

Outbreak: UNDEAD..

zombie survival role playing game



QUICK START GUIDE

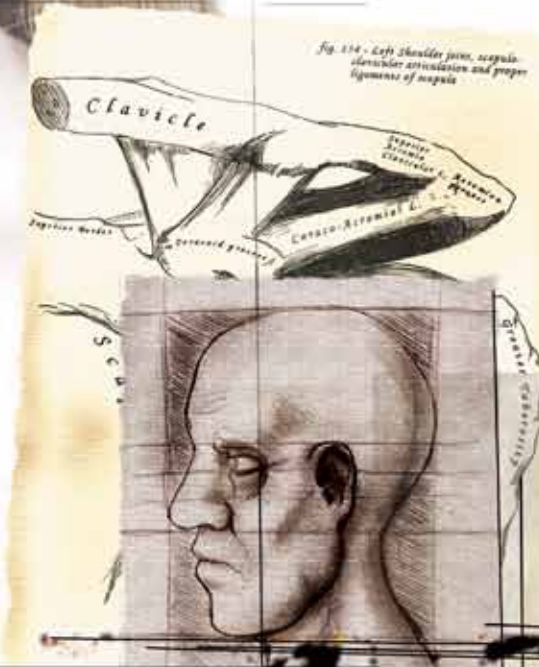


Fig. 114 - Left shoulder joint, acromio-clavicular articulation and proper ligaments of scapula



You are, no doubt, new to **Outbreak: Undead..**

Stands to reason... This game is brand new. Hopefully with this guide you will be able to quickly get over the learning curve and begin designing your own scenarios. We created this because there is no dedicated fan base to instruct newer players so in this book you will find:

- **The basics of game play, with introductions to core game mechanics**
- **Sample character templates and zombies**
- **An example zombie encounter**

To use this booklet you will require...

A copy of the Outbreak: Undead rulebook

while some of the rules are written in this guide, the majority of the rules are expanded upon in the book and page numbers are provided as reference.

2 ten-sided dice (2d10)

one to use as a 'tens' die and one to use as a 'ones' die.

At least 1 six-sided die (a d6)

to use for damage, mostly.

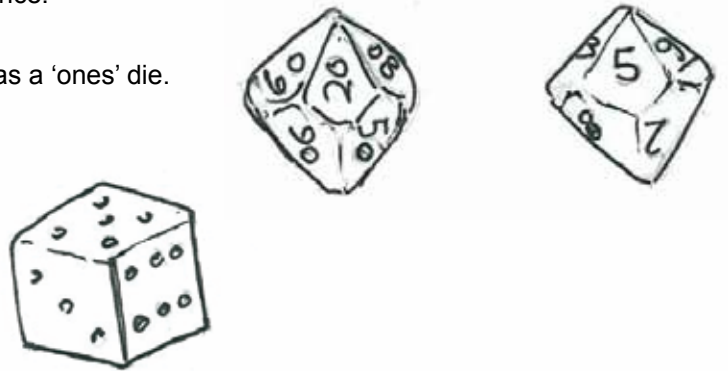
Pencils and paper

to keep track of game events.

At least one other player

because friendships are important.

Please note that this guide and the examples contained within should be read in order as they build upon each other.



Outbreak:Undead..

Objectives

For Players: To survive the onslaught of the hordes of zombies thrown at you and to test your inherent skills in a zombie outbreak.

For GMs: To run outbreak simulations for players in both a fun and challenging manner, so players can actually test their mettle in the imminent undead apocalypse before it happens.

Core Mechanics

System:

Outbreak: Undead is based on a d100 system, which means that there is a percentage chance of succeeding in any action on a dice roll ranging from 0% (no chance) to 100% (automatically). The percentage chance is set by the GM and/or modified depending on the check the player is trying to do. The best dice to use are two d10s, one marking the 'tens' die and the other the 'ones' die.

Checks:

The vast majority of checks in Outbreak: Undead are usually against one of a player's core statistics from their SPEW-AI (Strength, Perception, Empathy, and Will - Assessment Inventory). A character will take the number of points in their stat and attempt to roll equal to or under that number on a d100 percentage roll. Rolling equal to or below the set number (closer to 0) is considered a success, whereas rolling above the number (closer to 100) is considered a failure. Throughout the Core Rulebook the format for a SPEW based check will read as such: 'Stat – Type of Check'.

Example 1: Mike is trying to lift his badly injured friend and carry him to safety. As his friend is quite heavy with all of his gear, Mike must make a 'Strength – Lift/Pull' check. Mike's strength is 35, so he must roll a 35 or less on a d100 roll. He rolls a 32, just barely, but enough to lift his friend and get him to safety.

Difficulty

The GM can (and will for a myriad of reasons) increase or decrease the difficulty based on the check. Every one-point increase in difficulty decreases the percentage chance by 5%. Vice versa for reducing difficulty. Difficulty cannot be reduced below 0.

Example 2: Mike is still trying to lift his friend as in Example 1, but wants to hold onto his axe in his other hand. The GM feels Mike would be under a lot of stress by trying to do so, so the GM ups the difficulty by 1 (from 35% to 30%). This would mean Mike would need to roll under a 30% to succeed, as opposed to his normal 35%. If he rolled a 32, he would fail, even though his strength is 35.

Degrees of Success and Failure:

There is a special core mechanic in Outbreak: Undead – how good or bad you roll will affect the outcome of your action, as in real life. For every full 10 points you beat your roll by it is considered a 'Degree of Success', likewise for every full 10 points you fail your roll by it is considered a 'Degree of Failure'. Five or more Degrees of Success are called a 'Headshot' (an outstanding success) whereas five or more Degrees of Failure are called a 'Catastrophe' (bad, bad things happen). The specific effects of Degrees of Success/Failure are detailed in the Outbreak: Undead Core Rulebook, or they can be set independently by a GM.

Example 3: Mike is trying to lift his injured friend as in Examples 2, but rolls an 87 on his strength check of 30% (35 Str + 1 difficulty of -5%). He fails by 5 full Degrees of Failure (87-30 = 57 divided by 10 = 5 Degrees of Failure). This is a 'Catastrophe', so the GM determines that not only did Mike fail to help his friend, he tripped over him in the process and was himself 'Knocked prone' to the ground. He's lucky he didn't injure himself (GM's discretion)...

Opposed Checks:

All checks in the game are done as listed above with the exception of one – Opposed checks. Opposed checks are check made without percentage chances assigned to them. It's simply a matter of rolling

percentage dice and adding the related attribute, and whoever rolls higher is successful. The most common time this happens is when a character attempts to grapple with or use their strength against another opponent (be they zombie, human or otherwise).

Example 4: Ivan is grappling with a zombie. They both make opposed strength checks to see who wins the grapple. Ivan rolls a 67 and adds his strength of 35. The zombie rolls a 42 and adds its strength of 10. Ivan's total is 102, which beats the zombie's total of 52. Ivan wins the grapple with 5 Degrees of Success (102-52 = 50 divided by 10 = 5 Degrees of Success), so he not only shoves the zombie off him, he will immediately get a free attack on it as well.

Time Counter:

Time in Outbreak: Undead is based on a time counter. 1 unit of 'Time' represents a span of time ranging from forty-five minutes to an hour and fifteen minutes. This balances the day on a 20 Time scale (1 Day = 20 Time). Dawn is at Time 1, mid-day at time 5, dusk at time 10. Nightfall is from Time 10 to Time 20. Time is a mutable degree of measurement in a zombie outbreak. You might find yourself having to sneak around zombies, dispatching the occasional one, or doubling back to take a safer route. These types of events can sometimes take anywhere from thirty seconds to two hours to complete safely, and for this reason 'Time' is a variable entity in Outbreak, and is reflected as such.

Character Templates

Below please find three sample character templates that will be used in the following examples, as well as a stat breakdown of the standard zombies used in the examples.

Clive (Police) – Rifle
S: 30 P: 40 E: 25 W: 25
RA: 28 (13 nat) MA: 20 (12 nat) D: 11
(unmodified), 5 normal BR: 20%
Min atk 20 (+5 for Marksman, +5 for Sniper,
+5 Trigger discipline) = + 15
Skills: Trigger Discipline (1 - free) Marksman
(free), Sniper (free w/marksman),
Gunsmithing (4), Pack Rat (1)

Mitch (Security Guard) – Crowbar
S: 35 P: 30 E: 25 W: 30
RA: 12 MA: 13 D: 5/13 BR: 15%
Min atk 10 (no skills that change stats)
Skills: Early Bird (1), Trigger Discipline (2), BMX (2)

Ary (Civilian) – Axe
S: 30 P: 30 E: 25 W: 35
RA: 12 MA: 12 D: 5/11 BR: 15%
Skills: Backseat Driver (2), Bilingual (1), Billy
Goat (1), Mule (1), Handyman (1)

Zombie Template:
- Low Perception, Speed Slow – H/S/Sm (10% each)
- G – 0 / R – 0, Vir: 1, Damage: d6
- Movement: 10ft (average – see pg. 140 for
specifics)



Sample Encounter & Combat

The majority of interaction with the zombie horde is done through 'Encounters' that are randomly determined throughout the course of a mission. The following is a breakdown of how this basic scenario plays out.

Encounter Roll:

The GM makes an encounter roll each 'Time' the players enter a new location or go a set distance based on their speed traveled (see pg 345). An Encounter roll is based on how far advanced the zombie outbreak is (the 'Outbreak Level', pg. 345) and the Perception level of the zombies in the mission.

The formula is:

5% per Outbreak Level (OL) + E% modifiers of Zombie's senses = Total E%

(Pg. 415)

Example 5: Using the formula above, at Outbreak Level: 2 (OL: 2 x 5%), with our Low Perception zombies (Lv 2 [10%] – Hearing/Sight/Smell = 30 %ZE), the GM's encounter percentage is: 40%. They roll an 18, which is two Degrees of Success on an E% and consults the Outbreak: Level table (Pg. 346) and the result is: zombies (template), meaning that a GM deploys at least one zombie with additional special rules.

Depending on your Outbreak Level, different Degrees of Success or Failure on the GM's Encounter Roll will result in one of the following options for players to face: zombies, template zombies, unique zombies, panicked, vigilantes, survivors, or shattered. The Living are gone over in much greater detail in the Core Rulebook.

Options – Hide, Flee, or Fight:

When encountering zombies, players have three options: hide/sneak past the zombies, flee the encounter immediately, or stay and fight.

Hide:

Players have the option to 'Hide' from the encounter with a successful 'Per – Hide' check with a difficulty based on the Sense Level of the zombies in the encounter (pg 103). Hiding will allow characters to successfully avoid the encounter, but there will still be an increase in 'Time' as if the Encounter took place.

Example 6: Clive (a police sniper), Mitch (a security guard) and Ary (a civilian) attempt to sneak past the zombies and hide. The Sense Level of the zombies is Low (lv 2). They must each make a 'Per – Hide' check at +2 difficulty (+2 difficulty = 10%). If they all pass then they avoid the encounter, if only one person fails they must all stay and fight or flee.

Flee:

Players in over their heads or outmatched can decide to flee an encounter already in progress at any time (pg 414). To do this, they need a clear escape route (at least one exit point free of zombies) and they must all do so within one turn's movement. Risk will be added for fleeing (see Risk below).

Fight:

Characters decide to stay and attack the zombies encountering them. They must do so within a set amount of turns dependent on the zombies' speed and perception before more zombies are attracted to the sounds of combat (pg. 415). The GM then makes a roll to determine the number of zombies in the Encounter. The formula is as follows (pg. 348):

Zombies level of speed + Level of Perception + Outbreak Level + 1d3 = number of zombies in an Encounter.

Example 7: Clive, Mitch and Ary decide to stay and fight for this Encounter. The GM calculates the following: Lv of Speed (Slow: 2) + Lv of Per (Low: 2) + OL (2) + 3 (1d3) = 9 zombies in this encounter.

Deployment and distance of threats:

Next the GM determines how far away the zombies are from the players. The GM deploys the zombies

d100 feet away from the players decreasing it by 10 feet per Sense Level and Speed Level (see pg. 144). Players can make a successful 'Per – Spot' check to alter this distance by 10 feet (at their discretion) per each Degree of Success of their check (pg. 102); however, the GM may also decrease the distance for every Degree of Failure of a player's failed check. The orientation/placement of zombies in reference to the characters is at the GM's discretion.

Example 8: The zombies are Speed: Slow (Lv: 2 x 10ft = 20 ft closer) + Perception: Low (Lv: 2 x 10ft = 20 ft closer) = so the zombies will be deployed 40 ft closer than whatever the GM rolls for deployment on the d100. Thus any roll under 40 will result in zombies starting in close range (5 feet away) from a player.

Some missions will have their own special rules for deployment. Such differences will be noted in the mission entries themselves.

Surprise Phase:

Players have the ability to make a 'Perception – Spot' roll to influence whether or not the zombies will get a 'Surprise Round' against them if the zombies are deployed within 25 feet, and to alter the distance all zombies are deployed at. Note: Only 'Point' or 'Rear' characters in a formation may make this check, and if they fail the zombies will automatically get a surprise round (Pg. 144) and be deployed closed for every Degree of Failure.

Example 9: Clive, Mitch and Ary are in a formation, and the GM rolls that 5 of the 9 zombies are within 25 feet. Mitch as 'Point' and Clive as 'Rear' make 'Perception – Spot' checks based on their Perception and any environmental modifiers to the difficulty the GM sees fit to add. Mitch fails the check, but Clive succeeds with one Degree of Success. The zombies do not get a surprise round, the players get to go first, and the GM places the zombies 10 feet (1 Degree of Success) further away from the players.

Phases

Combat and turns are broken down into 'Phases' (pg. 91).

They are as follows:

- 1. Surprise Phase** – This represents the time before any cognitive decisions have been made and actions are strictly reactionary. Players or zombies make any 'Surprise' moves they are allowed and resolve Grapple checks for characters that begin the turn grappling.
- 2. Intent Phase** – This is the cognitive stage of a player's decision-making process where they decide what it is they are to do throughout the turn. All players declare their actions simultaneously in the same phase. As long as characters can communicate in game, a player can change what their Intent is, even after other players have declared their Intent. Players can continue to do this until checks have been rolled.
- 3. Check Phase** – All players make checks to determine the success or failure of their Intent.
- 4. Resolution** – Resolve the turn based on the success or failure of checks. If any zombie at this time is still alive, active and in Melee range of a character, the zombie will attempt to Grapple. If no zombies are in Melee range, the turn ends.
- 5. Grapple Phase** – Make and resolve grapple checks (Opposed Strength checks). Succeeding will shove the zombie off with no harm to the character. Failing will force the character to take Damage and make Bite Resist checks (BR%) to see if they avoid being bitten.
- 6. Damage Phase** – Subtract Health points due to wounds and any bleeding out injuries for 'Open Wounds' or damage from Poison if applicable.

Combat

Combat in Outbreak: Undead is done using the formulas below (pg. 199):

Ranged:

Shooter's Ranged Attack (RA) + Lethality of Weapon = % chance of zombie kill (ZK%)

Melee:

Combatant's Melee Attack (MA) + Lethality of Weapon = % chance of zombie kill (ZK%)

Zombie Defense (pg. 134):

A zombie's 'Defense' value is divided into 'Grappling Defense' and 'Ranged Defense'. Each point of Defense increases the Difficulty by 1 of a ZK% (5%).



Skills and equipment bonuses can (and will) add bonuses onto one's ZK%.

Below is an example of Phases 2 through 4 (Intent, Check, Resolution) of a sample Encounter during combat:

Example 10: Clive, Mitch and Ary, not having been surprised with a successful 'Per – Spot' check now decide to fight the 9 zombies attacking them in this encounter. In their Intent Phases, Clive, staying in position, decides to shoot his rifle at zombie A, Mitch will run up to attack zombie B with his crowbar, and Ary will run up to attack zombie C with her axe. Five of the zombies are within 30 feet (within the players' movement rate for one turn).

Clive's Fire Control (FC) is 1, so that means he can fire one shot a turn. His Ranged Attack (RA) is 28 and he adds the Lethality of his Rifle with Intermediate Rifle Cartridges (Lethality 30/25/20) at close range for a total of 58%. As Clive is a Police Officer, he has two skills that apply: 'Marksman' (pg. 65) and 'Sniper' (pg. 71). Each adds +10 to his Lethality as long as he is aiming at one target and not moving. So now Clive's total ZK% is 78% (RA: 28 + Lethality 30 + Marksmen 10 + Sniper 10). As our Low Perception zombies have a Ranged Defense of 0, no Difficulty is added to his check. He rolls a 67 (1 Degree of Success). Clive takes careful aim at the zombie's eye and BAM...one more zombie kill (see 'Weapon Familiarity' pg. 79). He subtracts one bullet off of his inventory and chambers a new round.

Mitch runs up to zombie B and swings his Crowbar (Lethality 20/-/-), but as he is attacking only one target (Crowbar special rules, pg. 307) he uses a Lethality of 30 at close range. His Melee Attack (MA) is 13 and added to the Lethality of the Crowbar (30) the total is 43%. Again, our Low Perception zombies have a Grapple Defense of 0, so no Difficulty is added to the check. Mitch rolls a 06 (3 Degrees of Success, $43 - 6 = 37 / 10 = 3$ DoS) and easily "brains" the zombie with the back of his crowbar. He chocks up another kill with his crowbar to his 'Weapon Familiarity' (see pg. 79). Two down, seven to go.

Ary runs up to zombie C and attacks at close range with her Axe (Lethality 30/-/-). Her Melee Attack (MA) is 12, so her combined ZK% is 42% (MA 12 + Lethality 30). She rolls a 17 (2 Degrees of Success), a solid hit. She adds a kill with her axe to her 'Weapon Familiarity' (see pg. 79). Three down, six to go.

As no zombies are in close range of any of the players, the turn ends and a new turn begins. In their Intent Phase Clive states he will attack zombie D standing still with his rifle. Mitch will run up to zombie E and attack with his Crowbar, and Ary will run up to zombie F and attack with her Axe.

Panic

If characters are fighting truly horrifying zombies, GM's can choose to make players pass a 'Will – Resist Panic' check prior to fighting or fleeing these horrors (pg 113). A character who has failed a 'Will – Resist Panic' check will be 'Panicked' and will have the added detriment of whenever they roll a check, they must roll an additional 'ones' dice and add this to their percentage chance (eg: 1-10% increased failure rate). This is known as a 'Mishap Die'. If all characters fail their 'Will – Resist Panic' check during an encounter, they must all immediately flee and take penalties for doing so.

Example 11: Clive goes to attack another zombie and sees a particularly horrifying zombie though the sights of his rifle, a 'Grotesque' (our Template zombie rolled for on the Outbreak Level table). The GM determines he must make a 'Will – Resist Panic' check to engage such a horror. Clive makes a 'Will – Resist Panic' check and rolls a 63, well over his Will of 25 (3 Degrees of Failure). Clive fails and is thrown into a state of panic (Any failure rate, 0 degrees of failure or more, is considered a failure; Clive just failed really badly on this one).

He still tries to attack the zombie, but will have to roll an additional 'ones' die and add that number to his total Ranged Attack Lethality. His ZK% is still 78% (RA: 28 + Lethality 30 + Marksman 10 + Sniper 10), but after his roll he will have to add an additional 'ones' die to his total (the 'Mishap Die'). He rolls a 71 for his ZK%, but then rolls a 9 for his 'Mishap Die', so he adds 9 to 71 and his total actually becomes 80 (0 Degrees of Failure, but a Failure nonetheless). His shot misses, and the zombie gets closer in the Grapple/Resolution Phase. Clive will have an opportunity next turn to try and make a 'Will – Calm Self' check to stop being 'Panicked' as an action.

Grapple Phase

If a zombie is not killed after it has been in close range of a character, it will immediately attempt to 'Grapple' with the character (pg. 207). A Grapple is an Opposed Strength check. If the zombie passes the check the character will take damage equal to the amount of d6 damage rolls the zombie inflicts (indicated in the zombie's profile) per Degrees of Success, minus the Defense of the character.

Example 12: Mitch succeeds in dropping zombie E with his Crowbar. Ary is not so lucky. She rolls an 84 and her

combined ZK% is only 42% (MA 12 + Axe Lethality 30), so she fails to kill the zombie in the Resolution Phase. The zombie will now have a chance to Grapple her in the Grapple Phase. Ary and the zombie make Opposed Strength checks. They each roll a d100 and add their Strength. She rolls a 22 and adds it to her strength of 30 for a total of 52. The zombie has a Strength of 10 and rolls a 32 for a total of 42. That was a close one...her roll beats the zombie's by 1 Degrees of Success and the zombie is shoved off and back into close range. If she had won by 2 or more of Degrees of Success she would have not only shoved the zombie off, but she would have 'Knocked it Prone'. She can engage the zombie with her equipped Axe next turn if she desires to do so in her Intent Phase.

Defensive Weapons:

Some weapons can be used 'Defensively', and are easy to use at close quarters to increase a character's chance of fighting off attackers (pg. 211). If the character has quick access to Defensive weapons or has equipped weapons that can be used Defensively then a character may add whatever Strength bonus they allow to the Grapple check.

Example 13: Ary is in the same Grapple as in the previous example, but has a Knife (Lethality 5/-) in her belt, which she has quick access to, and which adds +10 to her Strength 'Defensively' during a Grapple check (pg. 291). She still rolls a 22 and adds it to her strength of 30, but now gets to add +10 for a total of 62. The zombie has a Strength of 10 and rolls a 32 for a total of 42. Her roll now beats the zombie's by 2 Degrees of Success and the zombie is shoved off and knocked prone. As an added benefit of succeeding in the Grapple check, Ary now gets a free Melee attack with her Defensive weapon.

If a character wins a Grapple check while using a Defensive weapon, then instead of merely shoving the attacker back into close range, the player gets a single free melee attack using the defensive weapon immediately after the results of the Grapple check. The Strength bonus a Defensive weapon grants is used for the Grapple check, but the actual Lethality of the weapon is used for the free Melee attack. If the zombie is 'Knocked Prone' by succeeding in the Grapple check with 2 or more Degrees of Success, a character can attempt a 'Coup De Grace' Special Attack with their Defensive weapon (see 'Special Attacks' below).

Free Attack – Normal Weapons:

Winning a Grapple check with 4 or more Degrees of Success will allow the character a free attack with their equipped weapon, as if they used a Defensive weapon equipped during the Grapple, even if the weapon is not 'Defensive'.

Damage:

If the zombie passes the Grapple check and the character fails, the character takes Damage equal to the Damage entry of the zombie multiplied by the Degrees of Success that the zombie beat them in the Grapple check by (pg. 215). The character subtracts their Defense from the Damage normally, to a minimum of 1.

Example 14: Ary is in the same Grapple as in the previous example, has her Knife (Lethality 5/-) and she still rolls a 22, adds it to her strength of 30, and adds +10 for the Knife for a total of 62. The zombie has a Strength of 10 but this time the GM rolls an astounding 78 for a total of 88. The zombie now beats Ary's roll by 2 Degrees of Success and the zombie wins the Grapple and does damage. Our Low Perception zombies have a d6 in their Damage profile, so the GM rolls 2d6 (for the 2 Degrees of Success) and rolls an 8 for the total. Ary subtracts her Defense of 5 for an end result of 3 Health Damage. She will have an attempt again next turn to Grapple the zombie off of her before it does more damage.

Note that if the zombie wins by less than a Degree of Success, the character only takes 1 damage as an 'Impact Wound' and no 'Bite Resist' check is made (BR%). This represents the character still wrestling with the zombie, but managing to minimize the damage.

Bite Location and Resistance:

The result of a failed Grapple check often results in a character being bitten, but depending on the kind of protection the character is wearing, a zombie may have bitten a less protected or more protected part. Roll a d10 and consult the table on pg. 209 or the graphic on the Outbreak character sheet to determine the location for where a character has been bitten. The character then makes a Bite Resistance check (BR% - pg. 32). They add their natural BR% to the BR% of whatever armor/protective gear they are wearing on that part of their body (pg. 322).

Example 15: The GM makes a d10 roll and determines that Ary was bitten on her Left Arm. As she is wearing only Light long-sleeved clothing (BR +10%), she makes a Bite Resistance (BR%) check against her total of 25% (personal BR of 15% + 10% Light Clothing). She must roll under 25% in order to avoid contracting the virus. She rolls a 33 and fails the check. She adds 1 to her 'Viral' total, as our zombies do 1 point of 'Virus' damage for each attack where a character fails their BR% check. The GM will begin making 'Viral – Reanimation' checks for her for each 'Time' now, although this can differ from outbreak scenario to outbreak scenario.

Viral

If a character fails a Bite Resist check they will add the zombie's Virus damage from the zombie's Virus stat to their 'Viral' total. A player's 'Viral' total is a factor of how long they have before they succumb to the zombie virus, die, and arise again as a zombie. The GM makes a roll each 'Time' to determine if a player succumbs to their infection. Consult the re-animation table on pg. 352 to see how long infected players have based on their Viral total. Viral and how it is used is one of the key factors in an outbreak scenario and its use can vary wildly. The one use described above is simple the most common.

Pain

A character is required to take a check for 'Pain' if they take of 20% of their existing Health in damage in a single turn, or if required from the amount of Damage they suffer due to the type of wound inflicted on them (pg. 232). Specific types of wounds are covered in greater detail on pg. 219 in the Combat section of the Core Rulebook. Like Panic, characters in Pain must roll an additional 'Mishap Die' for all their checks. Characters who are both in Pain and Panicked roll a 'Mishap Die' but instead of adding the result to the 'ones' die to a check, the instead add it to the 'tens' die.

Combined Actions and Combined Opposed Actions:

Characters who decide during their Intent Phase to help each other on one action will make one check together as opposed to two separate checks (pg. 95). Add to the highest tested attribute $\frac{1}{2}$ of the same statistic of every participant into one total. You then roll a percentage die as normal using that total against the set Difficulty. The total cannot ever exceed double the attribute of the character with the lowest value (see pg. 95 for a specific example of this). When a Combined Action is made under the circumstances of an Opposed Action, you add all of the totals together instead of just half. Characters also use their full totals for Combined Melee attacks (pg. 206).

Example 16: In the Surprise Phase (Phase 1) Ary resolves the Grapple she started this turn in. She fails again, but passes her BR% check and the zombie does an additional 1 Damage to her (but she takes no additional Viral). A second zombie is now close enough to Grapple the prone Ary in the Grapple Phase (Phase 5). In the Intent Phase Mitch decides to run and help Ary get the zombie(s) off of her. Ary intends to push the zombie(s) the hell off of her as well. Clive is unable to help as he is making an 'Will – Calm Self' check as an action to get rid of his Panic. Ary and Mitch will make a Combined Opposed Action to Grapple the zombie on top of her. Ary and Mitch will add both of their Strengths (Mitch: 35 + Ary: 30 = 65), and Mitch will make the roll as he has the highest Strength. However, the second zombie is also close enough to Grapple Ary and does so. The two zombies have a combined total Strength of 20. We now factor in 'Weight of Numbers'.

Weight of Numbers:

When multiple characters or zombies are making Opposed Strength or Grapple checks, the number of teammates on one's side factors in greatly. For each participant in these checks add +5 for each participant if there is more than one (pg. 207). Though this balances out with even numbers of opponents, the danger presented by masses of zombies becomes readily apparent as their numbers grow.

Example 17: Ary and Mitch have a combined total Strength of 65, and get +10 for the two of them (+5 per participant) for a total of 75, and the zombies have a total Strength of 20, and get +10 for the two of them as well (+5 per participant) for a total of 30. Mitch rolls a 36 and adds their 75 Strength for a grand total 111, and the GM rolls a 71 for the zombies, and adds their Strength for a grand total of 101 (3 Degree of Success). The zombies are shoved off and Knocked Prone. Ary will get her free Melee attack with her Knife (her Defensive weapon), but Mitch will not (he would have needed 4 Degrees of Success to get a free attack with his Crowbar, which is not Defensive). She's pissed she got bit and makes a vicious and successful ZK% roll with her Knife. 5 zombies left, with one in close range, onto the next turn...



Holding

A character can 'Hold' as their action, which means that they are lying in wait, patiently observing the situation (pg. 98). A character who makes a successful 'Will – Hold' check will have the ability to make take their Check Phase and any resolution all during one phase. The character must still declare what they are holding for in the Intent Phase (shoot a target, assist a teammate, etc). They may also delay until the next turn, which still requires a Hold check, but at reduced Difficulty; it also does not require you to declare your Intent (this is essentially in exchange for sacrificing your action this turn). Generally, Melee combat or Grappling cannot be done as a 'Hold' action. If this check is failed, or the action they were holding to do doesn't happen, the character may not perform an action this turn, nor can they take advantage of the Hold action in the following turn. Essentially their 'Hold' has become an ineffective stall. Panicked characters cannot Hold.

Example 18: Mitch and Ary decide to tag team the zombie in close range by attacking it with a Combined Melee attack. Clive has successfully calmed himself and is no longer 'Panicked'. In his Intent Phase, Clive decides to 'Hold' to shoot the zombie should his friends miss with their Melee attack. He does not want Ary to get bit again. He makes a 'Will – Hold' check against his Will of 25. He rolls a 17 and passes. If Mitch and Ary miss, Clive can take his action immediately after their resolution (prior to the zombie Grappling them) to shoot at the zombie. Mitch and Ary add their Melee attacks and weapon Lethalities into a single roll against the zombie (Mitch MA: 13 + Lethality: 30 = 43, Ary MA: 12 + Lethality: 30 = 42) for a grand total of 85. Mitch with the higher score (MA+Lethality) makes the roll and gets a 100 (Catastrophe!). The GM states that in their zeal to beat down the zombie Mitch and Ary ran into each other, Mitch is 'Knocked Prone' and Ary drops her Axe, and both will have to use their next action to get back to their feet and grab their weapons.

Luckily, Clive was there to back them up and now gets to make his Check Phase and Resolution immediately. He makes a Ranged Attack on the zombie using his ZK% stat of 78 when attacking a single target standing still (RA: 28 + Lethality 30 + Marksmen 10 + Sniper 10). Clive rolls a 51 (2 Degrees of Success) and puts a bullet right through the zombie's skull saving his friends from being Grappled.

Special Attacks

A character is capable of delivering Special attacks that produce effects other than Damage (pg. 212). They must declare they are making a Special attack in their Intent Phase. The three Special attacks are: 'Knock Prone' – knocks an opponent to the ground, but does no Damage to it (add +10 to Melee Attack); 'Coup De Grace' – a single attack which can only be made against opponents who are 'Knocked Prone' with lethal intent (+10 to Melee Attack); 'Unarmed Attack' – attacking without weapons (-10 to Melee Attack, but can be corrected with skills).

Example 19: Mitch and Ary stand up on their actions and decide to wait a turn instead of moving, and wait for the zombies to get closer (as they would not be able to attack this turn). Clive makes another Ranged attack on the four remaining zombies and drops another easily with a low roll of 12, only three left. In their next Intent Phase, Clive will attempt to shoot the 'Grotesque' zombie he missed earlier while Mitch and Ary decide to try another attack together, but this time add some strategy. Mitch will attempt to 'Knock Prone' a zombie, and then Ary will deliver a 'Coup De Grace' with her Axe. Ary must make a 'Will – Hold' check to wait until Mitch knocks the zombie prone. Ary rolls a 24 against her Will of 35 and successfully 'Holds'. Mitch makes his Special attack against the zombie to knock it prone and adds +10 to his Attack roll (Mitch MA: 13 + Lethality: 30 + Knock Prone: 10 = 53) and rolls a 31 (2 Degrees of Success). He trips the zombie and Knocks it Prone. Ary follows up with her Coup De Grace Special Attack. She adds a whopping +25 to her Coup De Grace as opposed to +10 for a normal Coup De Grace (Axe special rules pg. 304) for her total of 67 (MA: 12 + Lethality: 30 + Axe Coup De Grace: 25 = 67). She rolls a 25 (4 Degrees of Success) and slices the zombie's head clean off. Both Mitch and Ary count as having killed the zombie (for both the Co-Op and Weapon Familiarity skills, pg. 206).

Clive passes his 'Will – Resist Panic' check and takes down the 'Grotesque' that bested him earlier with another successful Ranged attack. Only one left. Ary and Mitch decide to take down this last zombie with the same 'Special Attack' combo they used previously while Clive 'Holds' in case they fail. Clive fails his 'Will – Hold' check with a roll of 76, but Mitch and Ary successfully bring down the last zombie with their two Special Attacks.

Further Encounter Rolls

Fighting zombies can draw a lot of attention to characters, at the beginning of the Encounter the GM consults the table on pg. 416 secretly to determine how many turns pass before they make another Encounter (E%) roll. For our Slow zombies the GM rolls 1d6+2 (re-rolling 4s, 5s and 6s) and get a 7 (d6 roll of 4, followed by a d6 roll of 1 + 2 = 7). As Clive, Mitch and Ary defeated the 9 zombies in only 6 turns, no further E% roll is needed. If the GM had rolled another successful E% more zombies would have been alerted and attacked the players following normal rules for deployment (pg. 144).

Resolution:

The characters have successfully dispatched the zombies who were alerted to their presence. They can now search the area, or continue on with their mission. The GM tallies the 'Risk' they accumulated during the Encounter (pg. 421), and the players continue on their way (Risk was 4 for this encounter from Clive shooting 4 times).

Back to the Stronghold**Risk:**

The amount of attention that they players attract throughout an event is called 'Risk.' Risk affects players on missions, as it is a reflection of how stealthy and careful the players were in executing their mission. The louder they are outside of their 'Stronghold' the more likely they are to alert zombies to their whereabouts and be followed back to their Stronghold where a 'Trailing Zombies' roll is made. Players who alerted too many zombies will have to defend their Stronghold from the zombie horde that came back with them (pg. 368)!

Surviving:

If the characters managed to protect their Stronghold and come back from a mission (successful or not) they now have the ability to re-arm, get some rest and prepare themselves for the next day of fighting off the zombie hordes. Players can 'Purchase' new equipment from Resources they've collected, distribute Food they've found to their population, and make rolls to heal Damage. Stronghold Missions and Equipment Manufacture missions are found in Chapter 9, and add and even higher degree of realism to surviving in an apocalyptic world overrun by zombies than contained in this guide.

Now good luck survivor! Get back out there and re-start civilization!

