

Free Content Friday – October 2020

OUT OF THE ASHES

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A request made by our fans was that we demonstrate a walk-through from start to finish of a scenario of *Outbreak: Undead*. This is no simple task, not because it can't be done, but because there is a range of details that a GM is generally prepared to ignore in what is designed ultimately as a survival simulator. For this reason, what a GM wishes to ignore or focus on for their own scenarios makes the full range of possible detail a bit of a conundrum, since not every game needs to be structured with this hardcore an approach to running a session.

Nonetheless, it's still good to start somewhere and that's precisely what this is. A moderate level of planning and input from the players and a set of scenario details that give the otherwise blank slate of the mission briefs some meaning when applied to your scenario.

This scenario and others will be included in the upcoming *Gamemaster's Companion 2nd Edition*, but since this was a fan request and since this should be as accessible as possible, we are including it as part of FCF this year so that everyone can benefit from the design insight.

Note: There will be details at the end as to how you can add yet more layers of danger to your setting using this exact same scenario.

Conner peered outside, the winds bring the latest drift of ash from the ceiling in front of the window like a gray snow. Silence was all that greeted them as he looked as far as he could down the street in either direction. Visibility has been poor ever since the fires nearby blocked the sky with smoke. He was lucky (if you will call it luck) that the fires seem to have been diverted away from them. Those who sought refuge in town have either moved on or succumbed to the smoke and collapsed where they stood. The sharp cough of Luanne brought him back to his senses and realized he was not completely safe yet. She was comforting to Conner, a familiar face from the time before. They found her two days ago as people were jostling to leave, fearing that they would be overtaken by fire. Still injured, she has shown much resilience, but her exposure to the outside without protection has caused her severe respiratory problems. Conner and his friends, Marguerite and Walter, were lucky enough to have gas masks, ironically for costumes they had for a themed party years prior. The filters themselves likely have not ever been changed, but it was the best they had available to them, and it was certainly better than nothing.

It was clear that the situation has worsened, despite no longer fearing the fire. Their supplies were already strained before they ran into his old high school friend. Strange that tragedy and mayhem had brought them together after having not seen each other since they both left for their respective colleges. Nevertheless, their situation had not improved and they will definitely need to see what of the old stronghold remained to get more food and some medical supplies for Luanne. Few were foolish enough to stay in town but they had at least some protection against the choking ash that seemed to drift down from the sky without end. Day and night no longer felt distinct. The time was indistinguishable and more often than not they were caught flat-footed outside as the twilight quickly plunged into total darkness. Signaling that once again night was upon them and that they would soon be joined by the dead that were buried and returned from the ash as cannibals, monsters in human form who knew no reason, no pain, and no fear.

In this situation, the goal is not clear or is at least varied in how it can be approached. The GM presenting the situation allows some flexibility in what the survivors wish to do, in this case Conner, his friends, and their unexpected new companion Luanne. Because there is so much that could be done and that the player characters are unaware of regarding the situation of the surrounding areas since evacuation, the GM decides that the framework that best describes what the characters are going to do will be a "Scout" Mission (Gamemaster's Guide pg.135).



The amount of Time this will take varies directly to the size and distance they wish to scout. Size is relative and generally restricted to individual buildings as per strongholds, but distance is something that can be factored into using maps or the judgment of the GM. The GM consults a map of the area having decided that this is taking place in their current town since that means most landmarks will be known to the players. The GM asks the players the following questions:


GM: How far do you want to scout out and in what direction?

Players: From where we are, how far is the school campus, we want to go to the infirmary and maybe the dining hall to see what is there.

GM: You don't have a map, so I can't tell you how far it is. So that's where you want to go? The college campus?

Players: Yes, I think that's where we want to go.

The GM then consults the map to see how far they are from the campus. It's much further than they probably think, having it actually work out to about eight (8) miles. The GM looks at the Labor Value entry of the "Scout" Mission and sees it is  10 per mile, which puts them at a Labor Value of 80. They also need to assess the Location that the Mission will primarily take place in, a campus infirmary, and while this is not an explicit Location Template we can reasonably substitute the "Pharmacy" Location Template in this case (see pg. 110 of the Gamemaster's Guide). This will add another  50 for a Total Labor Value of 130. This is extremely high for something that is trying to be accomplished in a single session.




Looking at the Labor Value Chart on page 119 of the Gamemaster's Guide, you'll see that is high enough to not even be on the table itself, capping out at 50 since that is about how much a single session Mission can generally be without some modification or bonus. However on pg.120, there is a rule that Labor in excess of 50 counts each five (5) additional Labor as adding about 1 Time ( 1) to how much a task will take.





Regardless, the GM needs a value for the players to cross reference to see how long this Mission will take. The GM decides to ask the players for the highest pertinent Training Value among them to use as a frame of reference against labor value.


GM: Who has the highest Training Value for Reconnaissance Gear?

Marguerite: Mine, it's three (3).

GM: I see.

This is not particularly encouraging. Three (3) is not a very high Training Value for the purposes of referencing against Labor. In this case it caps out at  8 on the table, but according to page 120, the excess Labor becomes Time at a 5:1 ratio as noted above. So to start with, the Mission will take  24 (8+16). This is more than a full day, since a day is 20 Time ( 20) which includes periods of Night. The players are not allowed to know this... they are about to embark on what could easily turn into a suicide mission. The GM makes a note.

The GM wishes to see what sort of danger they'll be in... consulting page 135, the GM looks for "Risk Factors" and sees that it is  10 per OL+  1 per Environmental Modifier (EM) on top of that. The GM assigns an EM 4 due to the Biome being Chaparral (see pg. 88 of the Gamemaster's Guide) along with the ash and smoke, and the Scenario takes place in Outbreak Level 2. In addition, the Location of the Mission will add another  10 per OL so the Total Risk Pool the GM has to use is a whopping  44 this is not looking good at all for the survivors. The GM makes of note of this, to keep track of how they may spend it before addressing the party.

Note: The  will be treated as five (5) higher than it currently is for the purposes of any Hazards related to the ash/smoke from the fires raging in the area. See details for "Wildfires" on page 80 of the Gamemaster's Guide, and details for "Flash Fire" on page 83 for additional details.

All is not lost, however. Now that the GM has ascertained the details of the Scenario, the GM asks the players...

GM: Ok, so if Marguerite is the one whose Training Value is the

highest, can I presume she's taking the lead?

Conner: Yep.

Walter: Definitely.

Marguerite: Sounds about right.

GM: Ok then... Marguerite, make a {Navigation%}, but add ■ ■ for the low visibility.

Marguerite: Ok... Nice, I got three (3) Degrees of Success (⊕ ⊕ ⊕).

With these Degrees of Success Marguerite has some options. Consulting pg. 45 to see what narrative options the survivors have... the GM tells Marguerite:

GM: Good job. You have a few options here. You can use one (1) Degree of Success (⊕) to reduce the Time requirement, or gain a Competence Point for yourself.

Marguerite: How much Time will this Mission take?

GM: I can't tell you that.

Conner: The last thing we want is to be stranded out there during another ash storm.

Marguerite: Right... ok, I'll use it all to reduce Time.

GM: Okay.

This was a wise move. Marguerite took control and told everyone her plan and they all agreed to it, and her leadership and skill has reduced the Time requirements of the Mission by three (3). So instead of being out for ⌚ 24, they are instead out for ⌚ 21 which is still incredibly high, but definitely better. This means that the GM has 21 free {Encounter%} to make before they have to be purchased with Risk to make more.

The GM also allows them to take a Formation which is used to determine how long the survivors can operate with cohesion in the field, providing some benefits based on the Formation and shielding their personal Morale from degrading. The use of Morale varies from Formation to Formation, but the GM decides to keep it simple and allows a Basic Formation (see pg. 119 of the Survivor's Guide) which makes it Marguerite's Empathy Bonus (EB) which in this case is a respectable three (3), and Conner's Willpower Bonus (WB) which is an impressive four (4). Additionally the GM grants 2 bonus Morale seeing that they are helping their injured friend and are highly motivated. This gives the Formation a nine (9) Morale (😊 9).

The group shoulder their packs and holster their weapons. Conner had the most experience under his belt, but it was meager... scarcely more than what he learned from Boy Scouts, but he's taken out his fair share of ash fiends with his shotgun. The only other firearm is in the hands of Marguerite, who was given it by Walter, who didn't trust himself with it after he almost shot Conner. Walter now prefers his axe, which he feels much more comfortable with. The last bit of gear they put on are their gas masks as they step outside into the perpetual gray twilight.

It is here where the GM decides to use the first {Encounter%}

Checks electing to make three (3) during their travels... and each turns up nothing so far... 18 more to go.

INTO DOWNTOWN

The survivors have continued past the first perilous blocks, leaving behind the place they called home for the past couple weeks. The ground was covered in a layer of ash that left footprints as one would in the snow. The falling ash did not blanket enough to cover the footprints of all who have traveled in the last few days. It was comforting in a way to know that they were not alone in their struggle, but even their rudimentary tracking skills showed that this was not an orderly departure that was being etched on the ground. It was chaotic and haphazard between the buildings and in the streets were misshapen piles of ash that they gave extra attention to, for fear that it would burst forth and let loose one of the dreaded ash fiends that have harried their steps since the opening days of this catastrophe.

The GM feels that this is a good time to use one of the remaining free {Encounter%} Checks... 17 more to go.

This time the GM rolls two (2) Degrees of Success (⊕ ⊕). Checking the Encounter Table, these can produce d6+ OL Standard Opponents and at least one of those Opponents can have a Template Upgrade of some kind... Looking at the Infected entry on page 161, which the GM has used as the basis for their ash fiends, the GM decides that a particularly dastardly choice in this situation would be the "Crawler" Upgrade. This costs no Risk, but does result in a slower, weaker Opponent with the element of surprise on its side.

Rolling randomly for the number Opponents, the GM rolled a one (1) and with the Outbreak Level added, this comes to three (3) Opponents total.

Note: The Opponents in this section are weaker than normal in order to expedite this summary. The narration of the Scenario is that the ash has desiccated the infected and they are "Husks" as described on pg. 162 of the Gamemaster's Guide.

GM: As you make your way through the ash, a particularly deep drift suddenly shifts without warning, and an infected ash fiend reaches out and attempts to pull you down into the ash.

Conner: Shoot! Who is being grabbed?

GM: Let me see...

Rolling randomly it is Walter being grabbed.

Walter: Of course. Of course it is. Okay, let's do this.

Rolling for the surprise {Grapple%} with the -10 Strength from the Crawler Upgrade.

GM: Let me see what I get... four (4) Degrees of Failure (⊖ ⊖ ⊖ ⊖).

Walter: Finally, a lucky break!

GM: Don't be so sure, you still have to make your check as well.

Walter: Right... I got one (5) Degrees of Failure (⊖ ⊖ ⊖ ⊖ ⊖)...but our Formation allows me to have one (1) Degree of Success (⊕) in my pool as well, right?

GM: That is correct, yes.

Walter: Alright, I'm going to use my one (1) Degree of Success to cancel out one (1) of the Failures, so that leaves me with four (4) Total Degrees of Failure (⊖ ⊖ ⊖ ⊖).

GM: That could be bad. Okay, let's see who goes first for Resolution on the surprise. I roll three (3) Speed Dice (▣ ▣ ▣)... and got 2 3 4 for a Total of nine (9).

Walter: Okay, I roll two (2) Speed Dice (▣ ▣)... and got 1 4 for a Total of five (5). Mine's lower, so I go first.

GM: Yes, in your case it is probably a very good thing.

Walter: For sure! Okay, I want to resolve my four (4) remaining Degrees of Failure (⊖ ⊖ ⊖ ⊖) to counter the four (4) of the Infected's Degrees of Failure (⊖ ⊖ ⊖ ⊖).

GM: Sounds good.

Walter: Can I do anything else?

GM: You have no more Degrees to resolve of your own, and you haven't told me what that Resolution looks like.

Walter: Right. Okay, so I fall backwards in surprise and dislodge my leg from its hands, but noWT'm on my back in the ash, but otherwise safe for the moment.

GM: That makes perfect sense. But that does mean you can't really do much besides get up. Okay, what is everyone's Intent?

Marguerite: I want to help Walter to his feet and pull him to safety.

Conner: I want to use the butt of my shotgun to crack down on the Infected if it tries to crawl towards us.

Walter: I'm going to get back to my feet.

GM: Sounds good. Marguerite, you are mainly just making Move Actions, but make a {Lift/Pull%} to see if you pull him away quickly with two (2) Speed Dice (▣ ▣). And Conner, you just make an attack with {Melee Attack – Bludgeon%} which is also two (2) Speed Dice (▣ ▣). As for Walter, you are also just making Move Actions which is just one (1) Speed Die (▣). The Infected will try to advance on Walter.

Marguerite: I got 3 5 for a Total of eight (8) on my Speed Dice, and I got two (2) Degrees of Failure (⊖ ⊖) on my Check, and one (1) Degree of Success (+) from the Basic Formation. Looks like I have a mix.

Conner: I got 5 5 for a Total of 10 on my Speed Dice, and I got one (1) Degree of Success (+) on my Check, and one (1) Degree of Success (+) from the Basic Formation for a Total of two (2) Degrees of Success (+ +).

Walter: I got a # on my Speed Die, what does that mean?

GM: Unlucky. In this case that counts as an Exploding 5, so roll again and add the 5 to what you roll next.

Walter: Dang. Another # ... and a 2. So that is 5 5 2

for a Total of 12...

GM: And the Infected got 1 4 4 for a Total of nine (9) on the Speed Dice and three (3) Degrees of Failure (⊖ ⊖ ⊖).

Marguerite: Well, looks like I go first. I'll use the one (1) Degree of Success (+) to cancel out one (1) Degree of Failure (⊖), but I have one (1) Degree of Failure (⊖) I don't really know what to do with here. Do I want to trust you, GM?

GM: Oh, I can think of a way to Resolve it, but you're not gonna like it... Pulling away from Walter you fall back into the ash yourself and to your horror, two (2) more Infected burst from their hiding places under the ash.

Marguerite: Great...

GM: Okay, I will Resolve one (1) of my Degrees of Failure (⊖) as the Infected makes an impotent attempt to crawl out of the ash pile it was under.

Conner: I'm going to rush up and attack like I said I was going to, Resolving my two (2) Degree of Success (+ +) and the two (2) remaining Degrees of Failure (⊖ ⊖) that the Infected rolled to get four (4) Degrees of Success total (+ + + +). I'm using it all on "Hit" since it has Accuracy.

GM: Sounds good. Roll four (4) Damage Dice (▣ ▣ ▣ ▣) to see how you do.

Conner: I got 1 4 4 5 for a Total of 14 Damage, nice!

GM: You bring the butt of your shotgun down squarely on the base of the skull, and it cracks and the creature stops moving. You turn around to see yourself and your friends being surrounded by two others... ok, next round of Intent.

Conner: I'm not going to waste the shells, so I'm going to use the butt of my shotgun on the nearest one again.

Walter: I'm dusting myself off and using my axe on the one that Conner isn't going after.

Marguerite: I'm going to ready my knife and help out whoever doesn't kill their target.

GM: Marguerite, since your Intent is conditional, I'm going to say that is a {Hold%} which might get you bonus Degrees of Success on your next Intent if it comes to that, Conner make {Melee Attack – Bludgeon%} and Walter you make {Melee Attack – Slashing%}... since you're both moving to engage you'll also require one (1) extra Speed Die (▣) for movement which gives you a Total of three (3) Speed Dice (▣ ▣ ▣). Walter, since you're using a weapon with "Deadly 1" you get to roll one (1) Damage Die (▣) with your Check and you can assign it to any successful attack you like, and that is the standard two (2) Speed Dice (▣ ▣) in Total.

Everyone rolls their dice pool for the Check Phase.

Marguerite: Shoot, I got two (2) Degrees of Failure (⊖ ⊖) on the Check and the one (1) Degree of Success (+) from Basic Formation... and my Speed Dice are 1 3 5 for a Total

of nine (9).

Walter: I got one (1) Degree of Success (+) on the Check and one (1) Degree of Success (+) from Basic Formation for a Total of two (2) Degrees of Success (+ +), and my Speed Dice are 5 5 for a Total of 10... I got 2 on my Damage Die.

Conner: I got one (1) Degree of Success (+) on the Check and one (1) Degree of Success (+) from Basic Formation for a Total of two (2) Degrees of Success (+ +), and my Speed Dice are 5 5 3 for a Total of 13.

GM: I'm going to roll {Brawl%} for the Infected to see how well they intercept your attack, and roll three (3) Speed Dice (3 3 3). The first Infected got one (1) Degree of Success (+), the second Infected got one (1) Degree of Failure (-) and their Speed Dice are 3 4 5 for a Total of 12.

Marguerite: Shoot, so I go first?

GM: I'm afraid so.

Marguerite: Ok, so I'm going to rush the Infected that failed and use one (1) Degree of Failure (-) from the Infected and my one (1) Degree of Success (+) to cancel my two (2) Degrees of Failure (- -) for a wash.

GM: And what does that look like? You're still resolving a Degree of Failure so it has to be somewhat bad.

Marguerite: Can I say I lost my knife in its body after pushing it away?

GM: That is actually a little excessive, since this is a wash, instead how about you remain within grabbing distance?

Marguerite: Alright, that does sound better.

Walter: So it's my turn now, so I'm going to rush the Infected that had the one (1) Degree of Success (+) and use one (1) Degree of Success (+) to cancel that out, and use the other one (1) Degree of Success (+) to Resolve as Damage against it with "Hit".

GM: Sounds good. What's that look like?

Walter: Ok, I'm going to use the handle and shove it back into range and try to bring the axe down on its head... rolling one (1) Damage Die (1) for the "Hit" and the extra 2 from the "Deadly" rule and got a 2 4 for a Total of six (6), so is that enough to kill it?

GM: No, you don't hit the head, but your axe bites deep into its shoulder, and the 2 4 both stay on it.

Walter: Well, it's something at least.

GM: The Infected can't fight back, you took away the only Degrees it had so its turn is effectively over.

Conner: I want to Resolve my two (2) Degrees of Success (+ +) for the "Hit" Triggerred Effect.

GM: Go ahead and roll, that will be two (2) Damage Dice (2 2).

Conner: Alright, I got 1 3 for a Total of four (4), so at least we are wearing them both down.

GM: Right. Since everyone's Degrees are all Resolved, it's time for another round of Intent.

Walter: I'm going to try and finish off the one I'm fighting.

Marguerite: I'm still too close, so I'm going to swap my knife to my pistol and also take a step back just in case.

Conner: You watch it with that pistol, Marguerite! I'm going to try and take out the one you tried to stab.

Marguerite: Who do I look like? Walter?

Walter: Too soon.

GM: Alright, everyone, that's enough. Make your Checks, Marguerite you don't have a Check since you're just doing Movement Actions. Everyone roll two (2) Speed Dice (2 2) as well.

Conner: One (1) Degree of Success (+) on the Check and one (1) Degree of Success (+) from Basic Formation for a Total of two (2) Degrees of Success (+ +). Speed is 1 4 for a Total of five (5).

Walter: Two (2) Degrees of Success (+ +) on the Check and one (1) Degree of Success (+) from Basic Formation for a Total of three (3) Degrees of Success (+ + +). Speed is 2 5 for a Total of seven (7). I rolled a 4 for my axe's "Deadly" rule.

Marguerite: My Speed is 4 4 H for a Total of 13 (-) not a great time for the dice to Explode!

GM: The Infected got 3 3 3 on the Speed Dice for a Total of nine (9), and the first one got... two (2) Degrees of Failure (- -) while the second got three (3) Degrees of Success (+ + +).

Conner: Wow, ok. So which one was the really wounded one Walter just hit?

GM: The one with the Degrees of Failure.

Conner: Got it. So I'm going first, so I'm going to Resolve all my Degrees of Success on Damage with "Hit" against the infected with the Degrees of Success.

GM: Roll two (2) Damage Dice (2 2).

Conner: I got... 5 5 for a Total of 10 Damage.

GM: You crush its face in and it drops.

Walter: I'm going next, and I'm going to take out the one I hit previously... all three (3) Degrees of Success (+ + +) are going to Resolve as Damage with "Hit" thanks to Accuracy.

GM: Go ahead. Roll the three (3) Damage Dice (2 2 2).

Walter: I got 2 3 4 and my 4 from the "Deadly" rule makes it 13 Damage Total.

GM: You dislodge your axe from the previous attack and you land it back down again with tremendous force on the Infected's skull. The coagulated blood makes a thick slurry with the ash coating its body and it falls back to the ground.

Marguerite: Good enough for me.

The GM notes that the opponents have the "Fear" Special Rule, which means encountering them counts as a Stressor. The encounter has required the party to lose one of their points of Morale, even though they have successfully fought the opponents off. This brings them from 😊9 to 😊8 for the Formation.

SCAVENGERS

The group has continued their travels and the GM has made additional {Encounter%} Checks as they have pressed on. Here, we will describe where multiple {Encounter%} Checks can be used in a short period to better suit the narrative purpose of the Game-master.

The group arrives at a familiar haunt, a strip mall where a frozen yogurt shop and a hookah lounge used to be found. It was a popular place for them as kids and in their later years as adults. Both places, and the odd quilting and craft store that was at the far end, were thoroughly ransacked some time ago. Which makes it all the more disturbing when they spot figures moving in and out of the mall carrying things. These could just be opportunists, or it could be some of the more dangerous scavengers that the survivors have run into more times than they care to remember. It's easy to forget that they were once regular people, reasonable perhaps even, but now those days are past and everyone seems all too eager to simply take what they want wherever they can.

The GM has been keeping track of Time spent traveling separately from the amount of {Encounter%} Checks allowed. A map has been a useful guide tracking them from street to street waiting for the opportune moment to use another {Encounter%} Check within the narrative. This seems like as good a time as any.

The GM makes the {Encounter%}... seven (7) more to go.

Now, unlike before when the {Encounter%} Checks were made in the abstract as just a value based on the Perception Bonus (PB) of the Standard Opponent and granting a bonus Degree of Success (+) per Outbreak Level... an {Encounter%} Check can actually be any number of Checks including an Opposed Check from an Opponent if you really want it to be, but the abstraction is generally good enough for most purposes. In this case the survivors are seeing whether they can pass by this mysterious group without drawing any attention to themselves. The GM decides that {Spot/Listen%} on behalf of the scavengers is appropriate.

The GM rolls two (2) Degrees of Success (+) and adds a further two (2) Degrees of Success (+) for the Outbreak Level 2 for a Total of four (4) Degrees of Success (+) which is rather high... the survivors must be very careful.

GM: Ok, you see people milling around the strip mall carrying packages and loading them into a truck... you didn't see them until you rounded the corner, so there's a good chance they saw you.

Marguerite: Yikes... can I try {Stealth%} to see if we avoid them?

GM: Sure.

Marguerite: Ok... I got... oh wow, four (4) Degrees of Success (+) from the Check and one (1) Degree of Success (+) from Basic Formation for a Total of five (5) Degrees of Success (+).

GM: Oh... wow, I was certain they would see you. They got four (4) Degrees of Success (+).

Marguerite: But I beat them!

GM: That you did... but I also have a lot of Risk to burn, so I'm going to use... let's say ⚠️5 in order to have one go around the corner to investigate at least (referring to the "Patrol" Hazard on pg 135).

Note: The GM notes that there is ⚠️39 left in the Risk Pool after the ⚠️5 was used in order to do this.

Marguerite: Since I got five (5) Degrees of Success (+) and they got four (4) Degrees of Success (+), and assuming I'm going to cancel all theirs with mine, can I use the remaining one (1) Degree of Success (+) for attacking him as he rounds the corner.

GM: Yes, absolutely.

Marguerite: Then I'm going to ready my knife.

Conner: I'm going to tackle him if she doesn't bring him down.

Walter: I'll be helping with that.

GM: That all sounds good.

Conner: Do we need to roll Speed Dice for this?

GM: No, it's really only going to come into play if this does not turn out well for you and this Surprise Round becomes a full blown Encounter.

Marguerite: Here goes... using my {Melee Combat – Piercing%} I got... one (1) Degree of Success (+) but add my one (1) Degree of Success (+) from earlier and one (1) Degree of Success (+) for Basic Formation, so I have a Total of three (3) Degrees of Success (+).

Conner: I got one (1) Degree of Success (+) on my {Brawl%} Check and one (1) Degree of Success from Basic Formation for a Total of two (2) Degrees of Success (+).

Walter: Same here, actually.

GM: Ok, I'm going to make a {Spot/Listen%} on his behalf... wow! So three (3) Degrees of Failure (-).

Marguerite: Yes! Ok, so I'm going to use those as Degrees of Success in my favor, so that's six (6) Degrees of Success (+) that I'm going to have all go to Damage.

GM: Alright... the cap is generally five (5) Degrees of Success (+) so roll five (5) Damage Dice (■) and you can take five (5) Survival Points

(+5) for the last one (1) Degree of Success (+) leftover.

Marguerite: Alright... I got... 4 4 5 4 4 so 25 Damage Total! Also (+) 2 Armor Piercing since it is Piercing Damage, if that matters.

GM: Noted. As he rounds the corner, Walter and Conner grab him and pin him to the ground as you quickly stab him, killing him almost instantly and without a sound... The vacant milky eyes are a clear giveaway that this man, while still alive, was very much in the late stages of infection... his friends likely are too.

Walter: Let's get out of here before the others arrive.

GM: As far as I'm concerned, this would have been the one thing that alerted them to you, so keep on going.. but just for good measure...

The GM uses another one of the free Encounter Checks... two (2) Degrees of Failure (-) ... six (6) more free {Encounter%} Checks remaining. The survivors continue onward.

TRAFFIC JAM

After passing through the strip mall with (almost) no incident, the survivors find themselves on an overpass with ash caked cars that are piled up, one after another. The exit ramp near the overpass was the location of a devastating accident which all but guaranteed this would lock up the escape route for a dozen blocks in every direction. Picking their way through the cars the survivors see a semi delivery truck that is on its side, having failed to make a tight turn that it was clearly not designed to take, but attempted by pure desperation... as so many others in the past, there was some silent consideration among them to see what was inside. The sliding door still secured and the steel padlock in place which would be short work for the bolt cutters they brought.

Walter: I want to check that truck out.

Marguerite: You're crazy. We can't even tell what kind of truck it is.

Conner: She's right. It's covered in ash and it's on its side, so good luck figuring out if it's even worth busting open.

Walter: If I climb up to dust it off to see, will you consider it?

After some deliberation and a secret {Encounter%} Check made and failed with two (2) Degrees of Failure (-) by the GM... five (5) more remaining, the survivors decide it's worth looking into.

Walter: I'm going to get up on it and check it out.

GM: Make a {Climb%} Check.

Walter: Ok... dang... one (1) Degree of Failure (-), but I'd also have one (1) Degree of Success (+) so it is basically just a wash.

GM: Ok... so you make it up to the top, but slipping on the fine ash on the top as you kick it off to read it you fall on your arm and jam your finger.

Walter: Great... so do I take Damage?

GM: No, it's superficial, but I'm penalizing your Strength based Checks that require your hands for the next 3.

Walter: Fine... ok, what's the truck?

GM: It's an Uncle Oinky's Discount Foodinarium delivery truck.

Walter: YES! Wait... is it refrigerated?

GM: It was, at one point in time, yes.



Walter: Ew... ok, that's not as good news. I'm going to tell the others.

Conner: So it's a grocery delivery truck, but it's on its side and it's been without refrigeration for... whenever all this happened, I suppose?

Walter: That's pretty much the situation.

Conner: Let's not forget that we're on the clock to get some medical supplies for Luanne.

Marguerite: Right... Should we put a pin in this then? I'm pretty sure that if it's lasted here this long and there's so few people left that are... you know, still people, that we can probably assume it's still going to be here?

Looking to the GM for guidance, with a shrug of the shoulders...

GM: Your call.

Walter: Fine, let's go.

The GM makes another {Encounter%} Check here as they leave... and fails again with another three (3) Degrees of Failure (⊖ ⊖ ⊖). Four (4) free {Encounter%} Checks remaining.

CAMPUS OUTSKIRTS

The survivors finally reach the edge of the campus. Only the silhouette of the brutalist architecture can be seen through the haze of ash falling from the fires miles up the road. More troubling, this clear view of the pass that leads out of town reveals a visible cloud of ash and soot roiling down towards them due to high winds. There will be only a few minutes before this cloud is upon them.

No sooner than the survivors arrived, they have been given a terrible choice. The storm barreling down on them will surely hamper their progress or cause them to become lost or disoriented. On the other hand, the survivors have no idea how long the ash storm will last.

The GM determines that enduring this storm one way or another is a "Stressor" so the characters can either lose 😊1 automatically if they wish to continue or they can be granted the opportunity of a {Save Throw%} to prevent the loss of Morale.

The survivors decide it's better to seek shelter while they still have the luxury of choice.

The GM consults the map being used and sees that there is a popular liquor store that has set up at the edge of the campus... long since looted, but still decent enough shelter.

Consulting the details for "Storms" (see pg. 84 of the Gamemaster's Guide) he sees that the Risk requirement is ⚠️50 -5 per 🌍 which currently counts as having a 🌍5 more than normal since factors of the Storm are tied to the Wildfires making it a Total of nine (🌍9). This reduces the Risk requirement down to just ⚠️5 which will leave ⚠️34 remaining in the Risk Pool.

The GM decides that this will delay the characters ⏰ based on how much Risk is being used. For each ⚠️1 the GM decides to roll a d5! and count the 🎲 results as 0. Since the GM used ⚠️5 that will allow a roll of 5d5! The GM rolls... 1 2 3 🎲 🎲 for

a Total of six (6) Time that is lost from this wait.

Note: This Hazard has a few factors to how it can be reflected in game, with this being the GM's way of interpreting the precise situation.

The survivors become impatient and look to occupy their time with more productive activities.

Conner: Can we search this place while we wait?

GM: Clearly there isn't much.

Conner: Still, I've got to try anyway.

GM: Well, you certainly have the time to kill.

Note: This was not part of the original Mission construction, but consulting the "Scout" Mission Brief, it is possible for the Survivors to get something up to Resource Level 2 without altering Labor, so anything up to Resource Level 2 could be searched for and found without requiring the Time needed for the Mission to be reassessed. However, in this case, they are stuck inside, and the extra Time added would likely be accounted for by virtue of having to wait out the storm... so the GM allows that anything up to Resource Level 4 at the Location can be searched for.

Conner: I got one (1) Degree of Success (⊕) on my {Search%} Check and one (1) Degree of Success for the Basic Formation for a Total of two (2) Degrees of Success (⊕ ⊕).

The GM consults the Resource Catalog.

GM: That's good, but there is not much left unless you did really well.

Conner: I'm assuming that means better than I did?

GM: I'm afraid so.

The GM does not need to alert the characters as to how much Time is being added. And some discretion can be had if the survivors lose their nerve and make their way in the storm anyway.

Note: This additional Time does not normally add additional free {Encounter%} Checks to the GM... it just takes more Time before a party can count a Mission as success.

GM: Ok, so make a {Diplomacy - Command%} to see if you resist Morale loss, and remember that the Basic Formation bonus does not apply to {Diplomacy%} for the Formation Morale.

Marguerite: I got two (2) Degrees of Failure (⊖ ⊖).

GM: That fails.

Walter: Do we have to take any additional penalty for the additional Degree of Failure she generated?

GM: Not this time, it was more a binary pass or fail situation.

Conner: Well, that could have been worse, I guess.

GM: Ok, so your Formation loses 😊1 from the pool.

Marguerite: What does this leave us at?

GM: You have ☺7 left.

The storm begins to abate, as the buildings across the street become visible once again. They grumble that they've lost valuable time... and the survivors are not wrong. Even with the perpetual gray and orange haze, it is impossible to deny that night was rapidly approaching.

NIGHTFALL

The coming of night has been a situation that would only barely have been helped by their flashlights in the past, and arguably made worse, as the beams of light would give away their position to anyone who is paying attention. More to the point, after waiting out the storm, their available Time is running dangerously thin.

The GM rolls one of the remaining Free {Encounter%} Checks... three (3) remaining.

The GM rolls one (1) Degree of Success (⊕) in the {Encounter%}, which adding two (2) Degrees of Success (⊕ ⊕) due to it being Outbreak Level 2 brings the total to three (3) Degrees of Success (⊕ ⊕ ⊕) which will result in a few options of Opponent. Since it's outside, it'll use the same Encounter Table as before.

The GM makes note that in the waning daylight, it's acceptable to add ■ to all of the Survivor's Checks.

GM: Okay, as you leave and approach the campus, you hear the familiar trudging of footsteps through the layer of ash covering the ground. Turning, you see three infected coming at you.

Marguerite: Can we outrun them?

GM: You can certainly try.

Marguerite: Well, we have to give that a shot, because we're running out of daylight.

Conner: Who makes the Check?

GM: Marguerite's been taking Point, so most collective Checks need to be made by whoever that happens to be.

Marguerite: Alright... so {Navigation%} then?

GM: Yes, but you have to add one (1) Difficulty (■) to the Check because you're losing light.

Marguerite: I got... three (3) Degrees of Failure (⊖ ⊖ ⊖), that one (1) Degree of Success (⊕) will make this less bad at least if I can use it to cancel one (1) Degree of Failure (⊖).

GM: That is fine, so you have two (2) Degrees of Failure (⊖ ⊖) still, so it isn't going to work out.

Conner: Are they at range?

GM: Yes.

Walter: I'm readying my axe anyway.

Conner: Shotgun here. Let's make this fast.

Marguerite: I'm drawing my pistol.

GM: So you're all just opening fire? Are you spreading it around or are you focusing.

Conner: Spreading it around. I'll target any that happen to be the closest.

Marguerite: I'll take the next closest one.

Walter: I'll hold for any that close the gap.

The GM tallies that he gets ⚠2 from both characters using firearms, bringing his Risk total from ⚠34 to ⚠36 again.

GM: Sounds good. Make your Checks then... remember the one (1) Difficulty (■) penalty. You don't need to roll Speed Dice, you'll get this round to act before they get close enough for turn order to matter.

Note: Not rolling Speed Dice in this case is a shorthanding of the rules, but an understandable one considering the circumstances. Normally, you always roll Speed Dice, but since the opponents are so far away and all the characters that are attacking are at range, and they're all attacking different targets, Resolution order which is normally determined by Speed Dice does not really matter. The purpose of the Intent phase is to allow GM's opportunities like this to shorthand rules to speed up gameplay or to add details that better reflect the reality of the situation.

Marguerite: I got one (1) Degree of Success (⊕) so with Basic Formation that will be a Total of two (2) Degrees of Success (⊕ ⊕).

Walter: I got one (1) Degree of Success (⊕) for my {Hold%}, so Basic Formation will also get me a Total of two (2) Degrees of Success (⊕ ⊕).

Conner: Me too. Am I close enough to have the "Deadly" rule apply?

GM: What shells are you using again?

Conner: 00 Buckshot (see pg.180 of the Survivor's Guide).

GM: Doesn't that give you "Deadly 1" no matter what?

Conner: Oh yeah... I guess it does. Ok, so I'm rolling three (3) Damage Dice (■ ■ ■) for "Hit" then, two (2) Damage Dice (■ ■) for the Check and another one (1) Damage Die (■) for the "Deadly" rule.

GM: Correct.

Conner: I got.. 1 2 # so... does the # explode?





GM: Yes, it's a 5+ whatever you roll again.

Conner: Awesome... So 3. That gives me 1 2 3 5 which is 11 Damage Total.

GM: You drop the closest one.

Conner: Nice!



Marguerite: Ok, so I'll Resolve all my Degrees of Success as

“Hit”... adding the one (1) Damage Die () for “Deadly” as well. So I got...    so 12 Damage Total.

GM: You drop yours too.






Walter: Can I just finish off the last one?













GM: Yea, sounds good.

The GM decides to use  10 from the Risk Pool to confound his plan, bringing the new total to  26 for the Risk Pool.

Note: This is not a formal Hazard, but it is a GM's way of interpreting the situation. The use of Risk is just to give some consequence beyond just the GM's whims.

GM: Walter, make a {Balance%}.

Walter: Uh... ok... I got five (5) Degrees of Failure (    ), and if I can I'll reduce that with the one (1) Degree of Success from Basic Formation, but I'm guessing that's not good.

GM: No, it isn't, but I will allow you to reduce it down to four (4) Degrees of Failure (   ). You heft the axe and make your way towards the last Infected, but as you go to step onto the curb your other leg catches the edge of a storm drain that was obscured by the debris and ash and you come crashing down. So I'm going to resolve your Degrees of Failure in this way... one (1) Degree of Failure () for the fall, two (2) Degrees of Failure ( ) to add two (2) Speed Dice ( ) to your next dice pool, and one (1) Degree of Failure () for one Damage Die () against you... which is a  . I'm going to say you fell on your sprain from before and Aggravated it into actual Damage. Take a token with three (3) on it to denote the wound, but thankfully it isn't an Injury.



Walter: Weak. Ok.






Conner: Since he's down, can we shoot again without being in danger of hitting Walter?







GM: I'd say there's a far less chance of that happening, sure.





Marguerite: I'll just cover him if he doesn't drop it.

Walter: I'm going to try and stand up quickly and avoid being attacked, obviously.









GM: Ok, lets make some Checks then... roll Speed Dice this round, timing's important... don't forget, Walter, you're rolling two (2) Speed Dice ( ) extra this time because of the fall.




Marguerite: For my {Hold%} I got two (2) Degrees of Failure ( ) on the Check and the one (1) Degree of Success () for Basic Formation... so that's probably not too helpful. And my Speed result is   for a Total of eight (8).

Conner: I got one (1) Degree of Success () for {Long Guns – Shotgun%} with the one (1) Degree of Success () from Basic Formation for a Total of two (2) Degrees of Success ( ). My Speed result is   ... so six (6) Total.







Walter: I'm doing {Balance%} to stand up again quickly and rolling four (4) Speed Dice (   ), is that right?

GM: Yes, that's right.















Walter: I got one (1) Degree of Success () plus the one (1) Degree of Success () for Basic Formation for a Total of two (2) Degrees of Success ( ) and rolled     for Speed... ugh. That's 17 Total.

The GM decides to pull another nasty trick using some of the Risk Pool. The remaining Infected is considered a “Template” so it can have Upgrades. Of the  26 left, the GM spends  5 ( 21 remaining in the Risk Pool).

Shaking off the layer of ash, a much more mighty physique is revealed under the coating of dust... The infected charges forward and pounces.

GM: I'm rolling {Brawl%} and since I upgraded it, the percentage chance is higher and I don't have to add another Speed Die () for movement when charging into combat. So I got... three (3) Degrees of Success (  ) and   ... so seven (7) Total.




Walter: Yikes.



Conner: Don't worry... I got six (6) on my Speed Dice so I go before it does. So I'm Resolving the two (2) Degrees of Success ( ) as Damage with “Hit” ( ) and another one (1) for “Deadly” giving a Total of three (3) Damage Dice (  )... I got    ... oh come on. Six (6) Damage Total. And rolling my two Depletion Dice ( ) for Depletion Points (one for each use of the gun) I got   so a Total of six (6)... but my model has a Capacity of eight (8), so I'm still good.





GM: Ok sounds good, but the Damage was not enough. It still keeps coming.

Walter: Thanks, Conner.




Conner: I tried.

GM: The Infected pounces on Walter while still prone and rolls    for Damage... so seven (7) Damage in Total.




Walter: I am wearing my heavy coat, and I reinforced it with some padding... so it has Defense   vs. Bludgeoning.

GM: That's going to be good for you, so the  is cancelled out and  is less than  so it can be cancelled as well, so that leaves only  , so you take four (4) Damage. Take a token with four (4) on it to denote the wound.

Walter: Ok... feeling pretty rough right now, but still below the Damage Threshold which means I at least don't have an Injury still.

Marguerite: So it's my turn and I have two (2) Degrees of Failure ( ) and one (1) Degree of Success () that I need to Resolve.



GM: That you do.



Marguerite: So can I use the one (1) Degree of Success () to cancel one (1) Degree of Failure (), and for the last one (1) Degree of Failure () just say that I panicked and shot my gun?

Walter: Oh come on!



GM: That sounds great, and it's not enough Degrees of Failure for friendly fire, it's just a chance of wasting ammo.

Walter: I can't believe that's considered good news... but I'll take it.




GM: Anyway, that's fine, Marguerite. Roll two (2) Depletion Dice ( ), one (1) for the last time you used the gun and one (1) for this instance.





Marguerite: Ok... I got   so... 10 Total... Dang. My Capacity is 10 for the 9mm so I'm out.

GM: Your panicked trigger pulls go from pops to clicks as your magazine runs dry.

The GM makes note that guns were used again and adds  1 for each, for a total of  23 in the Risk Pool.

Walter: It's up to me, I guess. I'm still prone, but can I kick this guy off me and try to hit it with my axe once it's away?

GM: Yes, but I'm giving you an additional Difficulty () penalty, so two (2) Difficulty Dice ( ) on the Check.

Walter: I'll take it. Rolling {Brawl%} and I got... one (1) Degree of Success () and one (1) Degree of Success () for Basic Formation giving me a Total of two (2) Degrees of Success ( ).

GM: That's enough to kick it off, and then you can either do some Damage... or you can stand up.


Walter: I think I'll get up.






GM: Good enough. New round, time for Intent.








Marguerite: Are we just all going to rush in and bash it while it's down?







Walter: Sounds good to me.





Conner: Yes.







GM: Ok, the Infected will spend its turn getting up and taking a swipe at anyone who tries to hit it while it's down. Everyone make Checks. All of you besides Walter add another Speed Die () to their pool to represent moving into melee range.



Marguerite: One (1) Degree of Failure () on the Check and one (1) Degree of Success () for Basic Formation, Speed Dice are    for a Total of 10.

Walter: One (1) Degree of Success () on the Check and one (1) Degree of Success () for Basic Formation for two (2) Degrees of Success ( ) Total, Speed Dice are    for a Total of nine (9).







Conner: One (1) Degree of Success () on the Check and one (1) Degree of Success () with Basic Formation for two (2) Degrees of Success ( ) Total, Speed Dice are   for a Total of five (5).

GM: And I got one (1) Degree of Success () and a Speed Dice are    for a Total of eight (8).

Conner: I get to go first, so I'm using the two (2) Degrees of Success ( ) for "Hit" which gets me two (2) Damage Dice ( )... rolling that I got a   ... so three (3) Damage Total.

GM: Ok. With the six (6) from before that's nine (9) Damage Total... still not enough. It's the Infected's turn, so I'm using its one (1) Degree of Success () to roll Damage against you, Conner, since you intercepted him... So I roll  for Damage.

Conner: Ouch, ok. I'll take a token with five (5) on it.


Walter: My turn. I've got two (2) Degrees of Success ( ) and I'm using it for Damage with "Hit"... Rolling two (2) Damage Dice ( ) and I got   so three (3) Damage Total... we're not doing very good at this.

GM: It's enough to drop it, finally.

Walter: Sweet revenge!

Marguerite: I'll cancel out to Resolve my Degrees. Let's keep moving I can't imagine we've got much light left.





GM: That works.

The GM is running low on Risk and free {Encounter%} Checks to roll, having only  23 left in the Risk Pool and three (3) free Checks to roll before the conclusion of this Mission. The GM will need to manage these carefully as tension building tools to make sure the end is suitably tense. The only hope is that the passive difficulty added by nightfall would be reason enough to light a fire under the player character's feet. The GM decides for pacing to allow them to arrive at their destination and have all these resources on hand to make sure the conclusion is suitably challenging.

THE END OF THE ROAD

The survivors make their way to the campus infirmary near the school of medicine. There should hopefully be some supplies for Luanne's injury... and now Walter's injury to some extent. The survivors made their way inside and down the stairs. Darkness now greets them, which their flashlights thankfully ameliorated somewhat, always mindful about the attention such tools draw to themselves. The large windows from the light wells normally flooded light into the below-levels room, but they were quickly filled with ash as the days drew on with the constant storms, and whatever light made it through the clouds of soot were further choked by the ash in the wells.

Blood and gore is seen on the floor, although long since dried out, so whatever violence this place hosted was long before the survivors arrived. Still, they need to be careful.

The GM makes an {Encounter%} Check, leaving only two (2) free Checks remaining... The GM gets four (4) Degrees of Success (   ) after factoring in the Outbreak Level. Something lurks down there, but the GM holds on to this information to draw the survivors deeper into the infirmary.

Walter: Am I the only one who has been here before?

Marguerite and Connor: Yes.

Walter: Great. So can I make a {Search%} to see what I can find?



GM: Of course. Take a penalty of one (1) Difficulty Dice (■) when you do it.

Walter: Even with the flashlight?

GM: The Environmental Modifier is 2 you're dealing with for the level of darkness in here, your flashlight only reduces it by 1 for Darkness specifically since it's only rated at 1x. (See Survivor's Guide pg. 155) ●

Walter: Better than nothing. Anyway, I got one (1) Degree of Success (+) on my check, which gives me a Total of two (2) Degrees of Success (+ +) thanks to Basic Formation.

GM: Ok, so you remember where the storage closet is when you had to go here before.

Walter: Alright, let's go.

The GM decides that this is the moment to use the four (4) Degrees of Success (+ + + +) from the {Encounter%} Check.

The survivors round the corner down the hallway and they stop dead in their tracks as they see a lantern light down the hallway. The light cast by the lantern is too shallow, but the survivors quickly turn off their own flashlights and lay low... hoping they haven't been seen yet.

GM: Walter, you kind of took over Point position, which is fine since Basic Formation is a Zeitgeist Formation, but now you're making {Stealth%}.

Walter: I got... shoot, two (2) Degrees of Failure (- -), but I'll cancel that down to one (1) Degree of Failure (-) with

the Basic Formation bonus.

The GM resolves the one (1) Degree of Failure (-) as an additional one (1) Degree of Success (+) for the {Encounter%} Check, for a total of five (5) Degrees of Success (+ + + + +).

Conner: So, I'm readying my shotgun, it seems.

Marguerite: My pistol as well.

GM: All well and good, but what are you all actually doing?

Walter: There's a good chance we've been spotted already, so I don't want to let them circle around us. Let's keep going, as carefully as we can.

GM: As you pass by the open door, you see the lantern carried before left resting on an exam table. The room is uninhabited otherwise... with the exception of an immobile body, laid there recently.

Walter: Ok, I'm going to turn off the light so we can hide better.

GM: Sounds fine. As you all sneak into the room, Marguerite you recognize the body on the slab by the knife wound you dealt it earlier.

Marguerite: Oh shoot... it's...

GM: The scavengers, yes. You make this realization immediately before Walter extinguishes the light and plunges the room into inky darkness.

Marguerite: I hiss to Walter telling him what I saw.

Conner: It's the scavengers. What are they doing here?

Walter: Obviously trying to help their friend out.

GM: Make a {Spot/Listen%}... but take a two (2) Difficulty Dice (■ ■) penalty for obvious reasons.

Walter: Me again?

GM: No, you can all do it actually. I'll just take the best result.

Note: This is diffusing the role of Point to everyone so everyone is making the Check, since it is possible to alert anyone else to what they find easily. A GM can decide whether or not dislodging the leadership roles in this way is a "Stressor" in some fashion.

Walter: I got one (1) Degree of Success (+), so a Total of two (2) Degrees of Success (+ +) with Basic Formation.

Marguerite: Same for me.

Conner: I got two (2) Degrees of Failure (- -) on the Check and the one (1) Degree of Success (+) from Basic Formation.

GM: Even in the darkness you can detect movement. The slight change in the air pressure, a faint whiff of an unfamiliar smell... unpleasant, but the party holds their collective breath as they begin to feel movement all around them.

The GM holds for tension, the players wondering whether or not talking will mean that their character will break the silence... finally Walter speaks up.

Walter: I'm assuming we can't confer here about what to do without blowing our cover?

GM: That is very much correct. You can all write to me secretly what you wish to do and we'll roll Speed Dice normally to see who goes first.

Walter writes "Turn on the electric lantern I just turned off" and rolls 3 4 for a Speed Dice Result of seven (7).

Marguerite writes "Sneak back to the door, crouching low" and rolls 2 4 for a Speed Dice Result of six (6).

Conner writes "Ready my shotgun to train it on any movement I can sense, I got a Total of two (2) Degrees of Success (+ +) on my {Hold%} with the Basic Formation bonus" and rolls 4 5 for a Speed Dice Result of nine (9).

GM: Ok, so Marguerite, you go first, roll {Stealth%}.

Marguerite: Do I get a bonus for the darkness.

GM: No, but anyone trying to detect you has a penalty.

Marguerite: I'll take it. I got one (1) Degree of Success (+) on the Check, so two (2) Degrees of Success (+ +) Total then with Basic Formation.

GM: Ok, Walter, you're next... you turn on the light.

Conner: What?!

Marguerite: Damn you, Walter!

GM: You see that the body on the slab is now sitting up, the same glassy eyed stare Marguerite saw now looks straight at Walter... and Marguerite, your sneaking put you face to face to one of the scavengers who left the room... a towering brute with bloodstained clothing whose labored raspy breathing becomes quite pronounced as the scavenger produces a rusty hammer.

Conner: Oh damn! Can I use one (1) Degree of Success (+) from the {Hold%} to pick a target?

GM: Yes.

Conner: And can the other one (1) Degree of Success (+) be used for an attack Check?

GM: Also yes.

Conner: Ok, I'm shooting at the guy at the door. Marguerite isn't in the way, right?

GM: Not really, but you could still mess up.

Marguerite: Do it, this psycho has a hammer!

Conner: Rolling {Long Gun – Shotgun%} I got... one (2) Degrees of Success (+ +) on it. Do I apply the Basic Formation bonus to this as well?

GM: No, that can only apply to each of you one (1) time per turn, so you can't use that again until next round.

Conner: Well then, obviously all going to "Hit" for some Damage, with "Deadly 1" that's three (3) Damage Dice (■ ■ ■) so I got... 2 3 4 for nine (9) Damage Total. Rolling Depletion, with the Depletion Points (from all combined uses since last reload) that's three (3) Depletion Dice (□ □ □), I got... eight (8). Ok, so I'm out of shells.

GM: Ok. So that's the end of the Surprise round, everyone declare their Intent.

The GM notes the 1 gained by using the firearm, bringing the total to 24 in the Risk Pool.

Marguerite: So the guy isn't dead, so I'm ducking back into the room by Conner and drawing my pistol.

GM: The empty one from before?

Marguerite: Oh...right... Shoot. Ok so I'm just ducking back then.

Walter: I'm going to take an axe to the Infected sitting up on the table.

Conner: I'm drawing my snub nose revolver and training it on the guy at the door and firing at him.

GM: Ok, everyone roll Checks and Speed Dice. Marguerite, you roll an extra one (1) Speed Dice (■) for maneuvering and Conner you roll an extra for drawing the weapon.

Walter: I got one (2) Degrees of Success (⊕ ⊕) for a Total of three (3) Degrees of Success (⊕ ⊕ ⊕) with Basic Formation, and Speed Dice are 4 5 for a Total of nine (9).

Conner: I got one (1) Degree of Success (⊕) which gives me a Total of two (2) Degrees of Success with Basic Formation, and Speed Dice are 4 4 4 for a Total of 12.

Marguerite: I got 3 3 4 on my Speed Die for a Total of 10.

GM: Ok, and the Infected at the table is prone, so he's basically sitting up and that's about all he can do, and the Speed Dice are 4 4 4 for a Total of 12. The guy at the door tries to grab you, Marguerite, before you get away and his Speed Dice are... 2 3 for a Total of five (5). His attempt at {Grapple%} got three (3) Degrees of Success (⊕ ⊕ ⊕) against you.

Marguerite: Damn. I didn't make a check, so I can make a Save Throw without penalty? {Dodge%} I would assume.

GM: Yes. {Grapple%} works too, if you'd rather.

Marguerite: {Dodge%} is better for me... Ok, I got one (1) Degree of Success (⊕) on the Check so I'll have a Total of two (2) Degrees of Success (⊕ ⊕)... so that's not enough.

GM: Could have been worse. With his remaining one (1) Degree of Success (⊕), as I assume you're canceling, he grabs you by the arm and shoves you towards Conner who he sees has a gun pointed at him. He rushes forward with his hammer raised, ready to bring it down on Conner before he can shoot.

Conner: He doesn't get to this turn, right?

GM: No, that's the end of his turn.

Walter: My turn, though, so I'm just going straight for "Hit" to get Damage against the Infected, so that's three (3) Damage Dice (■ ■ ■).

GM: I'll give you another one (1) Damage Die (■), since it's technically still prone and its head is at your chest level.

Walter: Nice! I got 1 3 4 5 for 13 Damage Total.

GM: You bury the axe in the Infected's face, finishing the job you started earlier. Your axe is buried in its face though, so you'll now have to add one (1) Speed Die (■) whenever you are looking to pull it out.

Conner: Am I able to shoot before the scavenger gets to me?

GM: Well, yes, but Marguerite was used more or less as a human shield to protect his advance... so if you miss, it won't be all that difficult to hit Marguerite by accident.

Conner: I don't want to risk it. I'll just catch Marguerite and try to intercept the scavenger by switching positions with her.

GM: Make a {Lift/Pull%} then... but add two (2) Difficulty Dice (■ ■) to it, since this is very different from your Intent, even as far as Save Throws are concerned.

Conner: Ugh. Fair enough. I got... two (2) Degrees of Failure

(- -).

GM: Even given the circumstances, that's not enough for friendly fire, but you do discharge your gun by accident into the wall. How many shots does that leave you. It's a revolver, right? For that you track shots individually.

Conner: Yeah, and it was fully loaded with six (6)... so, five (5) now. Guessing I didn't help Marguerite at all.

GM: Not even a little. Ok next round of Intent.

Conner: I'm going to try to shoot the scavenger.

Marguerite: I'm going to try and get out of the way and draw my knife in case Walter or Conner doesn't get him.

Walter: Since my axe is still stuck, I want to try and distract the scavenger by throwing something at him.

GM: Interesting. Ok. So add one (1) Speed Die (■) for grabbing something, so two (2) Speed Dice (■ ■) total for that.

Walter: Rolling {Throw%} I got... one (1) Degree of Success (⊕) which gives me a Total of two (2) Degrees of Success (⊕ ⊕) with Basic Formation, and 3 2 for five (5) Speed Total.

Marguerite: {Dodge%} I got... one (1) Degree of Success (⊕) so I also have a Total of two (2) Degrees of Success (⊕ ⊕) with Basic Formation and 3 5 so eight (8) Speed Total.

Conner: {Firearms – Pistol%} I got two (2) Degrees of Success (⊕ ⊕) which gets me a Total of three (3) Degrees of Success (⊕ ⊕ ⊕) and 4 5 for nine (9) Speed Total.

GM: Alright, the scavenger got 4 5, so nine (9) Speed Total too and his {Melee Attack – Bludgeon%} got three (3) Degrees of Success (⊕ ⊕ ⊕).

Conner: Oh man...

Walter: So I throw a jar of tongue depressors, I guess, at the scavenger.

GM: I'll have your two (2) Degree of Success (⊕ ⊕) resolve a "Stun", so he adds one (1) Speed Die (■) to his pool... so... 4 which means his Speed is now 13 Total.

Conner: Awesome!



Marguerite: I'm assuming I got out of the way.

GM: You did.


Conner: Thanks to Walter I'll go before this guy so three (3) Degrees of Success (⊕ ⊕ ⊕) on "Hit" for Damage, so three (3) Damage Dice (■ ■ ■) ⊕ one Damage Die (■) for "Deadly 1" and I got... 3 3 4 5 for 15 Damage Total.

GM: You got him square in the chest and he drops in his tracks.













Walter: I retrieve my axe.

The GM adds  1 for using the gun, so there's  25 in the Risk Pool. The GM has two (2) free {Encounter%} Checks remaining and decides to roll one of them... Nothing. This is the final destination with all the first aid supplies so they can gather all they were looking to get... with one (1) {Encounter%} Check remaining, the GM decides to give the players an opportunity to contribute Degrees of Failure to the last Encounter check.





GM: Walter, make a {Search%} to see what you find.

Walter: I got one (1) Degree of Failure ().

GM: Ok.

The GM rolls the last Encounter Check and even with the one (1) Degree of Failure () from Walter, the result is only one (1) Degree of Success (), even factoring in the extra two (2) Degrees of Success ( ) from the Outbreak Level. Not wanting to take that sitting down, and feeling this is a good location for a finale of sorts, the GM uses the last of the Risk in order to boost the result to five (5) Degrees of Success (    ) at  5 per Degree of Success () and  5 left over in the Risk Pool.


You grab as many supplies as you can, breaking into locked cabinets and scrounging every corner you could for anything useful. And after some effort, you turn up several rolls of gauze, antibacterial rinses, nitrite gloves and sutures... not a whole lot, but certainly better than what they had before.

Note: This success is a narrative adaptation of the Success entry of the Mission Brief. The normal reward is  1 per  1 along with a bonus of  50 due to the Location which is nothing to balk at. But the physical rewards could yield much more if the GM used the "Supply Run" Mission Brief as a Mission structure. But since that generally requires some insight into where you're searching and with many things about this Location being uncertain, "Scout" was more appropriate. This location being scouted can be returned to as part of a Supply Run later to find things they had missed and did not have time to search for. Regardless, the Survival Point reward can be distributed after the final encounter and characters can make purchases from Resource Catalogs as normal, adding the contents of the Liquor Store and here at the Infirmary if they bother to take back  worth of stuff to contribute to their Resource Catalogs. This is described on pg. 60 of the Gamemaster's Guide.

For most methods of play, this is a fine place to end, even though there is one {Encounter%} Check whose successful result has yet to be utilized, the GM can have it occur anywhere between where the Survivors are and where they wish to end the session.

For GM's wishing to know how to do an even more advanced Encounter, the following scenario is presented:

THE FINALE (ADVANCED ENCOUNTER – STEALTH ENCOUNTERS)

The Survivors gathered everything they could carry (distributing the appropriate amount of  worth of Cargo they need to carry in order to add the stuff to their Resource Catalogs as described on pg. 60 of the Gamemaster's Guide). As they carry this material to the front to leave, they notice the

door barred and locked. Someone has trapped them inside.

The sharp pop of firearms can be heard and the glass that kept the ash piles at bay in the light wells shatter as several desiccated ash fiends tumble out and rise to their feet with ash and soot pouring out of their mouths, frozen open in permanent screams. One masked scavenger emerges from the darkness behind one of the pillars while reloading his rifle and trains it on the Survivors. It is clear that the ash fiends are unable to see, but there are many and it seems like the only way out is to fight through a wall of infected and through the armed scavenger, or to escape as quietly as possible through the light well without being seen or shot at... there are no good options.

GM: What do you wish to do? What's your Intent.

Marguerite: Is it dark?

GM: There is some light coming in through the light well, but it's really just keeping it from being dark as a cave. It's still dark for all intents and purposes.

Marguerite: I'm drawing my knife and backing towards one of the pillars.

Walter: Oh man... ok. So I'm going to try and lay low and sneak.

Connor: I've got a few shots left, but there's no way I'm going to hit anything so I'm going to hide with Marguerite.

This is an unusual encounter. Under any normal circumstances, the Survivors will be hopelessly outnumbered and likely killed, but this is what is called a "Stealth Encounter" as described on pg. 47, modified slightly to incorporate the fact that at least one opponent knows the characters are somewhere and are actively trying to flush them out. Using flashlights will alert the scavenger, but the ash fiends are very desiccated and so are blind, but they will be able to hear and can attack anyone who tries to attack them and fails.

Note: This section is devoid of snark and roleplaying chit-chat. It's far more mechanical than narrative encounters out of necessity... it's not everyone's preference, which is why it's an optional way of running very specific kinds of Encounters.

For the sake of simplicity, each Survivor has three (3) Action Markers (one per Pv) as does the Scavenger. Each Infected has only two (2) Action Markers and unless the Survivors mess up, the GM determines that only three (3) Infected will ever be active at a time unless the Survivors blow their cover somehow. The characters must either defeat the Scavenger or clear away all Infected that have placed Action Markers in order to clear a path to the exit... either through the light well or out down the hallway they came from where they can hopefully find an exit.

The GM decides that the Scavenger has the same Intent every turn he is not engaged in close combat or grapple: he assigns one Action Marker to each character with the intent of shooting at him or her if they do not find a way to shed themselves of the Action Marker placed on them. This means that a character that performs an Action that is not actively avoiding the scavenger somehow will be shot at... they will likely not be hit, since it is quite dark, but there is a chance they might.

Each Survivor takes turns placing a single (1) Action Marker until all of them have placed three (3).

Walter places two (2) Action Markers on Infected and one (1) on the pillar where Marguerite and Conner are.

Marguerite places one (1) Action Marker on the last Infected, one (1) on the pillar she is hiding behind and one (1) on a nearby pillar several feet away.

Conner places two (2) Action Markers on the scavenger and one (1) on the pillar.

The infected place two (2) Action Markers on each Survivor.

Everyone rolls their Speed Dice:

Walter: Speed Dice Total of five (5)

Conner: Speed Dice Total of six (6)

Marguerite: Speed Dice Total of eight (8)

Infected: Speed Dice Total of 12

Scavenger: Speed Dice Total of nine (9)

Walter removes one (1) Action Marker on the Infected and Attacks it. Generating a Total of three (3) Degrees of Success (+ + +) and Resolving it all to Damage he rolls 3 3 5 which kills one (1) Infected. The Action Markers it had are both removed. Because the target still had Action Markers before it was killed, this alerts the Scavenger to Walter's location.

Conner removes his one (1) Action Marker on the pillar to stay put and he makes a {Hold%} and gets a Total of two (2) Degree of Success (+ +) which he uses to remove an Action Marker targeting him from the Scavenger and one from the Infected targeting him.

Note: The scavenger no longer has any Action Markers on Conner, and therefore cannot target him with any Actions. He also removed one (1) of the two (2) from the Infected. She still has one more from the Infected to avoid being targeted by any Actions.

Marguerite removes one (1) Action Marker from the pillar several feet away and makes a {Stealth%} to sneak to that pillar. She gets a Total of two (2) Degrees of Success (+ +) and uses it to remove one (1) Action Marker on her from the Scavenger and one (1) from the Infected.

Note: Marguerite no longer has any Action Markers on her from the Scavenger, and removed one (1) of the two (2) from the Infected. She still has one more from the Infected to avoid being targeted by any Actions.

The Scavenger removes one (1) Action Marker on Walter in order to fire upon him. With two (2) Difficulty Dice (■ ■) due to darkness, the shots miss wildly, and generates three (3) Degrees of Failure (- - -).

The Infected remove Action Markers on Marguerite, Walter, and Conner moving towards them.

This ends the first round. The GM replaces one (1) Infected that Walter killed with another one of the several in the room.

They roll Speed Dice again.

Walter: Speed Dice Total of seven (7). Walter Places one (1) Action Marker on a pillar and the remaining two (2) on two (2) Infected.

Conner: Speed Dice Total of four (4). Conner places two (2) Action Markers on the Scavenger and one (1) on the nearby pillar where Marguerite is.

Marguerite: Speed Dice Total of five (5). She places one (1) Action Marker on the pillar she is on and the remaining two (2) on two (2) Infected.

Infected: Speed Dice Total of eight (8). They place two (2) Action Markers on each of the survivors.

The GM Resolves one (1) of the Degrees of Failure (-) to roll an extra one (1) Speed Dice (■) for the Scavenger's Speed Dice, leaving two (2) Degrees of Failure (- -) to Resolve later.

Scavenger: Speed Dice Total of 12. Same as before; one (1) Action Marker on each Survivor.

Conner, seizing the advantage, knowing where the scavenger is, having illuminated his position with muzzle flashes, Conner takes a shot at him, his {Firearms – Pistol%} (even with the Difficulty (■) penalty for the darkness) generates a Total of two (2) Degrees of Success (+) to use. Resolving the two (2) Degrees of Failure (- -) from the Scavenger as Degrees of Success in his favor (+ +), he rolls four (4) Damage Dice (■ ■ ■ ■) one (1) Damage Die (■) for "Deadly 1" and gets 1 2 3 5 5 for a Total of 16 Damage. This kills the Scavenger.

All Action Markers are removed that were placed by the Scavenger.






Marguerite removes the Action Marker on her pillar and does a {Stealth%} getting a Total of two (2) Degrees of Success (+ +) which she immediately uses to remove both Action Markers placed on her by the Infected.



Walter removes an Action Marker on the Infected that has placed their Action Markers on him and makes an Attack. In the darkness he generates a Total of four (4) Degrees of Failure (- - - -) which he uses one of to indicate he has fallen to the ground and is now Prone, tripping over the body of the last Infected he killed. The other three (3) Degrees of Failure (- - -) remain.

The Infected with the Action Markers on Conner removes one (1) and catches up to Conner and attempts a {Grapple%} with him, generating two (2) Degrees of Success (+ +) in the process.

The Infected with the Action Markers on Walter try to take advantage of his Prone position and rolls {Grapple%} getting two (2) Degree of Success (+ +). The Infected Resolves the two (2) Degrees of Success (+ +) and three (3) Degrees of Failure (- - -) from Walter to use a Bite attack which inflicts three (3) Damage Dice (■ ■ ■), but adds two (2) Speed Dice (■ ■) to the Infected's own Dice Pool next round. The Infected gets 3 3 5 for 11 Damage Total.

Walter is wearing the same protection as before, but it can only prevent up to 2 2 worth of Damage, so all of the Damage Dice are higher than its ability to protect. Walter takes three (3) tokens that indicate the five (5), three (3), and three (3) to add to his existing

Damage from before... his Damage Threshold is only eight (8), so he is severely wounded. The Dice in excess of the Damage Threshold are all Aggravated to an Injury... a Flesh Wound. The final two (2) Dice with a value of three (3) each ( ) are still assigned to Walter, not the Injury, and are still fairly easy to heal... the    on the Injury is another matter entirely.



Note: The "Bite" can only be triggered with Degrees of Difference () of their target in addition to Degrees of Success () of their own... which is exactly what combat resources the Infected had available... "Husk" varieties, however, are too dried out to transmit an infection with their Bite, but it does do considerable Damage otherwise.


Next Round.





Walter gets a Speed Dice Total of eight (8). Walter only has two (2) Action Markers to place due to his Injury. He places one (1) on the Infected who is grappling with him. The other one (1) he places on the broken light well.




Conner gets Speed Dice Total of nine (9). Conner places one (1) Action Marker on the body of the scavenger and the remaining two (2) on the Infected, including the Infected that is attacking Walter.




Marguerite gets a Speed Dice Total of seven (7). She places one (1) Action Marker on each Infected.


Infected get Speed Dice Total of 10. They place two (2) Action Markers on each Survivor. The one on Walter had to roll two (2) Speed Dice ( ) more, so goes last even after all the other Infected get to go.

Marguerite decides to rush the Infected attacking Walter and Attacks; generating a Total of one (1) Degree of Failure () in the process.

Walter intends to Attack the Infected grappling with him. His {Grapple%} generates two (2) Degrees of Success ( ) to use, which he immediately Resolves as Damage, inflicting   for a Total of three (3) Damage to the Infected. He is also caught up in a grapple and will be unable to get to the light well.

Conner removes the Action Marker on the Scavenger's body, he rushes to the body and takes his rifle, then makes a {Spot/Listen%} to see if he had any additional ammunition or weapons. He generated a Total of three (3) Degrees of Failure (  ) so nothing else is found.

The Infected move toward Conner, an Infected grabs Marguerite as she tries to free Walter and attempts a {Grapple%} which generates three (3) Degrees of Failure (  ) in the process.

The Infected that is attacking Walter makes a {Grapple%} and generates one (1) Degree of Failure ().

Next Round.












All the Action Markers are pretty much called for, with the Infected all trained on their respective opponents, but all Survivors place an Action Marker on the broken light well and place the others on the opponents they are fighting.




Walter: Speed Dice Total of 10.







Conner: Speed Dice Total of seven (7).





Marguerite: Speed Dice Total of nine (9).

Infected: Speed Dice Total of eight (8).

Conner makes a {Grapple%} and gets a Total of two (2) Degrees of Success ( ) and adds the one (1) Degree of Failure () from before as another Degree of Success () in his favor and rolls three (3) Damage Dice (  ) which gets    and combined with the  from before, this defeats the Infected.

The Infected in combat with Marguerite rolls {Grapple%} generating one (1) Degree of Success () in the process, which the GM uses to cancel out one (1) of the Degrees of Failure () from the previous round with one (1) Degree of Failure () still remaining.

Marguerite makes a {Grapple%} and gets a Total of two (2) Degrees of Success ( ) and rolls two (2) Damage Dice ( ) which gets   which is just not enough to take the Infected out.

Walter decides to rush the Infected that placed two (2) Action Markers on him and rifle butts it. His {Melee Attack – Bludgeon%}, with penalties for Darkness and using a new improvised weapon only merits him a Total of two (2) Degrees of Success ( ) which he Resolves on Damage and rolls   to apply to the Infected.






The GM replaces the Infected killed by Conner and they all roll Speed Dice for the next round. They all target the broken light well and two on the opponent they are fighting, or in the case of Walter, the new one that has just entered the fight.










Walter: Speed Dice Total of nine (9).






Conner: Speed Dice Total of four (4).

Marguerite: Speed Dice Total of seven (7).

Infected get Speed Dice Total of nine (9).











Conner makes another Attack with the butt of his new rifle, generating a Total of two (2) Degrees of Success ( ). Conner rolls   combined with the  from before, the Infected is killed.

Marguerite attempts to stab her attacker in the temple by using her knife "Defensively" for Deadly two (2). She gets a Total of two (2) Degrees of Success ( ) with her {Grapple%}, which she readily requests to Resolve it as Damage immediately. The GM allows it, so with the Degree of Failure () from her Opponent in the last round, the Degrees of Success generated from her Skill Check and Formation ( ), and the "Deadly" quality added, she rolls four (4) Damage Dice (   ) which is enough to kill the Infected.

Walter, with a superior Perception stat, goes before the Infected and Attacks the last one between the Survivors and the broken light well. He attacks with his axe and gets a Total of two (2) Degrees of Success ( ). His Opponent makes its Skill Check to attempt a {Brawl%} and gets three (3) Degrees of Failure (  ) which Walter happily uses as Degrees of Success in his favor.

Note: Unlike the others, and many in this unique encounter type,

Walter really wanted to make sure his opponent died, so he obeyed the normal Intent – Check – Resolution format and assumed rightly that his opponent would have Degrees of Failure that he could in turn Resolve as Degrees of Success in his favor.





Walter rolls five (5) Damage Dice (    ) and gets  1  3  4  5  5 which is 18 Damage Total, more than enough to kill the Infected.





With all the Infected nearby killed and with each Survivor still having an Action Marker on the broken light well, the GM allows all the characters to escape through it before the infected are again reinforced. With a short climb up the service ladder they emerge in the darkness of the ash storm, their medical supplies in tow, hoping that they reach Luanne in time... but with the added problem of Walter's new injury that now needs attention.


MISSION REWARDS

Once the Gamemaster has utilized all of their free {Encounter%} Checks, and no longer has enough in the Risk Pool to initiate an Encounter or Hazard they may provide the players with the Rewards for the Mission or Objective that was completed based on the Success or Failure entry as appropriate. They should color this with some additional narration, of course, to close things out and convey to the survivors that they are through this particular ordeal.


After the survivors complete the Finale, the GM reviews the remaining Risk Pool and determines that they will not be able to initiate any further Encounters or trigger any additional Hazards. They assess the Rewards for the Success of the survivors at this Mission and in the Location it took place:

First, the GM reviews the “Scout” Mission Brief on page 135 of the Gamemaster's Guide and sees that the Success section of the entry indicates \$11 per  will be awarded. This will equate to  130 that is awarded to each character who embarked on the Mission. In addition to this, the Risk Pool of the GM is reduced by  5 down to a minimum of  0 leaving the survivors in a better spot.

They can review the “Pharmacy” Location Template (used in proxy for the Campus Infirmary) on page 110 of the Gamemaster's Guide which indicates Success on a Mission in this Location will grant  100-25 per Outbreak Level. As the scenario takes place at OL 2, this means a bonus  50 for the survivors. Added to the base amount from the Mission Success the characters will each be Rewarded with  180 for their efforts along with any supplies they brought back with them, which will be represented by carting off  or more based on the **Resource Levels** they wish to take (see pg. 60 of the Gamemaster's Guide for more details) from the Pharmacy to add to their own Resource Catalog, or they can make purchases on site, but will be unable to add the range of what a Location has to offer in their own Resource Catalog if they take that option.

Note: This is to allow the characters the option to either take what they need immediately or just abstract it by having them take a whole bunch of stuff back for purchases later by hauling back a certain amount of  to their base of operations. It's generally an either/or situation.


Should the Survivors have participated in the Stealth Encounter and managed to get the rifle from the scavenger, the Survivors may take

it and other such things they get from narration. It's up to the GM as to whether or not gear acquired in this fashion requires the spending of Survival Points as one would if they were looting a location. It is recommended that some  be spent, however, even if it's a reduced amount. The “Loot” value of an item exists for this purpose.

WAYS TO EXPAND

The scenario presented here did shorthand some possible survival elements for the sake of narration, and it's the more common way the game is played. However, there are some additional tweaks that a gamemaster can make to add another layer of tension.









ASH STORMS

The fine ash is easily carried by winds that are either natural or as a result of intense wildfires nearby. When it kicks up, it obscures visibility and makes the act of breathing dangerous. In this scenario, a GM can use the following Hazard. Instead of a static  5 as described earlier, Ash Storms are now a Hazard that can be used whenever the GM wishes to spend Risk on it.

Ash Storm

 10



A sudden storm rises and ash blows on the winds.


Increase  by  d5! Rolling an  will count as a 0. Each Time that passes, roll a d6. If it is equal to or less than the  modifier provided by this Hazard, then reduce the  by  1. If this reduces the  to  2 or less, then this will be the last period of Time this Hazard will be in effect.


ASTHMA

Characters may have respiratory issues that will make ash storms potentially deadly.

Asthma




If a character with Asthma as a Disadvantage is exposed to an Ash Storm, then roll  for each  the characters are exposed to (after accounting for their gear). Characters will count as having Resilience X where X is their S_B or their W_B (whichever is higher).


Proper medicine will allow a temporary boost to the Resilience value, which will last about  6.


- ◆ OTC. X+1
- ◆ Prescription. X+2
- ◆ Emergency Respirator. X+d3 for  1

GAS MASKS

The introduction of the gas masks and the ash storms gave the impression that they were only needed from time to time and that they were more a narrative detail, but not a mechanical one. However, there are many elements that a gas mask can add to the scenario:

- ◆ Wearing a gas mask will reduce the  the characters are exposed to. They may be required to wear such masks in order to reduce  to a manageable level in order to operate normally.
- ◆ Add  to all Perception based Skill Checks when worn.

- ❖ Using it will add a Depletion Point (DP) per  1 they need to be used and the filters become quickly choked with ash.
- ❖ Characters can spend a Short Rest cleaning a filter in order to remove 1 DP from the gas mask.
- ❖ Being stuck without a gas mask when one is needed counts as a Stressor along with any other penalties.


Note: Survival Gear always adds a passive bonus of reducing Environmental Modifiers by  1 per Mx of the gear itself.

Facemask

A simple cloth mask

CU: ○

Special


Airborne Particle Filter. Reduce Environmental Modifier by  1 while worn.

Facemask – Heavy Duty

A mask made for construction that filters out fine particles.

CU: ○○
Capacity: 10

Special

Airborne Particle Filter. Reduce Environmental Modifier by  2 while worn.


Filters. Smaller filters can be changed out, which will remove all Depletion Points if done. These are found at hardware stores.

Gas Mask


A mask with several interchangeable filters that were designed for combat use. Generally these are military surplus if they are available at all.

CU: ●
Capacity: 15

Special

Airborne Particle Filter. Reduce Environmental Modifier by  3 while worn.

Filters. Uses special interchangeable filters which will remove all Depletion Points on the gas mask if changed out.

Military Surplus. If the gas mask is military surplus, it may be decades old and may not be in terribly good condition. In this case, the Airborne Particle Filter will instead modify Environmental Modifiers by Ed3 instead of a flat  3.

HIT LOCATION

A combat encounter can utilize Hit Locations as opposed to just narratively making it up on the fly... although there is nothing wrong with this. It's more a matter of whether or not the GM wishes to add that element of chance to combat. Hit Locations can be found on pg. 89 of the *Survivor's Guide*.

WATER

The ash and hot windstorms have drastically increased the need for water. Survivors will need to dedicate some space for spare containers to fill them with water whenever they can. Being stranded in a storm or choking ash would require them to have double if not triple the rations of water under normal circumstances. Details related to Sustenance can be found on pg. 105 of the *Survivor's Guide*.