering will increase or decrease Difficulty of an 'Emp - Diplomacy (Barter)' by 1 per Value of discrepancy. Not 5 and 3 as stated in the book.

****An Important Note Regarding Value, Uncommon and Rare Descriptors****

In regards to equipment's Value, and Uncommon and Rare descriptors: these are values and descriptors that can vary completely from outbreak scenario to outbreak scenario. Even within the same outbreak scenario, two geographic regions can place greater value on certain items based on their availability and need. It is impossible to cover every possible scenario with a blanket Value or assume that an item will always be common, uncommon or rare for this reason.

Because of this, it is part of outbreak scenario construction to determine what, if anything, is considered 'uncommon' or 'rare' as well as giving such items a 'Value' that reflects an object's worth in the scenario a GM constructs.

i.e. An outbreak scenario that takes place at an arctic research facility may give heavy down jackets and snowshoes a high 'Value' due to their usefulness (and in some case, due to their absolute necessity), but an outbreak scenario that takes place in a desert will treat the same objects as having virtually no 'Value' because there is no need for them.

To continue with this example, the need for such gear will often determine availability, which means that the snow gear mentioned may be common or 'Uncommon' if searching for it in the arctic outbreak scenario, whereas the same gear in the desert would probably be considered 'Rare'.

Value 0

It is possible to give some objects and equipment a Value of 0. This gives it virtually no worth when attempting to barter with it or trade with it. This represents items that are useless or are so common that they are almost everywhere. Since the item will still have CU, they must still be purchased with Resource, as the item will still have mass and volume, and hence still take up space even if the Value is 0. This is necessary because the entire economy of scavenging is based on how heavy something is and how much volume it takes up.

A GM can allow for Value 0 items to be searched for with bonuses or without requiring an entire period of 'Time' like normal searches. For instance, looking for a change of clothes will often be an easy task, so a GM can waive the normal 1 Time requirement in order to obtain such equipment or can grant significant Perception bonuses to for the Search check.

Most simple bludgeoning, piercing and slashing weapons can be considered Value 0 for the purposes of searching in this way.

pg. 260

Alternative Purchase Option: The Resource Catalog

A GM, if they desire, can construct a 'Resource Catalog' as a method to track what the survivors have gathered with their searches. A Resource Catalog is a list of what a character is able to purchase with their available Resource. The benefit to using this is that there is no such thing as 'Unspent Resource', as everything that could potentially be available for purchase with Resource has been made known. Instead of finding the items individually, the characters search not only to gather Resource, but to expand

the Resource Catalog of what is available for purchase. The individual items themselves are subject to 'Degredation' on the chart before the supply of a certain item is exhausted.

What is on this list is based on the locations that the characters loot during missions or what kind of location they are in when the game starts. For most scenarios, the items are automatically added to the catalog once the location is successfully searched. The master list that can be purchased from when characters are in their Stronghold is the 'Stronghold Resource Catalog'. Otherwise, purchases can only be made in the location they are found in.

A GM places items in the master Resource Catalog available to the characters by the degrees of success of the 'Per - Search' check made at that location. The drawback to using Resource Catalogs is that each location a player searches may require its own available items for their resource catalog. Here is a sample Resource Catalog.

CRAZY ROBERT'S HUNTING SUPPLY

Resource Catalog (Crazy Robert's Hunting Supply)

Degrees of Success for 'Per - Search' - Name of item that can be purchased - (Degradation)

- 0 - Gun Cleaning Kit - (1)
- 1 - Intermediate Pistol Cartridges (4)
- 2 - Stun Gun - (1), First Aid Kit - (2), 9mm Handgun - (3)
- 3 - Intermediate Pistol Cartridges (0.5), Empty Magazine (2), Gasoline Can - (4)
- 4 - Shotgun - (3), Intermediate Rifle Cartridges (2), Shotgun Shells - (2)
- 5 - Intermediate Rifle - (4), SMG (intermediate cartridges) - (5)

The players in the above example looting the gun store, get significant degrees of success with their 'Per - Search' check, for instance, achieving 4 degrees of success, indicates that looting the store yields not only 4 additional Resource as per normal Search rules, but the 4 degrees of success indicates that the players uncovered all but the most hidden items on the list and would be allowed to add the items to their own catalog as indicated on the store's catalog

from 1-4 degrees of success. The items on the list that indicate that they require 5 degrees of success to purchase still remain unavailable to the characters. So in this case, all but the Intermediate Rifle and SMG can be purchased with the Resource gathered during this mission. The rest of the items that have been found can be added to the 'Stronghold Resource Catalog' and remain there, or the item can be purchased immediately.

Whether or not a GM reveals that there are items yet to be found at a location is entirely up to the GM.

Note: The same item may appear multiple times on the same Resource Catalog. This is done to represent caches of the same weapon hidden in different quantities, thus giving them differing Degradation values.

Resource Catalogs and Degradation

Each time an item is purchased from a Resource Catalog, roll Degradation as per the rules on pg. 302. If the roll indicates that the item is degraded, then it may no longer be purchased from the Resource Catalog. It must be searched for again at a different location (or the same location at a different degree of success requirement) in order to restore its availability for purchase.

Chapter 8: Equipment, cont'd

pg. 261

Currency and Exchange

Substitute the formula in the book for the following:

(currency exchange rate for 1 oz of gold)

x (Outbreak Level)

= 1 Value

pg. 263

Universal Firearm Rules

New Universal Special Rules

Armor Penetration (#)

These firearms are extremely effective at penetrating defenses. It will decrease Defense equal to the value indicated where the (#) is after Armor Penetration at close range, 1 less than the value at medium range, and 2 less than the value at long range.

Recoil

All firearms produce some recoil, some much more than others. Some produce so much that it takes quite a bit of Strength in order to keep a firearm steady. A firearm with this in their entry will be a weapon that has such tremendous recoil that a character needs at least 5 Strength for every full 10 of Lethality the firearm has at its closest range. If someone of lesser Strength attempts to use the weapon, then it will increase the Difficulty of its use by 1 or more. Note that there are very few firearms that would produce this much recoil, as many models now incorporate mechanisms that suppress recoil tremendously. It's only those models that lack such measures that would have this additional rule.

Special Firearm Rules

Noise

Add this to the entry: A firearm will have Noise: 1 unless indicated otherwise.

Shock and Awe

Add this to the entry: Survivors may claim a +15 bonus to Empathy for 'Emp - Diplomacy (Intimidate)' checks.

Firing Mode: Fully Automatic

Add this to the entry:

- Generates +1 Noise more than normal, but it counts as 'sustained noise'.

Flame Weapons

Flame weapons do not generate 'Noise' unless it is an explosive, in which case it will generate 1 Noise per 10 Lethality of the weapon.

pg. 273

Intermediate Pistol Cartridges

Note that .38 Special will occasionally fall under this category depending on the firearm using it. Also, certain types of ammunition similar to the 9mm will have the stopping power of a cartridge of much higher calibers, such as in hollowpoints, dum-dum and tungsten rounds. Most police officers carry such ammunition standard. Such exceptions may use the Lethality and Damage entry of a Heavy Pistol Cartridge.

pg. 278

Intermediate Rifle Cartridges

The examples are clarified as follows
5.45x59 Soviet-7.62 Soviet (includes 5.56 NATO), .30-06

pg. 279

Heavy Rifle Cartridges

The examples are clarified as follows:
Historical: 6.5 Arisaka-.30-40 Krag, 8mm Mauser,
Modern: 7mm 300 WSM

Massive Rifle Cartridges

An additional example is the 308 Lapua Magnum

pg. 281

Light Machine Guns

CU: 2

FC: Uses 'firing modes'

The M60 was classified incorrectly as falling under this category. MG42 is more accurate.

Light machine guns also DO NOT have '3-Round Burst' as a firing mode.

Add this entry:

Medium Machine Gun

Lethality: 35/30/25

CU: 3

FC: Firing Mode: Fully Automatic

Capacity: 100 round magazine

Value: 12 per Outbreak Level (12xOL)

Damage: 2d6

MG-42, M60

Special: Firing Mode: Fully Automatic.

Rare.

Heavy Machine Gun

FC: uses 'Firing Modes'

Some examples are as follows: Browning M2, certain GPMGs (general purpose machine guns)

Heavy Machine Guns DO NOT have 3-Round Burst as a firing mode.

Chapter 8: Equipment, cont'd

Shotgun Shells

Shotgun Shells, 7 1/2 Birdshot

Lethality: 40/25/5

CU: 15 shells = 1CU

FC: 2

Capacity: 5 round magazine

Value: 6 per Outbreak Level (6xOL)

Damage: 1d6

Shotgun Shells, 00 Buckshot

Lethality: 60/25/10

CU: 15 shells = 1CU

FC: 2

Capacity: 5 round magazine

Value: 6 per Outbreak Level (6xOL)

Damage: 1d6

Slugs/Specialty Rounds

The unique construction and make of the shotgun allows for unparalleled customizability with ammunition types. While most of these serve to make the round less lethal, it serves to make the shotgun quite versatile.

Hunting, Non-Lethal, and Military Shells

These specialized rounds are usually rare. The reason being is that their use is either restricted or not widely distributed. Some of these shells are included strictly for the sake of completeness (or admittedly, novelty).

Bolo rounds contain 2 round balls or discs connected with wire. This immediately knocks the target prone and they must spend an extra turn getting up. Use the percentage chance for both zombies and the living to see if the bolo shell binds the target. This is woefully inaccurate, however, and increases the Difficulty of all shots fired by 3.

Buck and Ball rounds contain a half sized slug with buckshot piled on top of it. This increases Lethality by +10/+15/+10 to indicate it's effectiveness at medium range, where most shotgun shells begin to drastically lose effectiveness.

Brenneke and Foster 1 oz slugs are rifled for increased accuracy. The hollowed rear further improves accuracy by placing more mass in the front of the projectile,

making it a more stable projectile. Both slugs feature fins, which increase stability in flight. This sort of round has the same Lethality at medium range as they do at short range. They also have the same Lethality at all ranges, but their long range tops out at approximately 450 feet. Among special shotgun shells, these are among the most widely available.

Armor Penetrating or Steel slugs benefit from increased penetrating power, so as a result, at short and medium range, their Lethality is increased by 10 and get +1d6 damage. They also have Armor Penetration: 4.

Flechette rounds contain aerodynamic darts, typically from 8 to 20 in number. The flechettes provide greatly extended range due to their aerodynamic shape, and improved penetration of light armor. Performance is poor due to the very light weight of the flechettes, and their use was quickly dropped from the military due to its ineffectiveness at penetrating defense. In addition, the use of such rounds was banned by the Geneva Convention, which makes this round exceptionally rare. It's just as well, these rounds are not particularly useful. Against the Living, they have an increased Lethality of 5 at all ranges.

Tungsten shells have incredible penetrating power. They add +15 to all Lethalities and have Armor Penetration 4.

Grenade rounds use exploding projectiles to increase long range lethality. These are currently experimental (and thus nearly impossible to obtain), but grenade rounds, which comes in both armor penetrating and fragmentary forms, is under consideration by military forces. It is unlikely that you will ever come across these shells. They are included here for the sake of completeness. Grenade rounds get +10 Lethality at short range and have the same Lethality at medium and long range as they do at short range and get +1d6 to their Damage

Non-lethal rounds

Bean Bags/Rubber Slugs/Rubber Buckshot fire a loose, dense, or bouncy substance. The 'punch' effect of the bag is

useful for knocking down targets and are used by police to subdue violent suspects. The bean bag round is by far the most common non-lethal round used. Due to the large surface area of these rounds, they lose velocity rapidly, and must be used at fairly short ranges to be effective. Use at extremely short ranges, under 10 feet (3 m) can result in broken bones or other serious or lethal injury. These rounds can only make a zombie Knocked Prone at close range. To a zombie, it is useless at medium and long ranges. The Living will have to make a 'Str - Resist Pain' check or be Knocked Prone. If they fail the 'Str - Resist Pain' check by more than 3 degrees of failure then the character will also be in Pain, but the pain will fade after the Encounter.

Gas shells spray a cone of gas for several meters. These are primarily used by riot police. They normally contain pepper gas or tear gas. Other variations launch a gas grenade-like projectile. These are literally useless against the undead. Against the living, the targets will immediately be thrown into a state of Pain. If the target has a gas mask or some similar protection, then the round has no effect.

Disintegrator or Breaching shells are designed to blow out deadbolts, door locks and door hinges without risking the lives of those beyond the door. These rounds are packed with a mixture of dense metal powder (often lead) and wax, which can destroy a lock then immediately disperse. They are used by SWAT teams to quickly force entry into a locked room. Using a disintegrator shell will reduce the Difficulty of 'Per - Search' checks by 1, and generates 1 Risk. This is still lethal at close range, despite it being in the non-lethal category.

Bird bombs/Screechers/Flares are low-powered rounds that fire a flare, firecracker or noisemaker that is fused to explode a short time after firing. They are designed to scare animals, such as birds that congregate on airport runways, garbage dumps and ground receivers for delicate radio instrumentation. This has no effect on the undead or the living. It serves as a signal flare and will unfortunately alert zombies to your presence far more than most other type of cartridges or

Chapter 8: Equipment, cont'd

shells. This can count as a one use only 'noisemaker' or a 'signal flare' or both. To summarize:

- Bird Bomb - Noise
- Screecher - Noise
- Flare - Noise, Light

Blank shells contain only a small amount of powder and no actual load. When fired, the blanks provide the sound and flash of a real load, but with no projectile. These may be used for simulation of gunfire, scaring wildlife, or as power for a launching device. This can only be used to intimidate the living or draw attention.

Shock and Awe

Add this to the entry: Characters also claim a +30 bonus to 'Emp - Diplomacy (Intimidate)' instead of the normal +15 allowed by firearms.

pg. 286

Bows/Compound Bows/Crossbows

If you know the 'pull' of your bow, then add +1 to the ZK% per 5lb. of pull on the bow.

pg. 287

Bows and Crossbows use pistol range increments.

pg. 304

There is no more '10 Essentials' entry. It has been replaced by 'Survival Kit' that has the following profile:

Survival Kit

A basic survival kit, sometimes called the '10 Essentials'.

Cargo: 1

Value: 3

Degradation: 3

Reduce the Difficulty of a 'Per - Survival' check by 1.

1 Resource can be spent to remove d6 Degradation points from this item.

pg. 313

Laser Sight

A Laser Sight will grant bonuses to a character's Ranged Attack instead of to the weapon's Lethality. Also, add the following entry:

When first attached, at least 1 Time and 0.5 CU worth of ammo must be spent to 'zero' or calibrate the sight to the trajectory of the firearm.

pg. 315

Multi Tool

Value: 3xOL

Scope

Value: 4xOL

Add the following entry:

When first attached, at least 1 Time and 0.5 CU worth of ammo must be spent to 'zero' or calibrate the scope to the trajectory of the firearm.

pg. 316

Stun Gun

The chance of a stun gun knocking its target prone is equal to 75% - 25% per Size of the target.

Chapter 9: Gamemaster's Section

pg. 346-347

For ease of reference, we added the base E% modifier of each Outbreak Level:
Outbreak Level 1: +5 E%
Outbreak Level 2: +10 E%
Outbreak Level 3: +15 E%
Outbreak Level 4: +20 E%

Stronghold Stats and Tertiary Skills
Bonuses granted by Tertiary skills can allow a Stronghold attribute to be higher than it is normally allowed due to restrictions based on other attributes. Such as, Culture cannot be greater than Population, but a character with the Bilingual skill is able to increase it beyond that due to a Tertiary Skill bonus.

pg. 363

Piggybacking Missions
'Per - Survival' checks are described on pg. 103 and is in Chapter 4.

pg. 365

For the "Lost!" result, change it to the following:
4. Lost! - The characters, in their hasty retreat, got turned around and they lost large amounts of time backtracking. Add +2d6 to the Time counter. They count as being active during these periods of Time, increasing the Risk significantly. See the 'Risk' section later in this chapter for details.

pg. 369

All Hope is Lost! - Roll a d10 instead of a d6 to see if the Stronghold starts in a panic.

pg. 371

Bell the Cat
Piggyback Mission - add "this mission can be piggybacked without any sort of penalty" to the entry.

pg. 381

Search and Rescue
Piggyback Mission - add "this mission can be piggybacked without any sort of penalty" to the entry.

pg. 383

Supply Raid
Success: Any supplies gained by the success of this mission does not require any 'Per - Search' check to claim and does not require any Time to gather.

pg. 392

Fortify
False Sense of Security - add the note that a GM is recommended to make the check for this mission's success entirely in secret to factor in this rule more accurately.

pg. 394

Practice Makes Perfect
Failure
A catastrophe in the Objective will result in the waste of both Time and whatever Resources were spent.

pg. 397

Stealth
Additional Drilling - Training Time for additional drilling in this formation is only d10, not 15d10 as in the first taking of this formation.

pg. 398

Tripwire Alarms
Explosive - change the word 'explosive' to 'Munitions' to more properly reflect game terminology.

pg. 400

We Know This Much...
Time: 1d6

pg. 403

Add this mission:
Basic Weapon/Armor Manufacture (Equipment Manufacture)
Survivors can make basic weaponry using raw materials.

Prerequisites: 2 Resource, means to work the material into shape (for Difficult/Very Difficult to Craft materials only)

Time: 2d6 Time for every stage of Difficulty to Craft. Very Easy only requires 1d3 Time. +1d6 Time per stage of Durability the material has.

Objective: Successful 'Perception' check. This skill is modified by bonuses granted to types who have bonuses to manufacturing checks.

Success: One short, medium or long simple weapon (Bludgeon, Piercing, Slashing) is made. Using this as a weapon does not count as Gross Misuse. Or one

item of protective gear is created of the material used to determine the Time and Objective of this mission.

Failure: Nothing is created and Resource is wasted.

Special:

Production Speed - A character can decrease the 'Time' requirement by 1 stage of Difficulty to Craft' by increasing the Difficulty of the required 'Perception' check by 1.

pg. 417

Note that Uncommon and Rare equipment are mechanics that are introduced, but it is up to the GM to determine what is considered 'Uncommon' or 'Rare' based upon their own Outbreak Scenario.

Hold the Door!

The Difficulty to search while a door is being held is increased by 1, not d6+1.

pg. 421

Although it is up to the GM if this is the case, the following are no longer official factors in determining Risk:
- Survivors do not increase Risk by distance traveled. Instead it's mainly determined by Time spent active.
- Survivors cannot reduce Risk by doing evasive maneuvers.

pg. 424

Our most shameful mistake... the first section of this page is repeated from the previous page... they're correct otherwise.

Defense of a Location

Structure Class 1 - ...A location with 5 or more points of entry.

Structure Class 2 - ...A location with no more than 4 points of entry.

pg. 425

Defense of a Location, cont'd.

Structure Class 3 - ...A location with no more than 3 points of entry.

Structure Class 4 - ...A location with no more than 2 main points of entry.

Structure Class 5 - ...A location with only a single main point of entry.

Chapter 10: Glossary

Encounter Check (E%) - The check a GM makes to determine what, if anything is encountered during a period of Time or when performing certain actions. What is encountered based on the check's Degrees of Success or Degrees of Failure is determined by the Outbreak Level and other factors that contribute to the Outbreak Scenario.

Resource - The basis of an economy based on scavenging; Resource represents the equipment gathered during searching or looting that can be traded in for gear depending upon where the survivors search.

Resource Catalog - A method of keeping track of what has been made available to purchase with Resource that has been found during the course of a search. The items on the Resource Catalog are subject to Degradation to determine their availability for purchase.

Rest - Taking no actions during a period of Time. Encounter checks are still made, but zombie's do not add their Hearing or their Vision sense to the percentage chance of the E% success. This may decrease the Difficulty of 'Str - Endurance' checks, but only if voluntarily resting, and not forcing themselves to stay awake instead of making a 'Per - Survival' check.

Time - A span of time that is anywhere from 45 - 90 minutes. There are roughly 20 periods of Time that make up a single day. At what point it becomes night depends upon the geographic region and the time of year.

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