ICARUS

FREE CONTENT FRIDAY

MAY, 2020

SESSION 0

Outbreak: UNDEAD..

zombie survival role playing game

SECOND EDITION

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HUNTERS ENTERTAINMENT

RENEGADE GAME STUDIOS

GETTING STARTED

Though games of Icarus can stand on their own, they can also serve as an interesting and exciting way to collaboratively create the backstory of a certain location within a longer campaign of another game. Today, we're going to look at how to use Icarus to shape the setting of your Outbreak: Undead.. campaign, as well as provide a few setting suggestions to get you off and running.

When using Icarus for Outbreak: Undead.. it's best to do it as a Session 0 game. This means that you'll be getting together with your friends before you start your campaign and playing a game of Icarus to help establish important information before your larger campaign begins. Because Icarus plays in around 2 hours, you may even have time to make your characters for Outbreak: Undead.. together afterwards.

Luckily, most games of Icarus are likely to flow pretty easily into a society filled with the reanimated dead, so there's not much conversion that has to be done, but you may use the setting suggestion provided if you need guidance in creating a unique modern world to play out your campaign in.

THE DIVIDED STATES

Once known as the city of New York, when Icarus seceded from the rest of the US, it sent shockwaves through the country. This independence soon echoed across the nation, inspiring separation and creating what is now known as the Divided States: a cluster of territories without an overarching governmental body. While this caused some serious struggle amongst other cities and states as they fought to establish their own independence and redraw their borders, Icarus thrived. With all of the other territories playing catch-up, Icarus soon became the most powerful and important territory in the Divided States.

It's recommended to play this setting including the Health, Education, and Safety pillars for an Outbreak: Undead Session 0 game.

IMAGERY

Towering skyscrapers, crowded streets, business suits, underground subway stations, dark alleyways, overflowing trash bins, yellow cabs, steam billowing from manhole covers

RESOURCES & TECHNOLOGIES

Ground transportation, high-rise buildings, cellphones, major surveillance systems, travel destinations and tourism, wireless internet, airports, ports and bays, metal bridges

NAMES

Amelia, Benjamin, Caleb, Charlotte, Declan, Emma, Emmett, Ethan, Finn, Hazel, Henry, Isla, Jasper, Liam, Lilah, Maeve, Norah, Oliver, Owen, Penelope, Silas, Scarlett, Theodore, Violet

INCORPORATING ZOMBIES

With the goal, of course, of running a Session 0 to build out the zombie apocalypse in which you find yourself during your game of Outbreak: Undead.. it's important to put a certain lens on the game of Icarus you're playing. Unlike regular games of Icarus where you can let your imagination run totally wild, when using this as a tool with a specific end-goal in mind, you'll want to seize the opportunity to turn some of the cards you draw into reasons for an infectious outbreak.

There will be obvious cards to play off of, like the ones directed towards a terrible disease that is starting to overrun the city, but you should also try to find a way to tie the less directly-related cards into the situation. If someone has been accused of a terrible crime, how does that crime have to do with the outbreak that has or will soon occur? If there are protests that flare up in the city, how might they relate to the cause of the virus? Adjusting your table's mindset to focus on the undead theme will help in finishing the game with a setting that not only feels real and tragic, but has a history your players can call back to. If it works for the kind of campaign you're running, players may continue to play a character or someone related to the character they created in the Icarus session. This kind of connection can provide an even deeper level of immersion into the backstory of the world, and hopefully set you up for an impactful campaign with players who are invested in their characters' lives.

Playing a Session 0 for Outbreak: Undead.. using Icarus provides a unique and collaborative way to get your players to buy into the journey they're about to go on together. Like with all tools, use the parts of it that work and throw out the parts that don't. I hope you find the game useful to your zombie survival stories!