GEN CON PREMIERE PACKAGE

2010

The beast I witnessed had a name, the one I saw called Rast̄ider r̄rane.

...certain of what woul...
...said as he clutched a pi...
...s family left behind in the...
...fugee camp. With communication
...own it is unlikely that Stephen or
...ny of the fourteen hundred dis-
...laced citizens of Phoenix will hear
...rom anyone outside the refugee
...amp. Twenty six days after the
...nset of the epidemic, untold
...umbers have been turned away
...rom the camps. Those desperate to
...nd their loved ones walk along
...he enclosure to seek familiar faces.
...t's not likely that anyone will be
...ble to be re........ this way as

BY THE HUNTERS BOOKS STAFF

Table of Contents..

Note that all page number references in this edition refer to the page numbers in the 1st printing of the book. It does not reflect the changes in page count in the PDF version or the second printing.

The Tri County Precinct..

Welcome to Tri County; a historical town with an old Spanish Mission that predates the founding of the United States by over a decade. The town makes its home near a beautiful beach 5 miles away from downtown and host to two colleges and a University. In this populous but quiet town, it is about to get much noisier. In the early days of summer, the same weekend, the University and both colleges close down for the summer and downtown Tri County becomes party central as the students celebrate the temporary reprieve of their studies and every bar and every restaurant is open to cater to them.

The police force is, as always, over-extended and under-funded for this event. Thankfully, the police of Tri County are well versed with experience for this occasion, having to suffer the drunken college student parade like clockwork every year. This year, however has been much different. There is celebration but there is also fear and hate towards the police force. One of their members, rookie officer Nicholas Coughlin, was unjustly framed for a rash of murders among the college students, more then there had been in almost fifty years.

Officer Coughlin was exonerated when he did his own detective work and found that he was framed by the now infamous Vincent St. Clair, and that many murders attributed to people previously throughout the past three years have been likewise framed by him.

Despite that discovery, there were many who cried police cover-up in order to protect one of their own. And indeed, there has been damage control for their public image, but the public outcry for Officer Coughlin has been gaining in strength. Even members of the Force are giving him sideways glances and speak privately of his dealings in the past with the elusive and dangerous Vincent St. Clair and if Officer Coughlin is even to be believed. Even if they believe of his innocence, they want Officer Coughlin gone, if only to save the face of the beleaguered police of Tri County.

Tensions run high between the student body, ever passionate, and the faltering image of the police of Tri County. The drunken students use their strength of numbers and their simmering rage towards the police to spill into violence. The levity of the occasion degenerates into brawls and fights. The hospital begins to flood with injuries of an increasingly vicious nature. Starting with bruises and minor lacerations, but soon, arrivals of people with grievous open wounds begin to displace the lesser injuries. The four hospitals of Tri County swell to bursting with victims of terrible injury. Deep wounds with sections of flesh torn away completely as if attacked by animals and even bullet wounds from the gradually overwhelmed police as their crowd suppressing means become rapidly less effective against the mob of angry students.

Within this crowd, another danger lies unseen. Their victims are growing in number and even the location of the ever-elusive Vincent St. Clair still remains unknown...

There are 8 pre-made characters that take part in the Tri County Precinct mission. They are good examples of what kind of people could be thrown together in such scenario and how they can interact to survive. In this case, it is a group of people at a police precinct the moment it becomes painfully obvious that something is very awry.

Player Characters

Cy - A rough and tumble survivalist, a strong individual who happened to be in the wrong place at the wrong time.

Gary Hasterfield - A crusty combat veteran who is little more than a town drunk now.

Officer Nick Coughlin- A rookie police officer who is currently paying for mistakes he made... and some that he has been falsely accused of.

Tyler Gooden - A long serving correctional officer and teacher by trade who is tough inside and out, a quiet and strong man who has the respect of his fellow correctional officers as well as the inmates under his watch.

Inmate #72834 - The only person of the group who's seen a glimpse of the horrors that lay ahead.

Samantha (Sammy) Rosen - a nurse who is called back into duty just a couple hours after her shift ended.

Det. John Krasinski - The detective left in charge at the Tri County Precinct.

Sgt. Frank Reyes - A sergeant and a wise mentor to rookie officers, as well as being a capable leader. He has a recently acquired crippling injury that keeps him from the field, but not out of service entirely.

Non-Player Characters

D.P. (or D to the P, or King Donko of Punchstaina) - The infected frat boy in the holding cell.

Travis - Another infected frat boy.

Chad & Skyler - zombie food in holding cell with D.P.

Officer Ramiez - first officer in the holding cell who encoutners D.P.

Detective Guy Pearson - zombie food

SCENARIO BREAKDOWN..

Victory Condition
To escape the Tri County city limits.

Victory Sub-Conditions
Survive 3 days.
Rescue Survivors.
Survive an 'All Out Defense.'

Zombies
Standard Zombies:
Str: 20 Dam: d6 Def: 0/0 Vir: 1 Spd: Med (lv 3)
Per: Med (lv 3)
Sense: V/H - 30 E%. = **+30 E% modifier**

Template Zombies:
Chamberlain*, Familiar Face, Grotesque

Unique Zombies:
Glutton (up to 4), Banshee (up to 2)

*Chamberlains will almost always (80% chance) be a Familiar Face for the Police characters.

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Outbreak Level 2

Number of Stanard Zombies per Encounter:
   d3+8 [1]

Encounter Length For Standard Zombies:
   1d6 Turns, re-rolling 5's and 6's, add resutls [2]

Encounter %: 50 E% [3]

E% Degrees of Success	Encountered	E% Degrees of Failure	Encountered
0-2	Zombies	0-3	nothing
3	Zombies (Template)	4+	Survivors
4	Zombies (Unique)		
5	Zombies (Unique)		
6+	O.B.M.?		

[4]
</div>

Stronghold (Tri County Precinct)

Structure - 5	Population - 1	Viability - 2
Science - 4	Culture - 2	Morale - 2

Stronghold Level: 16

Resource - 3d6+3 (10 minimum)
Food - 2

Special:
Evidence Locker/Armory - Keys will add +2 degrees of success to any 'Per - Search' check made within the confines of the Tri County Precinct. Only Krasinski has keys as do S.W.A.T. team members.

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Resource Catalog (Precinct)

Degrees of Success for 'Per - Search' - Name of item that can be purchased - (Degradation)
0 - Bludgeons (police batons) - (0), Piercing Weapons - (1)
1 - Slashing weapon - (2), liquor (3), Intermediate Pistol Cartridges (4)
2 - Stun Gun - (1), First Aid Kit - (2), Duffel Bag (w/strap) - (2), Crowbar - (3)
3 - 9mm Handgun - (2), Intermediate Pistol Cartridges (0.5), Empty Magazine (2), Gasoline Can -(4)
4 - Shotgun - (3), non-lethal shotgun shells (1), Intermediate Pistol Cartridges (2)
5 - Shotgun Shells - (1), Riot Shield - (4), SMG (intermediate cartridges) - (5)
</div>

[1] d3 + 2 + Zombie Lv. of Speed + Zombie Lv. of Perception *i.e. 'Standard' Zombies pg.155 will have 8+d3 (2 + 3 + 3 +d3)* (pg. 348)

[2] based on zombie Speed and Perception *i.e. 'Standard' Zombies pg.155 will require 1d6 turns to pass before another E% is made, re-rolling 5s and 6s and adding the results together (Medium Perception)* (pg. 415-416)

[3] 30 E% for Zombies + 20% for Outbreak Level = **+50 E% modifier**

[4] Modified version of the chart on pg. 347 of the Outbreak: Undead Core Rulebook for this Outbreak Scenario: Shattered and Vigilante rolls are either ignored or result in multiple template or unique zombies or the O.B.M. (One Big Monster).

GM'S SECTION..

Searching within the Precinct

For searches within the Tri County Precinct, 'Per - Search' checks do not yield Resource, as players aren't really gathering resources in the field, rather players try to find what was stashed in the precinct itself. So the Resource pool of the precinct is static and degrees of success indicates how many of the items in the catalog are made available to purchase from the Resource pool.

The individual items' availability in the catalog are subjected to Degradation, which is described on pg. 302 in the Outbreak: Undead Core Rulebook.

The same item can appear multiple times on the Resource Catalog, meaning that there are stashes of the same item hidden in the same location, but some are more hidden than others and in greater or lesser quantities. Roll Degradation for each entry separately as they often degrade at different rates.

Searching Outside the Precinct

Searching locations outside the precinct will follow normal 'Per - Search' rules as detailed in the Outbreak: Undead core rulebook.

Nearby Locations of note:

All disances are calculated from the Tri County Precinct.

Gary's Truck (0.25 miles)

Can be looted to add heavy pistol cartridges to the Resource Catalog at Degradation (2).

Uncle Oinky's Discount Foodinarium (2 miles)

Can be looted for food normally as per 'Per - Search' rules.

Crazy Carl's Discount Hardware (6 miles)

Can be looted for tools.

Casa De Los Burritos Grandes (1 mile)

Can be looted to add Food to the Resource Catalog at Degradation (1).

Cy's Bunker (30 miles)

Possible destination for Victory Condition. Almost certainly requires vehicles to reach.

National Guard Base (12 miles)

Close to downtown. Likely overrun, but also well stocked. Can be raided for Food, Munitions, and weapons can be chosen without restriction of specialty.

Fair King Zoo (8 miles)

Don't go to the Fair King Zoo.

The Timetable..

This timetable can help a new GM walk through the first day. GM's are certainly allowed to improvise on this and adapt it to the actions of the players. But at least a casual read-through of this first day can show how this whole story can come about or even decide in advance what happened the first day and start players off fresh on the second day with options on what to do from there.

Day 1

Time - Event

1.1 - Morning. The Drunk Tank/Detained characters awaken in their holding cells.

1.2 - Gary shows up to pick up Cy from his holding cell, Coughlin is on remedial duty as the dockett officer at the reception desk. Tyler (Corrections Officer) arrives and starts to fill out paperwork for transfer of Inmate in Krazinski's office, very few people at the office...

- Krazinski can go to several different places to get information about what is happening.

Krazinski/Tyler can head to:
-Holding Cells
-Dispatch
-Garage
-Reception Desk

1.3 - Reyes asked by Detective Guy Pearson/Krazinski to interrogate Inmate. "Just get his name..." Inmate #78234 is taken in for questioning to the interrogation room A by Reyes. While another NPC Detective (not Krazinski) takes one of the drunk tank kids (Travis) to interrogation room B to question him as well.

- Inmate #78234 notices something is awry with Travis (Inmate has seen zombie symptoms he saw earlier) as he's being taken away.

1.4 - Inmate #78234 is being interrogated by Reyes but is unhelpful as to what occurred the night before.

- Krazinski/Tyler can observse Detective Guy Pearson interrogating Travis, and Reyes interrogating Inmate #78234.

1.5 - Sammy (Nurse) arrives at drunk tank to perform a cursory examination on the drunk tank detainees. NPC Officer Rameriez escorts her into the jail.

Cy sees:
Skyler, Chad, D to the P (Drunk tank gang):
Chad says, "Dude, Skyler, check out D to the P."
Skyler asks, "D to the P, you feeling alright bro?"
D to the P, "Naw man, my stomach."

D to the P grabs his stomach and begins projectile vomitting all over the cell and his friends. Then begins to dry heave at the same velocity as his vomit. He turns.

1.6 - Cy witnesses one of the drunk tank detainees (D to the P) attack and kill (or infect) everyone else in the drunk tank. Sammy and an escorting officer (Rameriez) arrive to see the aftermath.

- Cy can attempt to warn the two about the drunk tank 'crazy guy'.

The NPC officer (Rameriez) enters the drunk tank, gun drawn and attempts to command the attacker (D to the P) to the ground. The attacker ignores the order and the NPC officer is forced to try and attempt to subdue the attacker to the ground. The NPC officer manages to get free, and fires shots into the attacker in self-defense. Thinking him dead, he walks too near and the attacker lunges for his leg and bites it, wrestles him to the ground and tries to devour him. The NPC officer stumbles out mortally wounded and falls down dead in the hallway just outside of Cy's holding cell.

SHOTS FIRED

Downstairs
Cy:
- Cy Can ask for freedom from Sammy or Krazinski, Coughlin, Reyes (if they are there)
- Can take key ring from dead officer by reaching through the bars

Nurse options (after 'Will - Resist Panic' check)
- Nurse can take gun or nightstick from fallen police officer to kill 'zombie'
- Run to get Coughlin or get help
- Free Cy

Upstairs
-Everyone makes a 'Per - Listen' check to see if they heard gunshots from downstairs.

- Travis also TURNS simultaneously as shots are fired upstairs in Interrogation room B. NPC Detective attacked by Travis as he is slammed into one-way glass in door, which breaks. Zombie Travis will escape room in (X) Time with Breech checks.

1.7 - 1.10 - SCRIPTED ENCOUNTER - Time triggered - returning police officers. Police interceptor crashes into front of precinct. All Out Defense mission. Possible template (grotesque) in back of crashed squad car.

1.1n - The Police characters are given orders to remain at the station (via Radio). If players want to leave earlier, Krazinski hears Dispatch skwaking, giving these orders earlier.

1.2n - Option to rest, if not, 'Str - Endurance' checks must be made.

1.3-1.6n - SCRIPTED ENCOUNTER - SWAT returns with bad news. 2 officers down. It's a warzone. ZE%. Possible template zombie (glutton) in back of SWAT van.

1.8n - Make ZE% to see if SWAT was followed. If so, they die in the process and characters are forced to defend.

1.9-10 - Hungry. Food must be found.

Day 2

NOTE
The entire scenario can begin on this day if the players want to forego the roleplaying session and minor zombie encounters/drama of the first day. It would be assumed then that the characters have formed an acrimonious relationship due to the remarkable events that have transpired.

This is the end of the scripted material. It is up to the players to decide what option among those presented to them would give them the greatest chance for survival.

Events
Scout Mission - possible piggyback with Raid mission. See pg. 377.

Raid mission - Uncle Oinky's Discount Foodinarium.See pg. 383.
- Empathy Check - 3 Difficulty to convince Correctional Officer to allow Prison Transfer to go on mission.
- Distance: 2 miles

Return with supplies. Clearly something is very wrong. Dispatch lines go dead.

Trailing Zombies roll at conclusion of mission(s).

Day 3

Events
Based on the events of the previous two days, the survivors can have several options for their final day of this scenario. Simply making it through this day is enough to satisfy the original Victory Condition, but see the 'Expansion and Customization' section for options a GM can choose for the dramatic finale of this scenario!

Repeated here for convenience:

Alternate Victory Conditions:
• Successful "Bell the Cat" mission against the One Big Monster
• Await the arrival of National Guard (holding out for an indeterminite period of 'Time')
• As a finale, survive the 'Survival of the Fittest' scenario at either the precinct itself or another location

Additional Victory Sub Conditions
• Rescue the stranded S.W.A.T. teams - Rescue Mission as described on pg. 379-381. Prerequisite being checking the Dispatch station at certain Time periods. No conflict with existing leadership to those S.W.A.T. teams surviving. They all have weapons chosen from the Resource Catalog without restriction of specialization or rarity, but they have no ammunition.
• Escape to Cy's compound in the desert
• Gather survivors to have a certain number of Stronghold Population before the National Guard arrives

Dispatch Radio Broadcasts

A unique opportunity for a GM to move the story forward are the use of Dispatach Radio Broadcasts. Do not underestimate the effect this can have on players as they are given broken information about the events beyond the walls of the Tri County Precinct.

A GM can invent their own radio broadcasts should they desire to steer the players towards a conclusion that they have devised, should it differ from the ones presented here.

Broadcasts:
• Robbery in progress at Grant's Gun's and Ammo, 1360 Baxter Blvd. Silent alarm tripped.

• Back-up requested at Tri-County general. Security overwhelmed. Murder suspects attacking staff.

• All units, all units: Shots fired West Borough district. 5th and Lexington. Suspect carrying assult weapons. Armed and extremely dangerous. SWAT en route

• Looting in progress at Wal-Mart, 8000 Elm st.

• TCFD require assistance to detain multiple suspects at structure fire. Suspected arson.

• Gang shooting downtown.

• OFFICER DOWN! REPEAT OFFICER DOWN! All unit coverge on *static interrupt* THEY GOT MIKE! WHERE THE FUCK IS EVERYONE?! *static interrupt SWAT Units 3 and 4 diverting to location.

• Downtown, come in downtown! Fuck, is any one there? Tri-counties are you there? We're falling back to your location! Do you copy? Do you *static interrupt. "OH GOD! WHAT IS THAT?!" (Crashing noises, tearing metal)

- SWAT's hasty retreat... draws a lot of unwanted attention (giant gouges and impacts in SWAT vehicles inflicted upon it by the OBM?).

THE CAST..

Name: Nicholas Coughlin (Police Officer - Rookie)
Gender: Male
Height: 5'10"
Weight: 170
Date of Birth: 03 25 1986   *Gestalt Dice:* 24
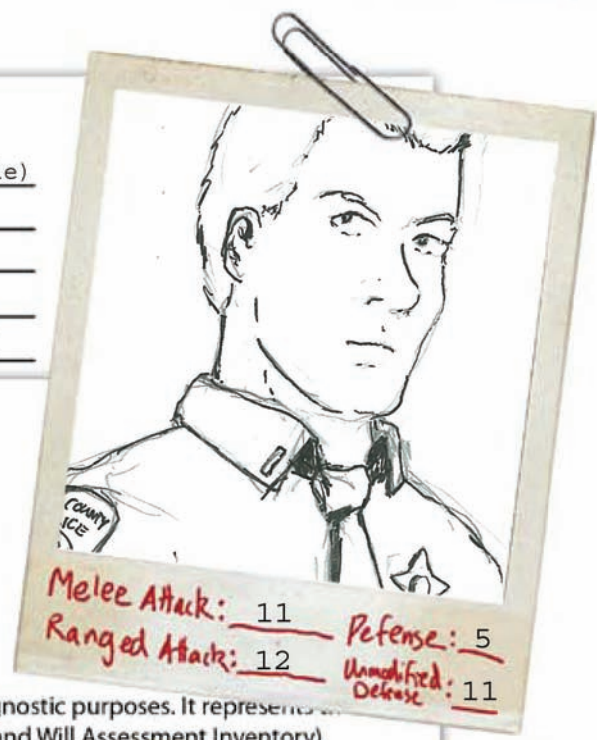
SPEW - AI
STRENGTH•PERCEPTION•EMPATHY•WILL
ASSESSMENT INVENTORY

TEST RESULT FORM

Testing Center ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮
Administrator: ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮
Date: ▮▮▮▮▮▮▮▮▮▮

Melee Attack: 11
Ranged Attack: 12   Defense: 5
Unmodified Defense: 11

The following information is to be used by the adminstrator for diagnostic purposes. It represents ... results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Bite Resist % 20
Viral: ___
Health: 32

Strength: 25
Participant showed exceptional ability in STRENGTH in the following w...

Skills
Max CU: 5
Traceur - (Tier 1): +3 Str, +5 bonus for 'Str - Climb,Lift/Pull and Jump' checks, and 'Will - Resist Panic' for height.

Perception: 35
Participant showed exceptional ability in PERCEPTION in the followin...

Skills
Trigger Discipline - (Tier 1): +3 Per, +5 RA, Reduce 'Wasted Shots' by 1.
Gunslinger - (Tier 3): +5 RA, Increase FC by 2, or no penalties for multiple targets.
Stealthy - (Tier 3): +3 Per, Zombies have 'Listen' level reduced by 1.

Empathy: 35
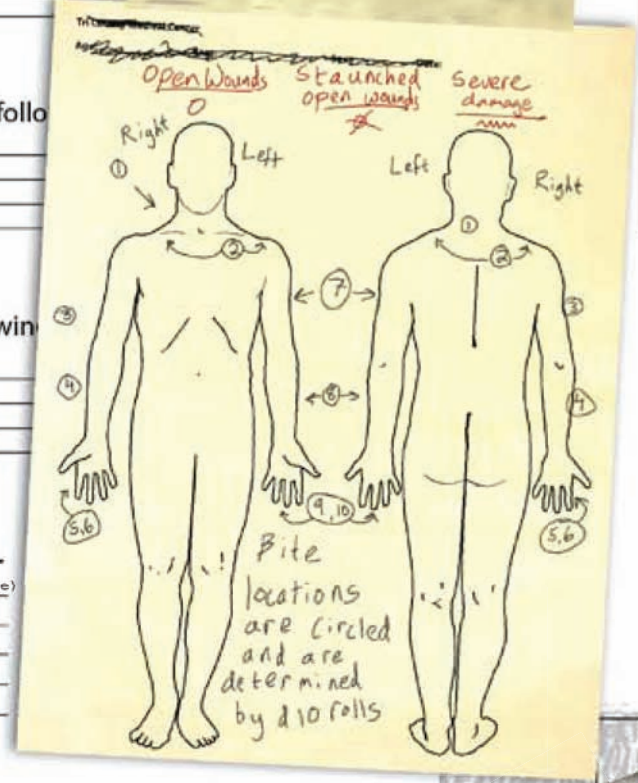Participant showed exceptional ability in EMPATHY in the follo...

Skills

Will: 25
Participant showed exceptional ability in WILL in the followin...

Skills

Equipment:

Name	Bonus	CU
Clothes, Medium	+15% BR	1 (free)
Stun Gun	Deg: 2, Def, Auto Panic & Pain, 25% chance Knock Prone, No Def	1
9mm Pistol	Intermediate Pistol Cartridges: (20/15/10), FC: 4, Cap: 15	1

Open Wounds 0
Right
Staunched open wounds
Left
Severe damage
Left
Right

Bite locations are circled and are determined by d10 rolls

History

Fresh out of the academy, Officer Coughlin is itching for action, but is frequently given tame assignments, much to his chagrin. This is primarily because of his inability to take orders when the action begins but also because he was under suspicion of being a serial killer. The murders were eventually tied to Vincent St. Clair, a man who disappeared shortly after Nick Coughlin's exoneration. Despite his innocence, Officer Coughlin went through many drastic means to exonerate himself which got him slapped with disciplinary charges. During his disciplinary time, he has been assigned to Sgt. Reyes, who despite his complete 180 degree attitude towards the force, has started to grow on him. Much of Officer Coughlin's negative attitude towards his superiors is that the majority of them turned a cold shoulder on him when he was under suspicion for murder. Only Sgt. Reyes has the patience to put up with Officer Coughlin despite the chip on his shoulder and his hot-headed attitude.

Nick is also dating the Nurse "Sammy", one of the few who believed him when he said he wasn't a serial killer. She is part of this campaign.

Starting Weapons

9mm Pistol

FC: 4 (+2 for Fast Shot)

Damage: 1d6

CU: 1

Lethality: Short +20% Med. +15% Long +10%

Magazine:

Nick's ZK%: RA + Skills + Lethality

Short: (20%)* + 10% +20% = 50%
Medium: (20%)* +10% + 15% = 45%
Long: (20%)* + 10% +10% = 30%

Capacity:_____

Special: Pistol weapon, uses 'Intermediate Pistol Cartridges'
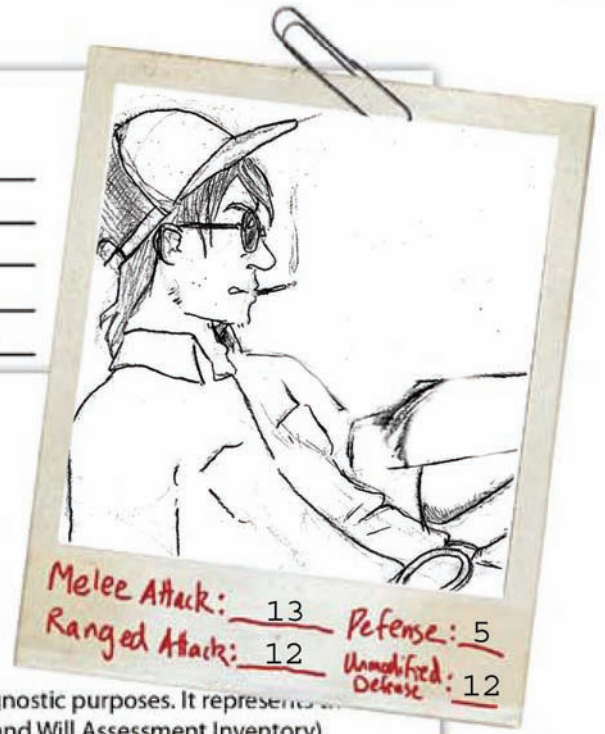
* Law Enforcement types have a base Attack of 20 if their normal natural would be lower than 20.

Name: Cy (Civilian - Survivalist)
Gender: Male
Height: 6'2"
Weight: 190
Date of Birth: 6 03 1976 *Gestalt Dice:* 34

Melee Attack: 13 Defense: 5
Ranged Attack: 12 Unmodified Defense: 12

SPEW - AI
STRENGTH·PERCEPTION·EMPATHY·WILL
ASSESSMENT INVENTORY

TEST RESULT FORM

Testing Center ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮
Administrator: ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮
Date: ▮▮▮▮▮▮▮▮▮▮▮▮

The following information is to be used by the adminstrator for diagnostic purposes. It represents ▮▮
results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Bite Resist % 15%

Viral: ___

Health: 42

Strength: 35
Participant showed exceptional ability in STRENGTH in the following w▮

Max CU:

Skills
_____
_____
_____

Perception: 30
Participant showed exceptional ability in PERCEPTION in the followin▮

Trigger Discipline - (Tier 1): +5 RA, Reduce 'Wasted Shots' by 1.
Survivalist - (Tier 4): +15 bonus for 'Per-Survival (Urban)' checks,
50% reduction of Degretation of '10 Essentials' equipment.

Skills

Empathy: 25
Participant showed exceptional ability in EMPATHY in the follo▮

Skills
_____
_____
_____

Will: 30
Participant showed exceptional ability in WILL in the followin▮

+5 Will for sacrificing a Tier
Total Will: 55 (+5 tier +20 Security Blanket)

Skills

Equipment:

Name	Bonus	CU
Clothes, Medium	+15% BR	1 (free)
"Security Blanket: Bronc-Busting Championship Belt"		
+20 Will, lost for 10d10 Time if ever Panicked.		1
.357 Magnum	Heavy Pistol Cart. (35/30/20), Red Def by (10/5/-)	
(Revolver)	FC: 2, Re-roll 'ones' die, discount 1 DoF, Cap: 6	1

Open Wounds Staunched open wounds Severe damage

Right Left Left Right

Bite locations are circled and are determined by d10 rolls
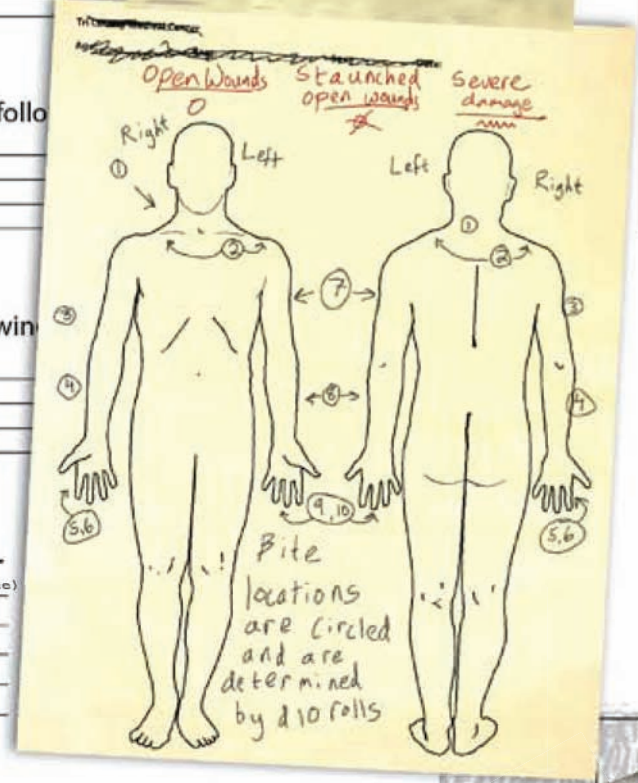
History

Cy is a Trucker-Hat Donnin', Mustache-Tottin', Belt Buckle-Wearin' Sunnabitch, who lives by no man's rules but his own. Cy grew up with his Dad. His mother, who had died in child-birth, gave him his name after his great grandfather who worked on the railroad out west. His family settled when he died, and hasn't moved since. He doesn't have many friends, but the ones he does are loyal to the end. Not formally educated (he did finish high-school) Cy makes up for brains with a lot of wit, sass, and charm. Arrested for public drunkenness and assault the night before, but was a victim of a drunken brawl that he did not start (but sent a few of his attackers to the hospital). He is now kept in a holding cell to separate him from the drunk tank detainees because the majority of his attackers are in the same drunk tank.

Starting Weapons

.357 Magnum Revolver

FC: 2
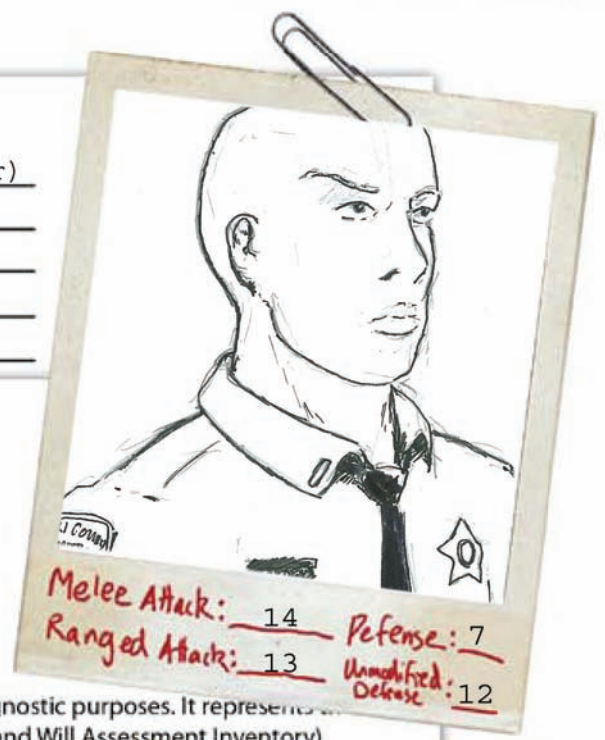Damage: 2d6

CU: 1
Lethality: Short +35% Med. +30% Long +20%

Chambers:

Cy's ZK%: RA + Skills + Lethality

Short: 12% + 5% +35% =   52%
Medium: 12% +5% + 30% =   47%
Long: 12% + 5% +20% =   37%

Capacity:_____
Special: Pistol weapon, Revolver (re-roll 'ones' die for all shots fired) uses 'Heavy Pistol Cartridges'

Name: Tyler Gooden (Correctional Officer)
Gender: Male
Height: 6'0"
Weight: 200
Date of Birth: 6 5 1970 *Gestalt Dice:* 40

SPEW - AI
STRENGTH•PERCEPTION•EMPATHY•WILL
ASSESSMENT INVENTORY

TEST RESULT FORM

Testing Center ███████████████████
Administrator: ███████████████████
Date: ███████████████

Melee Attack: 14 *Defense:* 7
Ranged Attack: 13 *Unmodified Defense:* 12

The following information is to be used by the adminstrator for diagnostic purposes. It represents ...
results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Bite Resist % 15
Viral: ___
Health: 43

Strength: 35
Participant showed exceptional ability in STRENGTH in the following w...

Skills
Night Owl (Tier 1): Can make 'Str - Endurance' checks w/o
penalty of darkness/night.
Tough (Tier 1): Nat Def of +2, -2 Dif of all 'Will - Res Pain'.
Max CU: 7

Perception: 30
Participant showed exceptional ability in PERCEPTION in the followin...

Skills
Fast Shot (Tier 3): +5 RA, No penalties for multi targets.
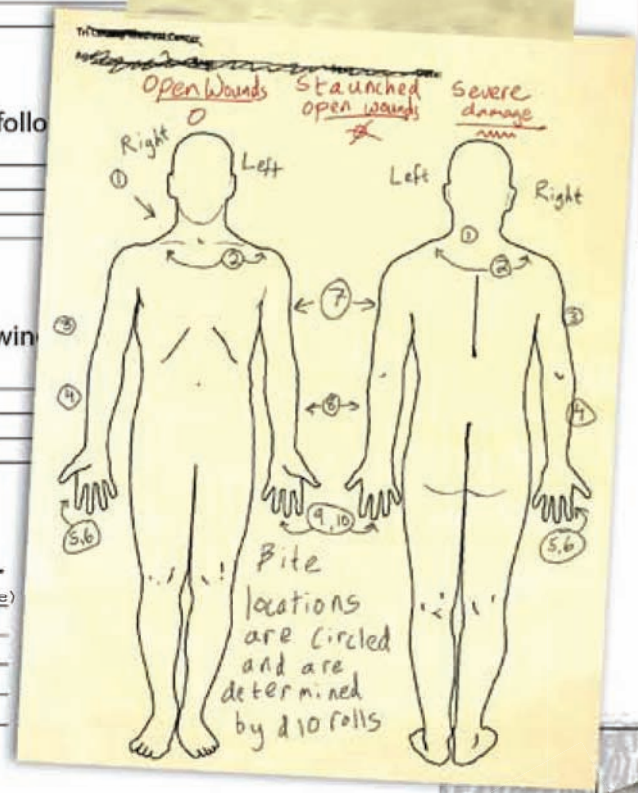Weapon Training - Shotgun (Tier 2): +2 RA w/shotguns.

Empathy: 30
Participant showed exceptional ability in EMPATHY in the follo...

Skills

Will: 25 (40)
Participant showed exceptional ability in WILL in the followin...

Skills
+15 Will Bonus as 'Correctional Officer'

Equipment:

Name	Bonus	CU
Clothes, Medium	15% BR	1 (free)
Shotgun, 12 Gauge	(50/20/5), Cap: 6, FC: 2,	
6 non-lethal rounds (bean bag).		2

Open Wounds   Staunched open wounds   Severe damage
Right   Left   Left   Right

Bite locations are circled and are determined by d10 rolls

History

Tyler Gooden is likely the only man in the past 10 years at Tri County Penitentiary who has been required to shoot an inmate to save one of his fellow officers from an inmate. He has seen men at their very worst: murder, destruction, rape and torture. He is familiar with them all. Tyler has been running his life solo for years now, and has no problem with it at this point, using the time alone to keep up with his first love: History. His career as a Correctional Officer, strangely enough, has fulfilled his needs nicely. Despite the horrors he has been subjected to, he is generally a nice man to be around, even going so far as to gain the respect of certain prisoners. He teaches history to the inmates, as well as contributing to many historical blogs and academic journals. His superiors have asked him to leave the penetentary to escort a Prisoner who has been detained at the Tri-County Police station.

Starting Weapons

12 Gauge Shotgun

FC: 2
Damage: 2d6

Shells: Lethal / Non-Lethal

Capacity:_____

Special: Shock and Awe, Slower reload, Starts with non-lethal rounds - Can only knock prone.

CU: 2

Lethality: Short +50% Med. +20% Long +5%

Tyler's ZK%: RA + Skills + Lethality
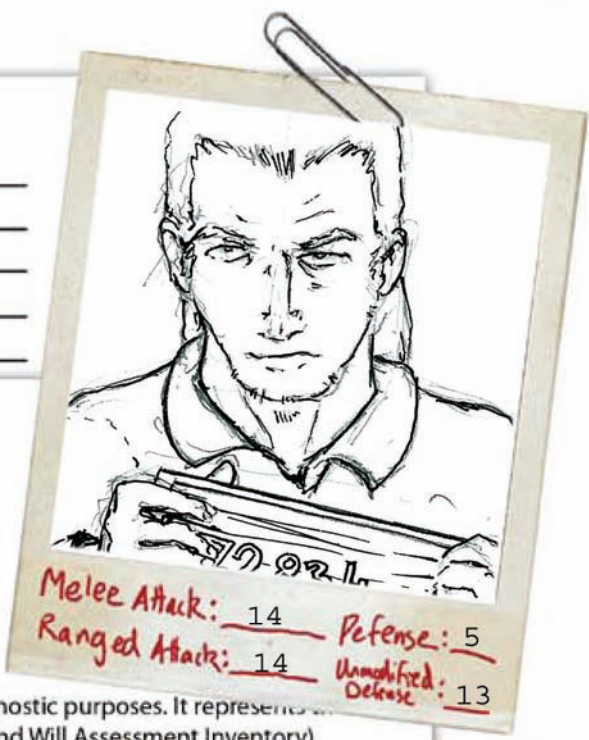
Short: (15%)* + 7% +50% = 72%
Medium: (15%)* +7% + 20% = 42%
Long: (15%)* + 7% +5% = 27%**

**Can only knock prone at this range

* Correctional Officer types have a base Attack of 15 if their normal natural would be lower than 15.

Name: Inmate #72834 (Civilian)
Gender: Male
Height: 6'4"
Weight: 220
Date of Birth: 3 31 1978 **Gestalt Dice:** 32

Melee Attack: 14   Defense: 5
Ranged Attack: 14   Unmodified Defense: 13

SPEW - AI
STRENGTH·PERCEPTION·EMPATHY·WILL
ASSESSMENT INVENTORY

TEST RESULT FORM

Testing Center ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮
Administrator: ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮
Date: ▮▮▮▮▮▮▮▮▮▮

The following information is to be used by the adminstrator for diagnostic purposes. It represents ▮▮▮▮ results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Bite Resist % 17

Viral: ___

Health: 46

Strength: 40
Participant showed exceptional ability in STRENGTH in the following w▮

Skills
Brawler (Tier 3): +5 MA, +10 Str for Grapple checks. Unarmed 'Knock Prone' attacks get full +10.
Billy Goat (Tier 1): +5 Per for 'Per - Survival' checks, +5 Str to resist Food Poisoning.   Max CU: 8

Perception: 35
Participant showed exceptional ability in PERCEPTION in the followin▮

Skills
Caged Wisdom (Tier 1): Crafting Piercing Weapons same Dif/ Time as Bludgeon, +5% craft bonus. 1 Dur less than normal.

Empathy: 15
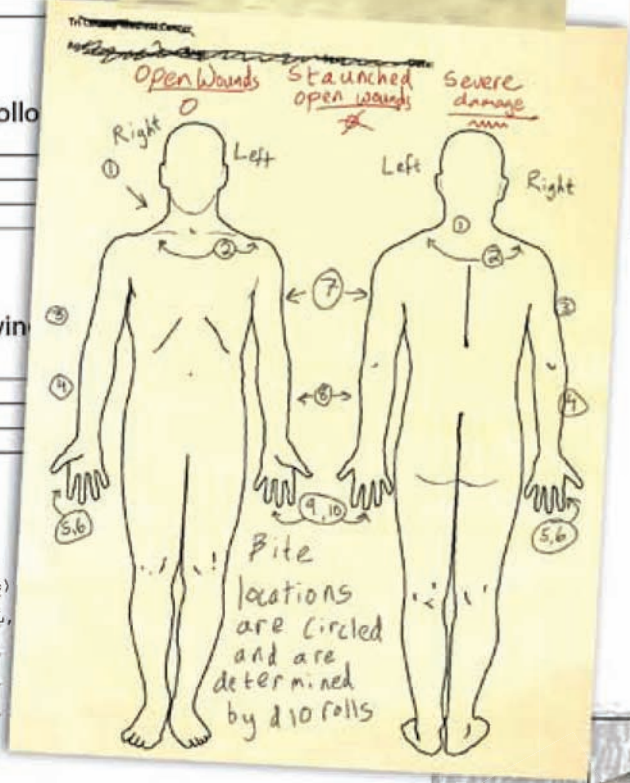Participant showed exceptional ability in EMPATHY in the follo▮

Skills

Will: 30
Participant showed exceptional ability in WILL in the followin▮

Skills

Equipment:

Name	Bonus	CU
Clothes, Medium (Prisoner)	15% BR	1(free)
Plastic Shank (hidden) 'Small piercing weapon' (15/-/-), Dur: VL, Def: +15 Str, used Def: can red Def by 1 at close range.		1
Cigarettes Deg: 1, +5 Will for 'Will - Resist Panic', +1 Dif End Checks for 2 Time. Req: Lighter.		1

Open Wounds   Staunched open wounds   Severe damage

Bite locations are circled and are determined by d10 rolls

17

History

After an extensive month long crime spree throughout the Tri County area, the engagement finally ended with Inmate #72834 mysteriously turning himself in the day before this one. Currently he is being transferred to the state penitentiary to be examined by the state investigators. He has yet to give his name, and has no identification or finger prints. He seems very content with his situation and has spent the past four hours staring blankly into the corner of his cell, mumbling under his breath. What only he knows, is that he witnessed the gruesome zombie attacks the night before and is fully aware of what they're capable of. His intentional incarceration was an effort to keep himself safe from what he saw.
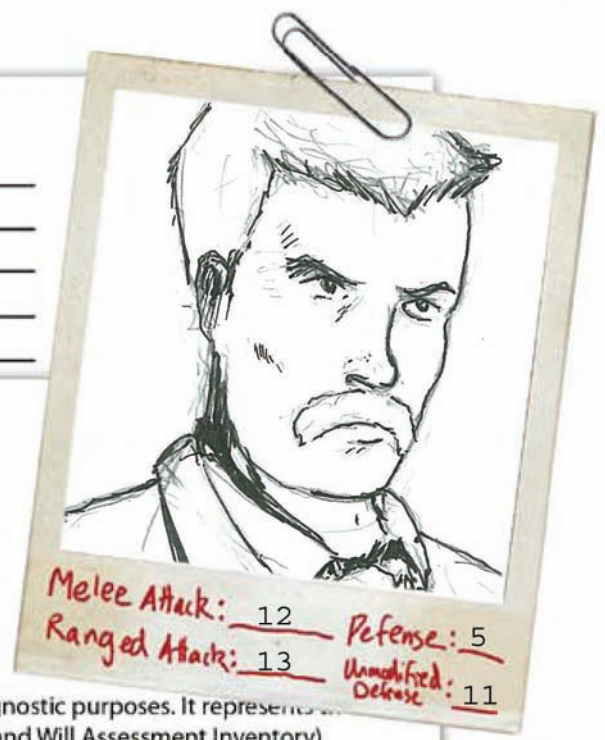
Starting Weapons

Shank (short piercing weapon)

FC: 2
Damage: 2d6
Durability: Very Low

CU: 1
Lethality: +15%
Inmate's ZK%: MA + Skills + Lethality
14% + 5% +15% =   34%

Special: Defensive, Reduced Durability (already reflected above)

Name: Det. John Krasinski (Police Officer)

Gender: Male

Height: 5'9"

Weight: 175

Date of Birth: 10 18 1973 *Gestalt Dice:* 37

SPEW - AI
STRENGTH · PERCEPTION · EMPATHY · WILL
ASSESSMENT INVENTORY

TEST RESULT FORM

Testing Center ███████████████████████
Administrator: ███████████████
Date: ███████████████

Melee Attack: 12   Defense: 5
Ranged Attack: 13   Unmodified Defense: 11

The following information is to be used by the adminstrator for diagnostic purposes. It represents ... results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Bite Resist % 18

Viral: ___

Health: 36

Strength: 30
Participant showed exceptional ability in STRENGTH in the following w...

Skills
Pack Rat (Tier 1): 3 1 CU items do not take space. No imed access.
Mule (Tier 1): +2 Max CU
Max CU: 8

Perception: 35
Participant showed exceptional ability in PERCEPTION in the following...

Skills
Trigger Discipline (Tier 1): +5 RA, 1 less wasted shot
Navigator (Tier 3): +2 Per, +10 Per for 'Per - Navigation (Urban)' checks. Only 1 Risk per 1.5 mi when Point.
Parry (Tier 3): When 'Parrying' +3 Def, Use Unmod Def.

Empathy: 25
Participant showed exceptional ability in EMPATHY in the follo...
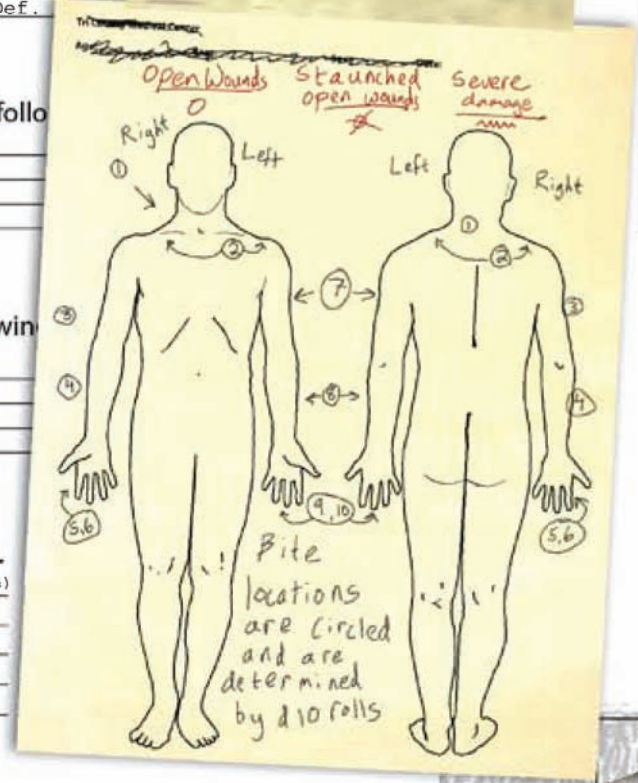
Skills

Will: 30
Participant showed exceptional ability in WILL in the followin...

Skills

Equipment:

Name	Bonus	CU
Clothes, Medium	15% BR	1 (free)
9mm Pistol	Intermed Pistol Cartridges (20/15/10)	1
	FC: 4, Cap: 15	
Liquor (in desk)	Deg: 2, Morale +1, Equip Manf/	1
	Upgrage Missions reduced by 4d6% for that day	

Open Wounds O   Staunched open wounds ✗   Severe damage

Right / Left   Left / Right

Bite locations are circled and are determined by d10 rolls

History

The Tri-County in-house detective, Kransinski has spent most of his career investigating small time crimes, with the occasional murder or meth-lab bust. It is a dramatic change of pace from his life in the big city. Moving to Tri-County has allowed for him to work towards a family, as well what he would consider a pretty 'normal' life. His wife unfortunately was not a big fan of country life, and took his son back with her to the big city. Now stuck with a small force at his disposal and bi-weekly visits from his son, he has very little to call himself lucky for. He is the ad-hoc commanding officer of the precinct. He is thrown into a position of greater authority during the events of the Outbreak. Being resourceful and intuitive, he fills the role as wild card and is able to fill most roles in the precinct.

Starting Weapons

9mm Pistol

FC: 4

CU: 1

Damage: 1d6

Lethality: Short +20% Med. +15% Long +10%

Magazine:

Kransnski's ZK%: RA + Skills + Lethality

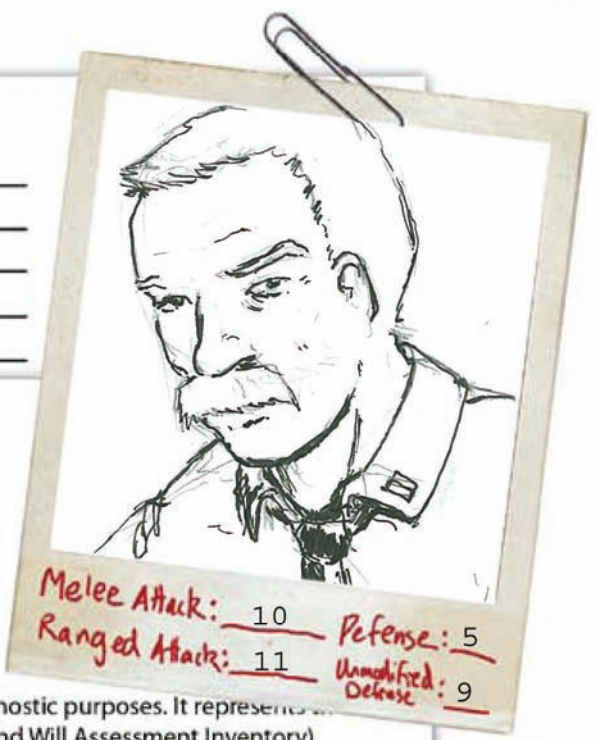Short: (20%)* + 5% +20% =   45%
Medium: (20%)* +5% + 15% =   40%
Long: (20%)* + 5% +10% =   35%

Capacity:_____

Special: Pistol weapon, uses 'Intermediate Pistol Cartridges

---

* Law Enforcement types have a base Attack of 20 if their normal natural would be lower than 20.

Name: Sgt. Frank Reyes (Police Officer)

Gender: Male

Height: 5'6"

Weight: 185

Date of Birth: 11 15 1964 *Gestalt Dice:* 46

Melee Attack: 10   **Defense:** 5

Ranged Attack: 11   **Unmodified Defense:** 9

SPEW - AI
STRENGTH • PERCEPTION • EMPATHY • WILL
ASSESSMENT INVENTORY

TEST RESULT FORM

Testing Center ███████████████████████

Administrator: █████████████████

Date: █████████████

The following information is to be used by the adminstrator for diagnostic purposes. It represents ███ results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Bite Resist % 15

Viral: ___

Health: 27

Strength: 20
Participant showed exceptional ability in STRENGTH in the following w███

Skills
Handicap - Prosthetic Leg: Reflected in low strength ███
Max CU: 4

Perception: 30
Participant showed exceptional ability in PERCEPTION in the followin███

Skills
Trigger Discipline - (Tier 3): +5 RA, 3 less wasted shots, ███
Stop firing after target killed.
Streetwise - (Tier 2): Dif of 'Emp - Diplomacy' and
'Per - Navigation' reduced by 2.

Empathy: 35
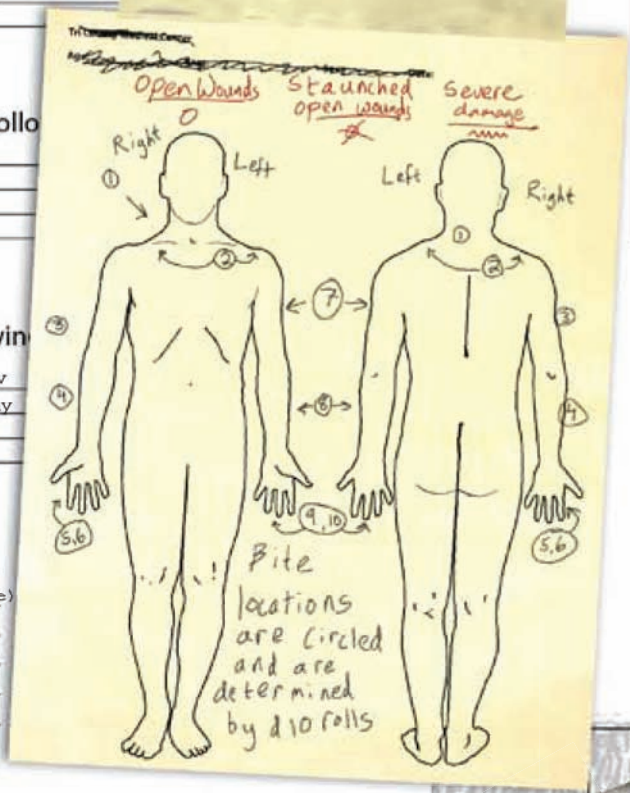Participant showed exceptional ability in EMPATHY in the follo███

Skills

Will: 35
Participant showed exceptional ability in WILL in the followin███

Skills
Combat Medic - (Tier 4): +3 Will, +10 Per for First Aid/Adv ███
Med checks, +10 bonus for 'Will - Resist Panic' and 'Empathy ███
- Calm Other', Deg of First Aid Kits red by 50%.

Equipment:

Name	Bonus	CU
Clothes, Medium	+15% BR	1 (free)
9mm Pistol	Intermediate Pistol Cartridges: (20/15/10), FC: 4, Cap: 15	1
Opiates:	Deg 3, +15 Str and +15 to 'Will - Resist Pain', -5 Per for 3+1d3 Time. Ignore 'Mishap Die'. Aggrevation.	1

Open Wounds O

Staunched open wounds ✗

Severe damage

Right   Left   Left   Right

Bite locations are circled and are determined by d10 rolls

09

History

a veteran officer of the force. Sgt. Reyes has been lucky to see what most police officers see in a small town like Tri-County, very little. He grew up out on the farm, and was subjected daily to his daddy's hard work, and hard belt. He has been given many awards by the team for his leadership and perseverance. He seen many rookies come and go over the years, some head to the big city, some quit the force. But all of them at some point had to deal with Reyes. His patience, strong head, and dedication to the force is what made his accident so tragic. Responding to a trespassing call from one of the farmers in the area, Reyes found a group of underage kids drinking and shooting in the forest. When he announced his presence, the kids ran. Taking the pursuit, he stumbled into a old bear trap that was left-over from the fur-trapping days. The kids did not turn around after they heard his screams. By the time Reyes could get medical attention, the damage to the bone had been magnified from him trying to release himself. Not to mention the infection that had taken place. His leg had to be removed from the knee down. He is still getting used to the prosthesis at this point, and until then he is kept from the streets. Has occasional leg pain, and has been perscribed powerful opiates.

Starting Weapons

9mm Pistol

FC: 4
Damage: 1d6

CU: 1
Lethality: Short +20% Med. +15% Long +10%

Magazine:

Reyes' ZK%: RA + Skills + Lethality
Short: (20%)* + 5% +20% =   45%
Medium: (20%)* +5% + 15% =   40%
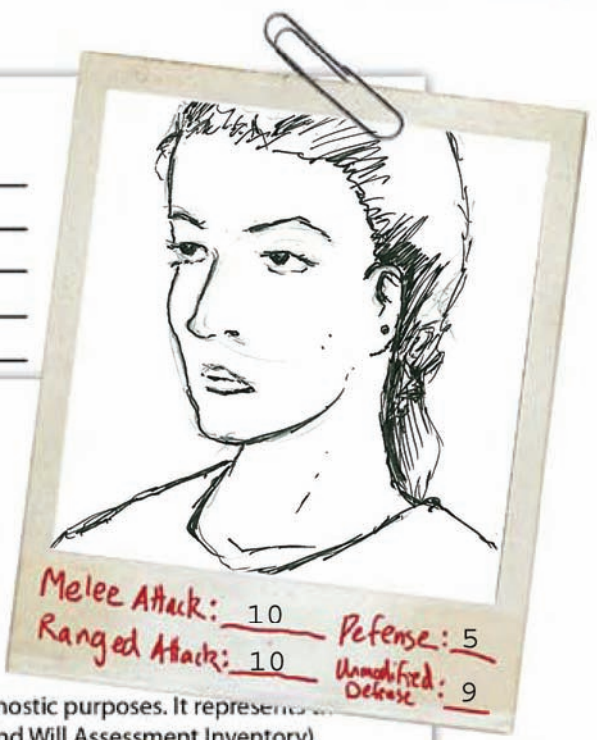Long: (20%)* + 5% +10% =   35%

Capacity:_____
Special: Pistol weapon, uses 'Intermediate Pistol Cartridges

* Law Enforcement types have a base Attack of 20 if their normal natural would be lower than 20.

Name: Sammy Rosen (Nurse)
Gender: Female
Height: 5'5"
Weight: 115
Date of Birth: 8 2 1987 *Gestalt Dice:* 23

SPEW - AI
STRENGTH·PERCEPTION·EMPATHY·WILL
ASSESSMENT INVENTORY

TEST RESULT FORM

Melee Attack: 10
Ranged Attack: 10
Defense: 5
Unmodified Defense: 9

Testing Center: ████████████████████
Administrator: ████████████████████
Date: ████████████████

The following information is to be used by the adminstrator for diagnostic purposes. It represents ... results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Bite Resist % 12
Viral: ___
Health: 32
+5 Health for being 'Nurse'

Strength: 25
Participant showed exceptional ability in STRENGTH in the following w...
Skills
_____

Perception: 25
Participant showed exceptional ability in PERCEPTION in the followin...
Skills
Basic First Aid (Tier 5): +25 Per for 'Per -First Aid/Diag' checks, +5 Nat Heal.

Empathy: 35
Participant showed exceptional ability in EMPATHY in the follo...
Skills
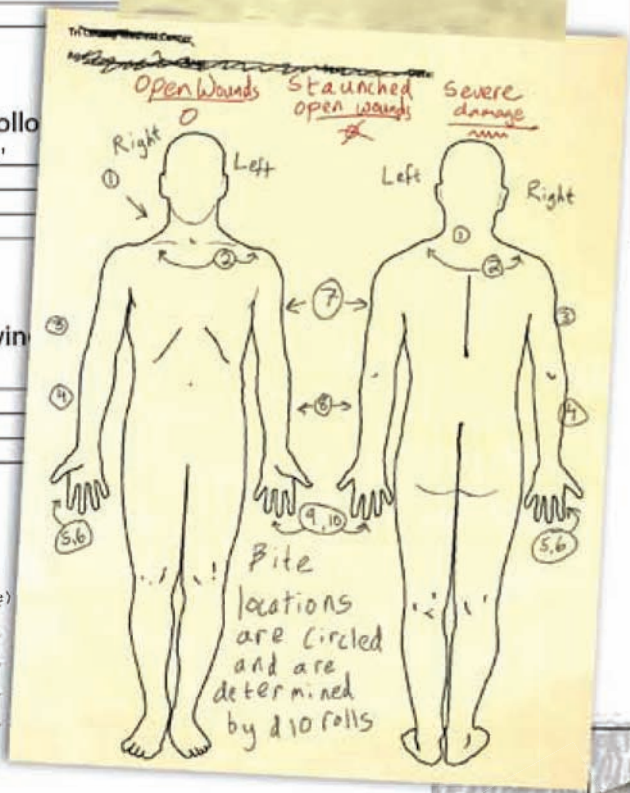Bilingual (Tier 1 - Spanish): +5 Emp for 'Emp - Dip' checks, +1 Cul.

Will: 35
Participant showed exceptional ability in WILL in the followin...
Skills
Calm (Tier 1): +10 Calm 'Will - Calm Self' and 'Emp - Calm Other' checks.

Equipment:

Name	Bonus	CU
Clothes, Medium	15% BR	1 (free)
First Aid Kit: Deg: 1, Restore 1d6 Health in Nat Heal, -1 Dif of 'Per - First Aid', -2 Dif 'Staunch Open Wound', 1 Res = d3 restock		2

Open Wounds
O
Right
Staunched open wounds
Left
Severe damage
Left
Right

Bite locations are circled and are determined by d10 rolls

History

Sammy is a Local, so much a local in fact, that she has never left the county in her 23 years of life on this planet. Part of a larger family of siblings in which often time she was the acting mother, her tanned skinned tells the story of the difficult life. She loves being a nurse, because she's been accustomed to taking care of people her whole life. Her skills are much greater then her job titles suggests, however because of her situation she lives nearby in a one of the cities many trailer parks. She commutes daily to the hospital in one of the larger area's of town. This morning, she was called in to attend to some of the detainee's at the station who we're reported ill and needed medical treatment. She is nervous about this, as her boyfriend Office Coughlin works there, and they just had a really nasty fight the night before. She was asked to report immediately after however to the hospital, as a large amount of injuries have come in during the night, and they need all the staff they can manage.

Starting Equipment

First Aid Kit

Degradation: 1 (0.5)   CU: 1

Using the First Aid Kit will reduce the Difficulty of 'Per - First Aid' checks by 1 and will reduce the Difficulty to Staunch Open Wounds by 2. To restock, 1 Resource can be spent to remove d3 Degradation points.

Special: Sammy's Type will reduce Degradation from 1 to 0.5. This is already reflected above.
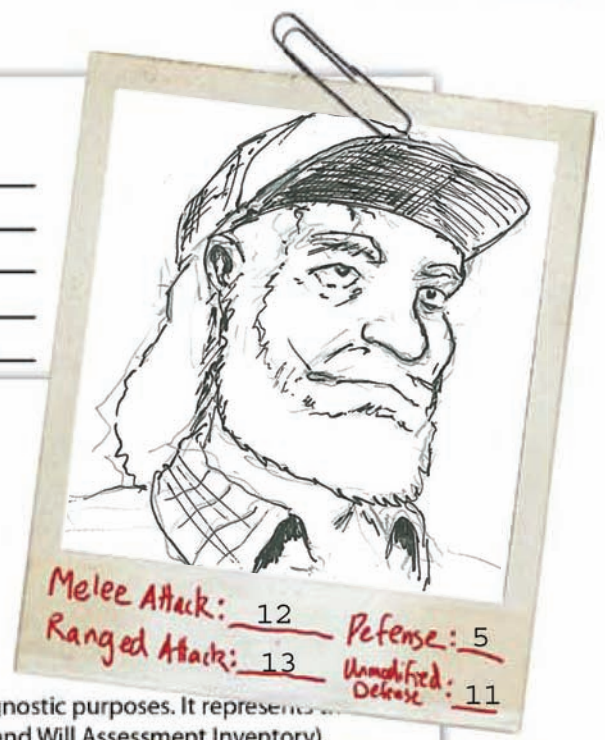
Name: Gary Hasterfield (Civilian)
Gender: Male
Height: 5'7"
Weight: 175
Date of Birth: 9 21 1954 **Gestalt Dice:** 54

SPEW - AI
STRENGTH • PERCEPTION • EMPATHY • WILL
ASSESSMENT INVENTORY

TEST RESULT FORM

Testing Center: ███████████████████
Administrator: ███████████████████
Date: ███████████████

Melee Attack: 12
Ranged Attack: 13   **Defense:** 5
    Unmodified Defense: 11

The following information is to be used by the administrator for diagnostic purposes. It represents ...
results of their taking the SPEW-AI (Strength, Perception, Empathy, and Will Assessment Inventory).

Bite Resist % 18
Viral: ___
Health: 36

Strength: 30
Participant showed exceptional ability in STRENGTH in the following w...
Max CU: 6
Skills
_____
_____
_____

Perception: 30
Participant showed exceptional ability in PERCEPTION in the followin...
Skills
Stealthy (Tier 3): +1 Per, Zombies have 'Listen' sense level
reduced by 1.
(Sac 1 Tier): Handyman Skills: Carpentry, Metalworking, Welding.
(Sac 1 Tier): +5 Per.

Empathy: 30
Participant showed exceptional ability in EMPATHY in the follo...
Skills
_____
_____
_____

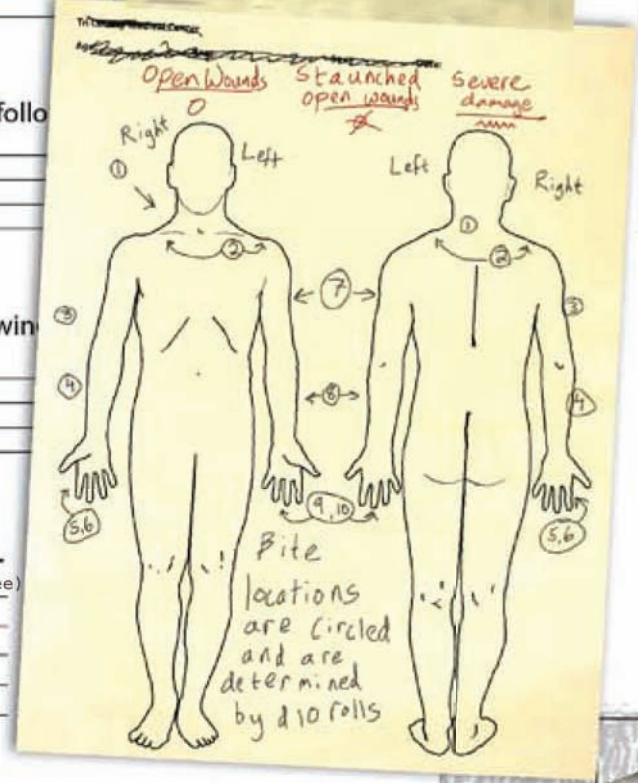## Will: 30
Participant showed exceptional ability in WILL in the followin...
Skills
Early Bird (Tier 1): No Caffeine needed, +1 Time
sleep, No penalties for early missions.

Equipment:

Name	Bonus	CU
Clothes, Medium	15% BR	1 (free)
Multi-tool	(3/-/-) Gross Misuse, Def,	
+5 Per for 'Per - Survial' checks.		(-)
Boots, Heavy	Def Kicks, +1 Dif for 'Str -	
Endurance' checks when Sprinting.		2

Open Wounds 0   Staunched open wounds ✗   Severe damage

Right   Left   Left   Right

Bite locations are circled and are determined by d10 rolls

Gary is Cy's best friend, and a real tough old man. Being a bit older, he is Cy's go to guy when he gets himself in trouble. He commonly acts as the father figure in Cys life, especially after Cy's father died. Gary himself is retired, and lives out his life getting in trouble with his old buddies son. He may be aged, but he can still hold his liquor and throw a mean punch. He enjoys being the sidekick because it allows him to get a second chance of youth in his eyes. Also Cy's Dad was a good friend of his. They served in Vietnam together and his Dad saved Gary's life. Gary couldn't live with himself if something happened to his buddies' son. Part of this also comes from the fact that Gary feels the need to protect Cy the way he wasn't able to protect his son when he went into the armed forces himself, but was killed while in the line of duty.

Starting Weapons

Multi Tool

FC: 1
Damage: 1d6
Durability: Low

CU: 1
Lethality: +3%
Gary's ZK%: MA + Skills + Lethality
12% + 0% +3% =   15%

A Multi use tool that can be used 'Defensively' if equipped. It also gives a bonus of +5 to Perception when making 'Per - Survival' checks. While there is some variation, the common pocket knife has a knife blade, a screwdriver, a file, tweezers, probe, pliers and scissors. Using this as a weapon counts as Gross Misuse.

Boots, Heavy

FC: 1
Bite Resist: +90%
Durability: Low

CU: 2
Ankles/Feet

Kicks from boots count as having used defensive weapons in a grapple. +1 Difficulty for 'Str - Endurance' for running at an all out sprint.

EXPANSION AND CUSTOMIZATION..

Story Hooks and Additional Options for Expansion on "The Tri County Precinct"

Players based on characters can feasibly be introduced to replace the following characters: Cy, Gary, Reyes, Krasinski, Inmate #72834, Tyler

During the course of the campaign, the introduction of the "One Big Monster" which opens up the "Bell the Cat" mission to the players.

Do not underestimate the Dispatch Radio's importance in allowing mulitple mission opportunities for those players wishing to heed distress calls or gather information about the events of the zombie outbreak of Tri County.

Alternate Victory Conditions:
• Destroy the One Big Monster
• Await the arrival of National Guard (holding out for an indeterminite period of Time)
• As a finale, survive the 'Survival of the Fittest' scenario for a certain period of time.

Additional Victory Sub Conditions
• Rescue the stranded S.W.A.T. teams - Rescue Mission as described on pg. 379-381. Prerequisite being checking the Dispatch station at certain Time periods. No conflict with existing leadership to those S.W.A.T. teams surviving. They all have weapons chosen from the Resource Catalog without restriction of specialization or rarity, but they have no ammunition.
• Escape to Cy's compound in the desert
• Gather survivors to have a certain number of Stronghold Population before the National Guard arrives

THE ONE BIG MONSTER (O.B.M.)

The option to have the the 'One Big Monster' (or O.B.M.) is a frighening and unique element a GM can add to any Outbreak Scenario. Under many circumstances, the O.B.M. is nothing more than a scare tactic in order to put an overconfident group of survivors in their place, should they get too comfortable.

A GM has the option of including the O.B.M which is capable of being either a monstrous zombie or a particularly dangerous living person. If a GM wishes, they can have the O.B.M. result on the encounter table be instead represent a sighting or a brief encounter with Vincent St. Clair, who has the O.B.M. template added to a Vigilante instead of a zombie.

Instead of being stunned and put out of action like a regular O.B.M., Vincent St. Clair will instead exit in a dramatic fashion if defeated. For that reason, a 'Bell the Cat' mission cannot be taken against him. Also, if during an encounter the O.B.M. result is rolled when an encounter is already taking place, Vincent St. Clair will help from the sidelines making long range shots with his .357 Magnum revolver. He will not approach or respond to the Survivors in any other way.

SURVIVAL OF THE FITTEST..

A lone house on a hill serves to be the only safe place against the zombie horde.

Structure: 3
Viability: n/a
Population: n/a
Science: n/a
Culture: n/a
Morale: n/a

Victory condition:
Be the last man
standing!

Resource: 2d6+5

Zombies
        The standard zombies can be of any kind and will alter the chance of a ZE% based on their Sense Level as normal.

Template Zombies:
        Grotesque, Familiar Face

Unique Zombies:
        Glutton, Banshee, One Big Monster (displaces Vigilante on E% table)

Deployment
The game starts with 2d6+2 zombies on the outside of the building. They are deployed evenly across all possible points of entry with the excess piled in to those points of entry with the most player characters. The players are allowed to start anywhere they choose, but must deploy first before any zombies.

Special Rules

Reinforce Point
    A specific entry point can be fortified to require additional degrees of success for a zombie to Breach. During the Time in between zombie attacks, a character may attempt a 'Per - Fortify' check on a single entry point. Each degree of success will consume 1 Resource and require that zombies make checks with that many degrees of success in their Breach check in order to enter the house. The point cannot be reinforced greater than the Structure of the building, which in this case is 3.

Entry - Doors
    Any zombie that starts their turn within 5' of a door with 0 Reinforcement may freely enter the house.

Entry - Windows
    Any zombie that starts their turn within 5' of a window with 0 Reinforcement may enter the house, but spend a turn 'Prone' as they crawl through the window. Only one zombie at a time can enter a window.

Breach

Zombies that achieve degrees of success in their "Str - Breach" check but not enough to break all of the reinforcement given to a window or door will strip away that many reinforcements to that window or door. Simply succeeding in a Breach check when only 1 reinforcement is present will prevent a zombie from entering that turn, but can enter on subsequent turns. Zombies that make degrees of success in excess of the entry point's reinforcement will immediately enter, but will be 'prone' as normal should they be entering through a window.

Barricade

The tables, cabinets and refrigerator can all be moved in front of doors and windows to provide +1 Reinforcement. This still cannot exceed the Structure of the building. They require 'Str - Lift/Pull' to move into place. Barricandes are not destroyed when zombies make successful Breach checks against them, rather they are toppled. Toppled barricades can be lifted back into place with a successful 'Str - Lift/Pull' check.

Supply Drops

Every time a Template Zombie is killed, it gains +1 Resource for the Stronghold that must be used to purchase items from the Resource Catalog. Any weapons, tools, or ammo are restricted to "Rarity - 25%", so will only be available for purchase 25% of the time. Firearms have "Rarity 5%". If the desired item is unavailable due to rarity, then the characters can choose another item. This continues until a purchase is successfully made. This Resource cannot be used to reinforce points.

Search Checks

Characters can make Per - Search checks normally, but they don't get Resource. They instead are allowed access to items to purchase from the Resource Catalog below based upon the degrees of success in their "Per - Search" checks. The amount of resource in the house itself is a fixed amount.

Resource Catalog (Lone House on the Hill)

Degrees of Success for 'Per - Search' - Name of item that can be purchased - (Degradation)
0 - Bludgeons - (1), Piercing Weapons - (1)
1 - Slashing weapon - (2), liquor (3), First Aid Kit (4)
2 - Hammer - (2), First Aid Kit - (2), Crowbar - (3)
3 - 9mm Handgun - (2), Intermediate Pistol Cartridges (0.5), Axe (3)
4 - Shotgun (loaded) - (3), Intermediate Pistol Cartridges (2)
5 - Shotgun Shells - (2), Opiates (2)
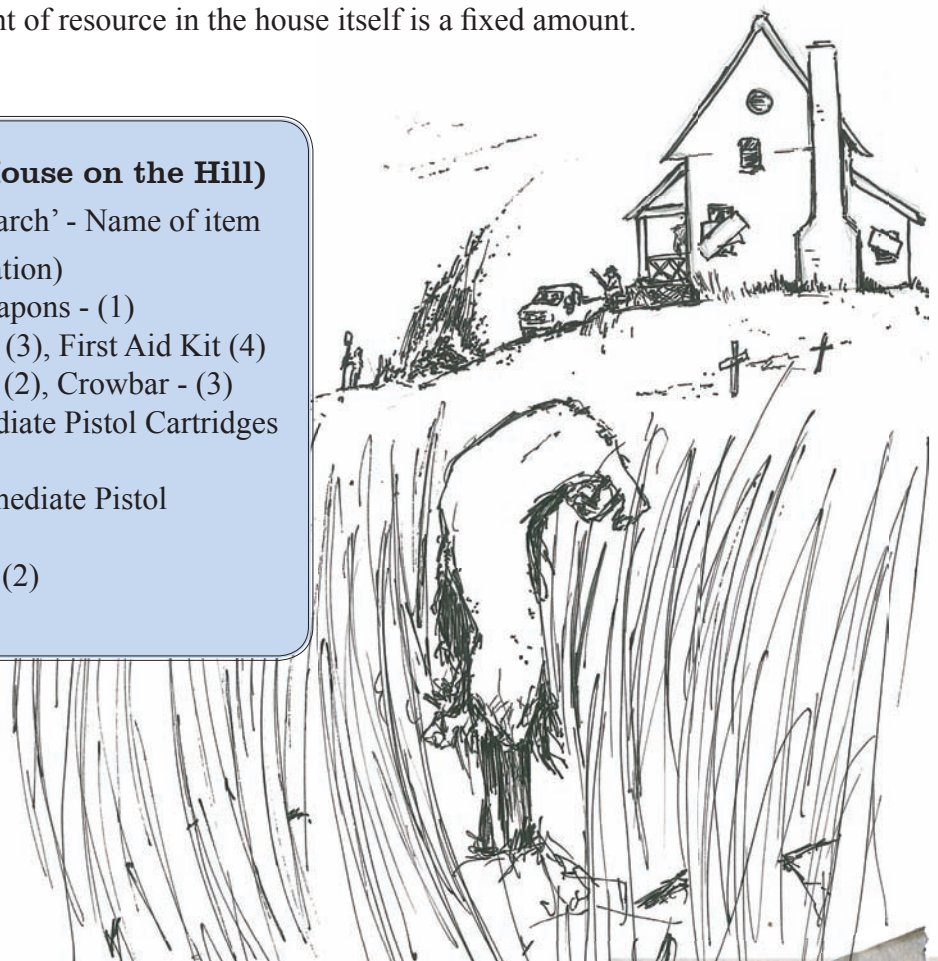
EQUIPMENT..

Weapons

Bludgeons

Name	Lethality bonus, special rules	FC	page ref.	CU
Bludgeon, short	+5	2	pg. 288	1
Bludgeon, medium	+15, +15 bonus to Knock Prone	2	pg. 288	1
Bludgeon, long	+20, +20 bonus to Knock Prone	1	pg. 288	2

Piercing Weapons

Name	Lethality bonus, special rules	FC	page ref.	CU
Piercing, short	+10, defensive, +15 grapple, Can ignore 1 Defense	1	pg. 292	1
Piercing, medium	+15, defensive, +15 grapple, can ignore 1 Defense	1	pg. 292	1
Piercing, long	+20, can ignore 2 Defense	1	pg. 292	2

Slashing Weapons

Name	Lethality bonus, special rules	FC	page ref.	CU
Slashing, short	+7, see reference page	2	pg. 293	1
Slashing, medium	+25, see reference page	2	pg. 293	1
Slashing, long	+30, see reference page	1	pg. 293	2

Firearms

Glock 9mm

Lethality	FC	CU	Capacity	Special	Damage	page ref.
+20/+15/+10	4	1	15 rounds	Pistol, uses intermediate cartridges	2d6	pg, 273

.45 Magnum Revolver

Lethality	FC	CU	Capacity	Special	Damage	page ref.
+35/+30/+20	2	1	6 rounds	Pistol, Revolver, uses heavy cartridges	2d6+3	pg, 273

Shotgun

Lethality	FC	CU	Capacity	Special	Damage	page ref.
+50/+20/+5	2	2	6 shells	Shotgun rules, see reference page	2d6	pg, 282

9mm Sub Machine Gun (SMG)

Lethality	FC	CU	Capacity	Special	Damage	page ref.
+20/+15/+10	4	1	15 rounds	Pistol, 3 round burst, fully-automatic	2d6	pg, 276

EQUIPMENT..

Gear

Ammo

Name	Descritption	Qty per CU	page ref.
Pistol, intermediate	ammo for 9mm handguns and SMG	50	pg. 273
Pistol, heavy	ammo for .45 magnum revolver	50	pg. 273
Shotgun shells, nonleathal	ammo for shotgun, can only 'knock prone'	5	eratta
Shotgun shells	ammo for shotgun	5	eratta

Equipment

Name	Description	page ref.	CU
Duffel Bag	Can carry up to 6CU. Individual items may not be more than 3CU.	pg. 307	1
First Aid Kit	Multiple uses. See page reference or Sammy's equipment entry.	pg. 310	2
Gasoline Can	Multiple uses. Holds fuel for vehicles. See page reference.	pg. 310	2
9mm Magazine	Intermediate pistol cartridge weapons can fully reload in 1 turn	-	1
Stun Gun	25% chance to knock zombie 'prone'. Panic/Pain vs. The Living	pg. 316	1
Liquor	Increases Stronghold 'Morale' by 1.	pg. 313	1
Opiates	+15 Str and Will for 1d3+2 Time, ignore mishap dice, Deg:3	pg. 319	1

Tools

Name	Lethality bonus, special rules	FC	page ref.	CU
Axe	+30, multiple uses, see reference page	1	pg. 304	2
Crowbar	+20, multiple uses, see reference page	2	pg. 307	1
Hammer	+15, short. bludgeon. +25% to "Per-Reinforce"	1	multiple	1

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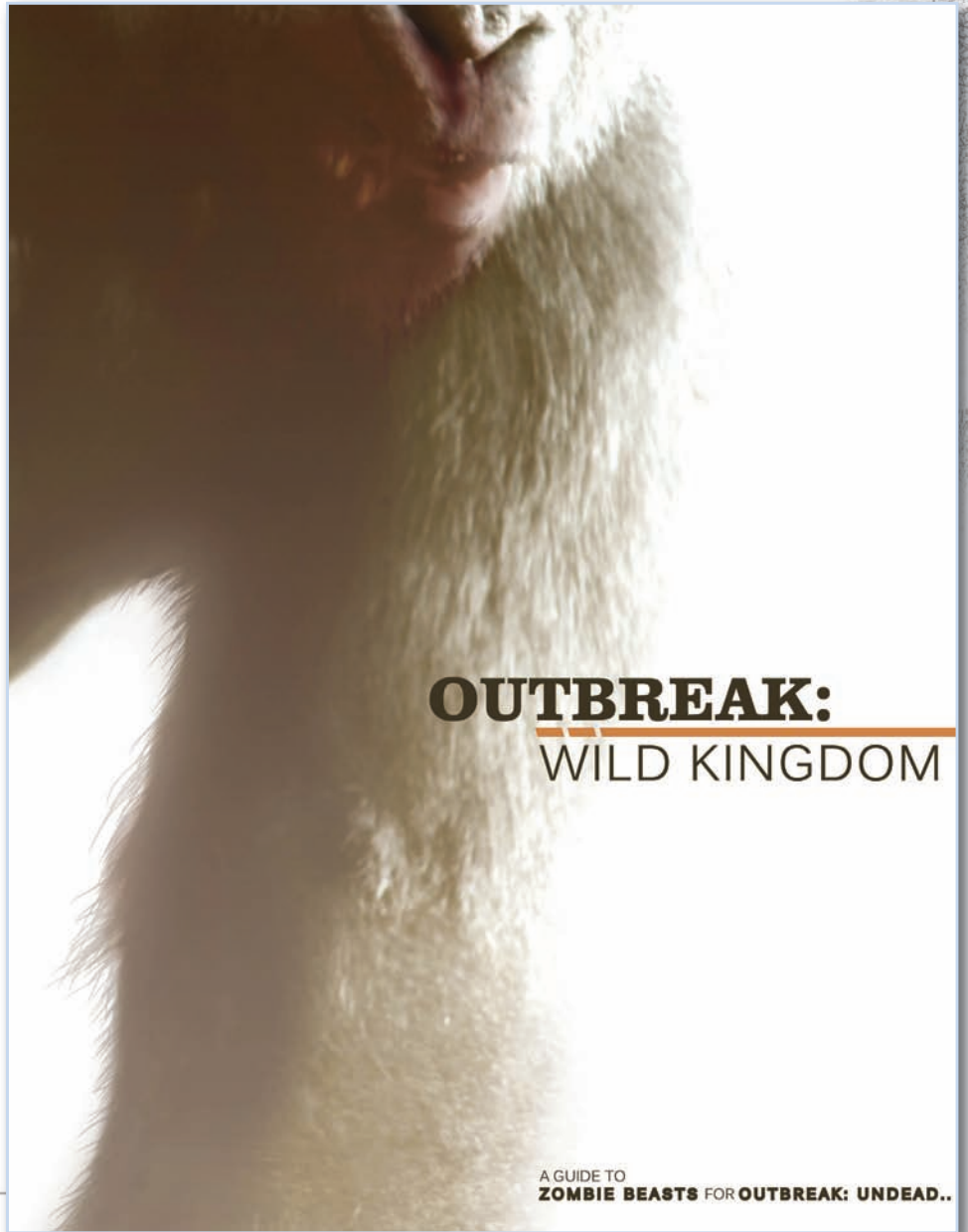
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