

Free Content Friday - June 2020

# OUTBREAK AT ECHIDNA RIDGE

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## Background

**I**t's a grey, cloudy afternoon, but the rain has held off so far over the Echidna Ridge Wildlife Sanctuary, meaning that the tourists and school groups roaming the winding paths that divide the Sanctuary into its various regions are chilly but dry. Some of the animals are indifferent to the weather: the swans and ibises are content on their lake, and the platypus exhibit is always comfortable for its inhabitants. The wombats, nocturnal, are if anything more awake in the dull light, shifting in their burrows behind the glass. High in the gum trees, koalas munch on leaves and look placidly down on the people who stare up at them, cameras flashing.

The Kangaroo Kingdom is surprisingly quiet. Most of the mob lie with their backs to the roped-off paths, their lack of motion making even the biggest red kangaroo blend in with the craggy rocks that line the back of the habitat. One of the rangers is trying to give a talk on the large marsupials while gently fending off the few bold children attempting to duck under the low ropes separating the path from the exhibit. The ropes are little more than a formality, thick hemp hanging laxly between sturdy wooden posts a metre tall.

'It seems like this mob are off their feed today,' the ranger says, 'but if our biggest boomer weren't having a siesta over there, you'd see he's about two metres tall. Last time he jumped on the scales--' he pauses for a dutiful laugh at the pun '--he weighed in at 85 kilos. They're usually most active at dawn and dusk, when--hey, no, mate, don't--'

A schoolchild has ducked under the rope and is approaching the troop of furry red and grey bodies lounging around the dusty habitat. The ranger takes three quick steps and catches the child by the shoulder.

'Okay, c'mon.'

He's in the process of turning that child around to usher them back to the path when a second child, bored by the inactivity of the mob, chucks a rock at the dominant male. The rock rebounds off the kangaroo's flank, and the kangaroo springs to his feet, wobbly-legged for a moment where a handful of people laugh at its inelegance.

The laughter stops when the boomer bounds forward and sinks its teeth into the ranger's shoulder.

'Bloody hell!' Even in pain the ranger manages some restraint in his language around the children.

If he'd known they were his last words he might not have bothered.

Blood spreads quickly from the bite, a brilliant red against the beige cloth, flesh torn asunder by those usually herbivorous teeth as they grind in deep. The ranger staggers back, instinctively reaching to cover the wound.

The roo kicks him, long claws ripping easily into his belly and spilling guts and gore. The ranger's scream is unearthly. So is the chorus of growls as the mob, roused by the smell of blood, one by one rise from their uneasy rest and cock their heads towards the watching crowd.

As the day presses on to nightfall and the infected animals spread throughout the park, they begin to infect the wild animals of the surrounding bushland.

# Mission Brief

The Survivors must get out of the park and back to safety before night falls and the park is overrun with infected. Although characters may also be curious about the outbreak and wish to pinpoint its origin, to establish some kind of barricade to keep the infected animals in the park, or to stay and fight the infected animals to ensure that the infection does not escape the park. There is only one road in and out of the park with bushland on either side, and vehicle access may be limited depending on how much of an obstacle the GM wishes to present.

## Scope

The location for this scenario is the Echidna Ridge Wildlife Sanctuary. It is an almost entirely outdoors environment comprising multiple wildlife habitats as well as a veterinary centre.

## List of Objectives

- ✂️ 15 – Locate resources
- ✂️ 15 – Navigate sanctuary safely to exit before sundown
- ✂️ 5 – Put down infected animals (Optional)
- ✂️ 5 – Construct Barricade (Optional)
- ✂️ 25 – Investigate outbreak origin (Optional)

## Training Value(s)



## Crucial Skill Check(s)

{Composure%, Spot/Listen%, Melee Attack%, Firearms%}

## Risk Factor(s)

Starting Risk: ⚠️ 15

- ⚠️ 1 per ⌚ 1 traveling per character
- ⚠️ 1 per Environmental Modifier (Rain, Fog/Mist)
- Additional ⚠️ d6 per 🚫 in the {SC%} to reduce ⌚

## Success

+ 100 escaping the park, additional + 5 per Optional Objective.

## Failure

⚠️ 100 and Survivors are trapped in the park as it is overrun.

# OPPONENTS

## Kangaroo

The bulk of the mob are all smaller and lighter than Boomer. There would be at most two more males if the group is ten or larger (height approx 120-150cm (4-5 feet), weight approx 60-70kg (130-150 lbs), reddish-brown fur) with the rest of the troop being females (height approx 90-100cm (approx. 3 feet), weight approx 25-35kg (55-77 lbs), brownish-grey fur) or joeys (they can be as small as the narrative requires). They are all infected and, once Boomer turns on Ranger Ian, the scent of blood will rouse them from their lethargic state to begin attacking whoever they can. Though they typically hop at a speed of 20km/h (12mph), they can move as fast as 70km/h (43mph), and maintain a speed of 40km/h (24mph) over a distance of two kilometres (1.25 miles)--although the infection may well drive them beyond these limits. There will be from six to twelve individuals as GM requires for this scenario.

- 🦊 Strength: 50
- 👁 Perception: 30
- ❤ Empathy: 10
- 🧠 Willpower: 40

## Vitality

Health Points: 2  
Damage Threshold: 10  
Defence: 🟥

## Skill Check(s)

{Balance 42%, Brawl 60%, Dodge 19%, Grapple 49%}

## Special

**Aggressive:** The Kangaroo count as having a 😊 of +d3 and will fight in as many rounds as that will allow. Morale is lost by losing a Health Point and at the end of each Resolution phase. If they have 😊 0, the next Intent phase will have the animal attempt a retreat normally.

**Slam:** A kangaroo that causes a target to lose a Health Point with any Triggered Effect will Knock Prone that target.

Yield: Fur 2x, Meat 2x, Bone 1x

## Upgrades/Hazards

**Blooded Kangaroo** ⚠️ 10 - 1 per OL

The Kangaroo has been infected, effectively making it "Undead". Add "Viral: 1" to Vitality and reduce Health by 1. This does not require ⚠️ for this scenario.





## Triggered Effect(s)

Bound: 🟢 🟢 🟢 , Move at least 5m - [🟥 🟥 🟥 Bl]

Kick: 🟢 - [🟥 🟥 Sl]


## Tasmanian Devil

The Tasmanian Devils are small carnivorous marsupials, each only weighing around eight kilos (17.5 lbs) and standing around 60cm tall (approx. 2 feet). They're usually solitary animals, but it seems that the infection has affected their brains, for the group that burst from the undergrowth and swarm towards the Survivors are definitely using pack tactics. Though they're small in comparison to humans, their bite is vicious, capable of crushing bone and tearing flesh. They're thus highly likely to cause real damage and pass on the infection. There will be from four to eight individuals as the GM requires for this scenario.

 **Strength:** 20  
 **Perception:** 40  
 **Empathy:** 10  
 **Willpower:** 30

**Size:** 0



### Vitality

*Health Points:* 2  
*Damage Threshold:* 8  
*Defence:* 

### Skill Check(s)


{Balance 50%, Brawl 55%, Dodge 55%, Grapple 45%}

### Special


**Aggressive:** The Tasmanian Devils count as having a  of +d3 and will fight in as many rounds as that will allow. Morale is lost by losing a Health Point and at the end of each Resolution phase. If they have , the next Intent phase will have the animal attempt a retreat normally.

**Overwhelm:** Being hit by three or more Tasmanian Devils will Knock Prone the target on a failed {Balance%} Save Throw

**Pack Hunters:** Tasmanian Devils that are Infected hunt in Packs, and adopt it as a Formation with the following special rules:

The beast's Formation does not lose  1 per Turn during an Encounter, but they do startle easy and are just as easily driven off by loud noises as they are damage.


**Stressors:** Loss of Health Point, Noise

**Ambush:**  3 - The pack gets a surprise round at the beginning of the Encounter.



*Yield:* Fur 1x

### Upgrades/Hazards

**Hungry Devil**  10 - 1 per OL

The Tasmanian Devil has been infected, effectively making it "Undead". Add "Viral: 1" to Vitality and reduce Health by 1. This does not require  for this scenario.





### Triggered Effect(s)





Bite:  - [ SI]

## Boomer Kangaroo (Dominant Male O.B.M.)

This large male red kangaroo, affectionately (if unoriginally) nicknamed 'Boomer' by park staff, is the apparent ground zero for the outbreak at Echidna Ridge. Whether he was bitten by another creature or otherwise infected is unclear from the initial attack on Ranger Kim. It would take careful examination of Boomer to establish how he was infected.




Boomer is two metres tall and weighs 85 kilograms. The infection drives him to bite and claw at his prey, and he has very powerful hind legs with which he can easily eviscerate a person if they're unlucky. His fur is reddish brown, he uses his long, thick tail for balance, and he has an excellent range of vision due to the position of his eyes. He can cover up to eight metres in one leap with the proper motivation, such as seeking to spread the infection; wits dulled by the infection, Boomer and the rest of the mob are less likely to recognise danger to flee from it.

**Deployment:**    or  100



 **Strength:** 50  
 **Perception:** 30  
 **Empathy:** 0  
 **Willpower:** 100

**Size:** 2


### Vitality

*Health Points:* 4  
*Damage Threshold:* 20  
*Defence:*   

### Skill Check(s)

{Balance 42%, Brawl 60% [ BI], Dodge 19%, Grapple 49% [ SI]}

### Special

**Deadly:**  (noted in Skill Checks)


**Resilience**  2 (All)

**Slam:** A kangaroo that causes a target to lose a Health Point with any Triggered Effect will Knock Prone that target.

**Solitary:** Boomer represents a solitary threat, and as a result, no other O.B.M. can ever be a part of an Oubreak Scenario at the same time. Once Boomer is killed or escaped from for good, a GM can choose another O.B.M. if they so choose.

**Undead:** All "Undead Special Rules" are applicable. (Gamemaster's Guide pg. 160)





### Upgrades/Hazards

**Dramatic Entry**  5







Boomer will automatically pass any Breach Check it needs to make to be deployed in the Encounter. Opponents must make a {Composure%} or become "Panicked".




## Undying

⚠️ 10

When defeated Boomer will climb back up to its feet. Characters are able to “Flee” without penalty, or they can stay and fight again. Characters wishing to continue to fight it may do so and Boomer adds     to its dice pool before it gets to act again.

### Triggered Effect(s)

Bound:    , Move at least 5m - [   Bl]

Kick:  - [  Sl]

Gutting Kick:      - [   Sl, Mortal] Add  to the Dice Pool per Defense the Target once had

## NPCS

### Ian Kim

Park Ranger: Kangaroo Kingdom

Ranger Ian Kim is in his late fifties, with greying black hair and brown eyes. He's enthusiastic about his animal charges and patient with people who ask questions he hears multiple times a day, as well as with the numerous schoolchildren who try to wander off the paths in the habitat. He is doomed, and will eventually become Undead.

Use the standard Infected template in the Gamemaster's Guide pg. 161 after use in narration

### Mel Fyffe

Park Ranger: Platypus Paradise

Ranger Mel Fyffe is in their early thirties. They have short red hair, green eyes, and freckles. When the commotion in the Kangaroo Kingdom begins they leave their post at the Platypus Paradise exhibit, running to find out what's going on. Like most of the park staff, they're not easily flustered by strange behaviour from the animals... but this might be an exception.

Park Ranger Survivor Age: 32

### Fiona Irwin

Park Veterinarian: Wildlife Health Centre

Doctor Fiona Irwin has definitely heard any and all jokes about her surname before. She's in her mid-forties, has long brown hair and blue eyes, and is efficient and soothing. The Wildlife Health Centre is not within immediate hearing distance of the Kangaroo Kingdom, but as the outbreak spreads Doctor Fiona will hear the screaming and do her best to keep the infection away from her patients. Unfortunately, one of her patients is a small female kangaroo that Doctor Fiona has been treating for suspected lyssavirus (Australia is rabies-free, but the lyssavirus carried by bats can cause rabies in humans and possibly other animals). The diagnosis might be correct... but it's probably not.

Veterinarian (Zoo Vet) Survivor Age: 46

## SURVIVOR ARCHETYPES

### Park Ranger Archetype

This represents a member of the community used to working with and handling wild animals. Their understanding of animal behaviour and local area knowledge will be valuable within their personal experience and may prove possible to extrapolate beyond that.


### Template Modifications

SPEW: Two Attributes of 7d5! (28) and two Attributes of 8d5! (32)

{Skill Check(s)%}: {Composure +15%, Diplomacy (Any but Intimidate) 10%, First Aid +5%, Spot/Listen +10%, Survival +10%}

### Vitality

Health: 4

Damage Threshold:  6

### Abilities/Upgrades

**Cool Head, Warm Heart:** Due to experience working with the public and with wild animals (the difference between which may be negligible when referring to busloads of schoolchildren), Park Rangers are capable of a higher Composure under stress than a standard Civilian. They can calm down people in a panic and restore order to dangerous situations. {Calm Other +5%}.

### Veterinarian Archetype

This represents a member of the community used to working with and handling animals. Their individual speciality may be with domestic pets, farm animals, or wild animals, which may be specialised further by species as the GM desires.


### Template Modifications

SPEW: Two Attributes of 7d5! (28) and two Attributes of 8d5! (32)

{Skill Check(s)%}: {Advanced Medicine +15%, Composure +10%, First Aid +15%, Survival +5%, Spot/Listen +5%}

### Vitality

Health: 4

Damage Threshold:  6

### Abilities/Upgrades

**Variants:** Due to the broad nature, a Gamemaster may elect to further define the area of speciality of the Veterinarian from the following options:

- **Domestic Vet, Cool Cat:** A domestic pet vet is experienced with animals generally ranging in size from small cats to large dogs and as such can judge and anticipate the behaviour of these and similar animals, meaning they can prevent bites and scratches. {First Aid increases to +20%}

- **Rural Vet, Don't Have A Cow:** Rural vets are experienced with farm animals and as such can handle larger animals and herds, meaning they can avoid stampeding and trampling. {**Endurance +5%**}
- **Zoo Vet, Dealing With Shit:** Zoo vets are experienced with exotic animals; the GM can choose their specialisation as required (such as reptiles, big cats, canines, Australian mammals, etc.). They're good at assessing uncharacteristic behaviour and determining solutions. {**Science +5%**}

## LOCATIONS

Echidna Ridge Wildlife Sanctuary features the following exhibits:

- **Kangaroo Kingdom:** Kangaroo habitat, also home to a couple of free-roaming emus and the wombat exhibit.
- **Platypus Paradise:** Houses the platypus exhibit as well as a handful of other aquatic creatures such as turtles and young crocodiles.
- **Dingo Den:** This rocky area is home to eight dingoes who are quite friendly... usually. It may provide a vantage point from which to see a good deal of the park.
- **Wetlands Walk:** Sturdy boardwalks extend across the creek and into the lake, where swans, spoonbills, and pelicans live among other birds and water life.
- **Bushland Beat:** Encompassing a third of the park, this area houses emus, cassowaries, echidnas, wallabies, Tasmanian devils, and an array of lizards and birds. The dark Night Animal Abode allows visitors to see sugar gliders, quokkas, and potoroos.

Each area is double-gated to prevent animals escaping into other areas, but the strict admonishments against leaving gates open go forgotten in a crisis.

## Resource Catalogues

There are several locations within the Sanctuary that Survivors might be able to find some valuable supplies.

### Special

**No Guns Permitted:** Due to the nature of gun laws in Australia, there are no firearms easily available in this scenario as rewards or Resource Catalogue purchases.

**Ranger Transport Vehicles:** Survivors may find one of these in close proximity to Kangaroo Kingdom, and more if they travel further afield. This golf cart style vehicle can seat four people but more can potentially fit, although this will reduce the vehicle's travelling speed from the usual 40km/h (24mph) by 5km/h (3mph) per person. At this time of afternoon they have seen a lot of use, reducing their range to 30-40km (18.5-25 miles). They would be sufficient to get out of the park but no further than the nearest town.

### Wildlife Health Centre

**Lv.1:** Flashlight (3), Large First Aid Kit (5)

**Lv.2:** Scalpel (3)

**Lv.3:** Prescription Painkillers (3), OTC Painkillers (5)

**Lv.4:** Anaesthetics (1)

### Gardening Shed

**Lv.0 (always available):** Garden Hose (3)


**Lv.1\*:** Long-handled Pruning Shears (2), Rake (3)

**Lv.2:** Shovel (2)

**Lv.3:** Riding Mower (1)

\*These items are considered Improvised Implements

### Car Park

Survivors will be able to find numerous cars and minivans, as well as a single schoolbus in the area, though they will have to deal with a wreck at the entrance that will require  20 in order to circumvent with a vehicle.

Half a year already for our 2nd Annual run of Free Content Friday for Outbreak: Undead.. 2nd Edition!

Thanks to the Survivors all across the globe for your continued support, we have so much more amazing content to bring you - from Hunters and our amazing community.

Until next time, stay safe, keep fighting - survive!