

# THE HANDLER

One player must be the Handler as their only campaign role.

The band knows only your radio voice and your codename. You tell them what the ENA needs them to do. If they come through, you've got supplies and better gear for them.

Tell the survivors your codename:

Codename: \_\_\_\_\_

Lotus / Variable / Twilight / Oracle / Nexus / Dispatch / Orange / Monarch / Anvil

INTEL



Intel starts at +0.

## Specials

Choose one:

- Careful:** Mark an extra xp whenever a field asset dies on an ENA mission.
- Ambitious:** Intel +1

## Experience

Mark xp whenever an ENA mission:

- completes (success or failure)
- gets a mission character killed

When filled, reset and pick an advancement.



## Handler Advancements

- +1 Intel (max +3)
- Upgrade Kit:** Unlock Tier II gear options.
- Assault Kit:** Unlock Tier III gear options.
- One-Time Resupply:** ENA air drops 10-Supply. The Watch marks the location.
- Old Campsite:** 4 adv., 3 improvements.
- Satellite Photos:** Counts as a free pathfinding or search mission.

## Missions

Each month, you're responsible for defining an ENA mission for the survivor band. Choose a site, objective, payoff, and urgency. Each can be chosen only once, regardless of whether the Leader declines the mission. Don't consult the Leader to strategize; if you cause an agonizing decision, so be it. You've got the bigger picture to consider.

### Site

Each site can be chosen only once. Each has a base Threat (T) and Payoff (P) level.

- Outlook Bluffs:** T0 P0
- Dassen's Corner:** T1 P1
- Firth Post Office:** T1 P1
- Garth Provincial Park:** T1 P0
- Scrinton Farm:** T1, P1
- The Bridge:** T2, P1
- Crumbling Overpass:** T2 P2
- Abandoned gang post:** T2, P1
- Box Car 8883:** T3, P3
- Emerdale Mall:** T3, P3
- Sewer Bunker:** T3, P2
- Downtown:** T4, P3
- Westburn Virology Lab:** T5, P3
- Revisit:** Pick a previously chosen site. Something was missed. +T +P

### Objective

Each objective can be chosen only once. Some modify the Threat and Payoff levels.

- Clear the LZ:** An ENA chopper needs a safe spot to land in the future.
- Stakeout:** Observe the site for 2 days. +T
- Distraction:** Draw the dead away from the site so another team can act. +T -P
- Recon:** Count the dead, up close if necessary +T
- Find environmental records:** +T, +P

- Crowbar:** Find the tunnel entrance and it open it for another team (don't go in). -P
- Zero:** Kill a specific target (lanyard ID card) +P
- Say Again:** Repair an ENA radio repeater +P
- Boom:** Destroy or contaminate a law gang's supply cache. +T +P
- Lost Baby:** Find the plutonium satchel and deliver it to a second site (choose)
- Wipedown:** Clear out the dead, every last one. +T

### Payoff

Something of value to the band is at the site. Each payoff can be chosen only once. If all options at the payoff level are checked, go up one.

#### Payoff 0 options:

- Sincere thanks
- Grateul message from ENA command
- Fresh clothing (1 Supply)

#### Payoff 1 options:

- A Rowboat
- Survival gear (3 Supply)

#### Payoff 2 options:

- Canoes
- A Mule
- MREs (3 Supply)

#### Payoff 3 options:

- 4 Horses
- Military Surplus Jeep (off-road)
- Medical stash (4 Supply)

#### Payoff 4 options:

- Battered Reservist APC
- Non-Perishable Stash (6 Supply)

## Urgency

When you brief the leader on the mission, choose a level of urgency. Each can be chosen a limited number of times.

**Now or Never:** If the Leader declines the ENA mission, the chance is lost.

**Sooner the Better:** If the Leader declines the ENA mission, they can accept it next month at +1 Threat.

**In Medias Res:** Skip the Leader's choice of mission. Buckle up, it's happening. +T +P

## Mission Briefing

**When the Leader accepts the mission and asks you about threats,** roll +Intel. On a 6-, you've got nothing you can share. On a 7-9, choose and reveal up to 2 points of Threat. On a 10+, up to 4 Threat points.

Any threats you don't identify will be chosen and revealed by the GM during the mission, as will any additional threats the mission team brings on itself with noise or a dangerous route.

### Threats

- Stray Dead (1 pt)
- Dead Follower (1 pt)
- Dead Group (2 pts)
- Dead Herd (2 pts)
- Wild Dogs (1 pt)
- Law Scouts (2 pts)
- Law Squad (3 pts)
- The Lights (2 pts)
- The Awful Lights (3 pts)
- ██████████ (4 pts)

# THE LEADER

One player must take this campaign role.

Like it or not, the band of survivors looks to you to make the tough calls.

Choose the name the band calls you:

Name: \_\_\_\_\_

Johnson / Rodriguez / Kim / Patel / Nguyen / Singh / Smith / Garcia / Lee / Gonzalez

LEADER



Leader starts at +0.

## Specials

Choose one:

- Elected:** Leader +1
- Insistent:** Mark xp when any mission succeeds.

## Experience

Mark xp whenever:

- any mission fails
- a mission character dies

When filled, reset and pick an advancement.



## Leader Advancements

- +1 Leader (max +3)
- ENA Heli Evac (One use )
- ENA support squad (One use )
- Select a Leader special

## Missions

Each month, the Handler will have a mission for you. Also, ask the Watch and the Tender if they have any recommendations for other missions. The Handler may elect to force your hand, but most of the time the final choice is yours.

### Mission Briefing

If you accept an ENA mission, ask the Handler what threats the survivor team can expect.

### I. Choose the Team

If there are more mission characters than players, choose which ones are going on the mission. Recommend a loadout: **essentials** only, **prepared**, or **burdened** with a variety of useful gear. The GM will take it from here.

### II. Don't Go Alone

Choose up to three NPC survivor band members to go with the PCs. Name them.

### III. Setting Out

When the team sets out from camp, it's in their hands. Roll +**Leader**.

On a ≤6, the worst possible weather sets in just as the team commits.

On a 7-9 it's what you'd expect for this time of month.

On a 10+, it's unusually mild, and dry enough that footprints aren't deep.

### Pushing It: Second Mission

At your option, the survivors can take a second mission in the month. If they do so, it happens without a chance to recover.

### Month End

When the month's mission(s) are over, it's time to recuperate. Announce that the month is over. The Tender now has a chance to restore the mission characters.

## Leader Specials

As the team sets out, they reflect on your words of warning.

- Stay sharp:** Pick a team member. When an encounter starts, they may roll +**Wary** instead of only spending Stress.
- Work together:** Pick a team member. Joining costs them no Stress for this mission.
- Drill practice:** Pick a team member. They may follow any command they hear without counting against the total.
- Look after them:** Pick a team member. Interrupting to protect their teammates costs no Stress.
- Don't be heroes:** Rolls for commands to escape or retreat are made at +2.

## Calendar

The campaign begins in March. Mark the months once they're done.

- March:** cold, thawing mud, short twilight
- April:** rain, thunderstorms
- May:** bugs
- June:** long days, short night, long twilight
- July:** long days, few night hours
- August:** hot and dry
- September:** cool, very short twilight
- October:** cool, leaves turning, windy
- November:** miserable rain and wet
- December:** snow, visible footprints, long nights
- January:** cold, deep snow, visible footprints
- February:** freezing temperatures, visible footprints

## Year End

When you cross off February, your time as Leader is over. Pass the role to another player.

# THE WATCH

One player must take this campaign role.

All too easy to get lost in the misty twilight, so you keep the map. The band is your eyes and ears, but it's uncanny: your intuition on where things will be found is as good as fact.

Name: \_\_\_\_\_

Aiden / Sophia / Amir / Maya / Carlos / Olivia / Kai / Esme / Elijah / Fatima

## Map Squares & Features

Squares have a **terrain** type (farmland, wetlands, forest, hill, lake, city ruins), and contain **locations** (camps, buildings, bunkers).

**Linear** features (rivers, highways, roads) traverse two or more squares.

## Starting Play

Announce you're drawing the map. Ask other players to name each thing in turn, then draw it and show them where it is:

- Pick **terrain** for 6 contiguous squares in the Near zone: 2 farmland, 2 forest, 1 wetland, 1 hill and 1 lake. Name each.

Linear features:

- A **river** from one map edge to another, passing through the lake, with one or two 90° turns. Name it.
- A **highway** that runs from one map edge to another, with at most two 90° turns
- An **old road** that runs straight for 3 squares, one or more in the Near zone

Locations:

- Add two **bridges** to the river.
- A cluster of **homes** (a place of the dead)
- **Camp I**, in the terrain block. Tell the Tender where it is.

Explain the completed map to the group.

## Placing Sites

When you place a location, choose a square with none yet, unless directed to.

## Travelling

Once the Leader has chosen the destination(s) of the mission, you choose the route, starting from any active camp. Squares are ~10km across, but most teams accomplish one per day as only twilight is safe enough.

Travel along a **hidden path** (once some are established) carries no risk of discovery, so teams can move by day and cover ground much more quickly.

## Threats

The dead linger near buildings and roads, and sometimes watch over open spaces. Lights and smoke from fires will bring them, so your team must manage without either. Keep their route short in cold or wet weather—but not so short that the dead can easily follow them back to camp.

## Mission Options

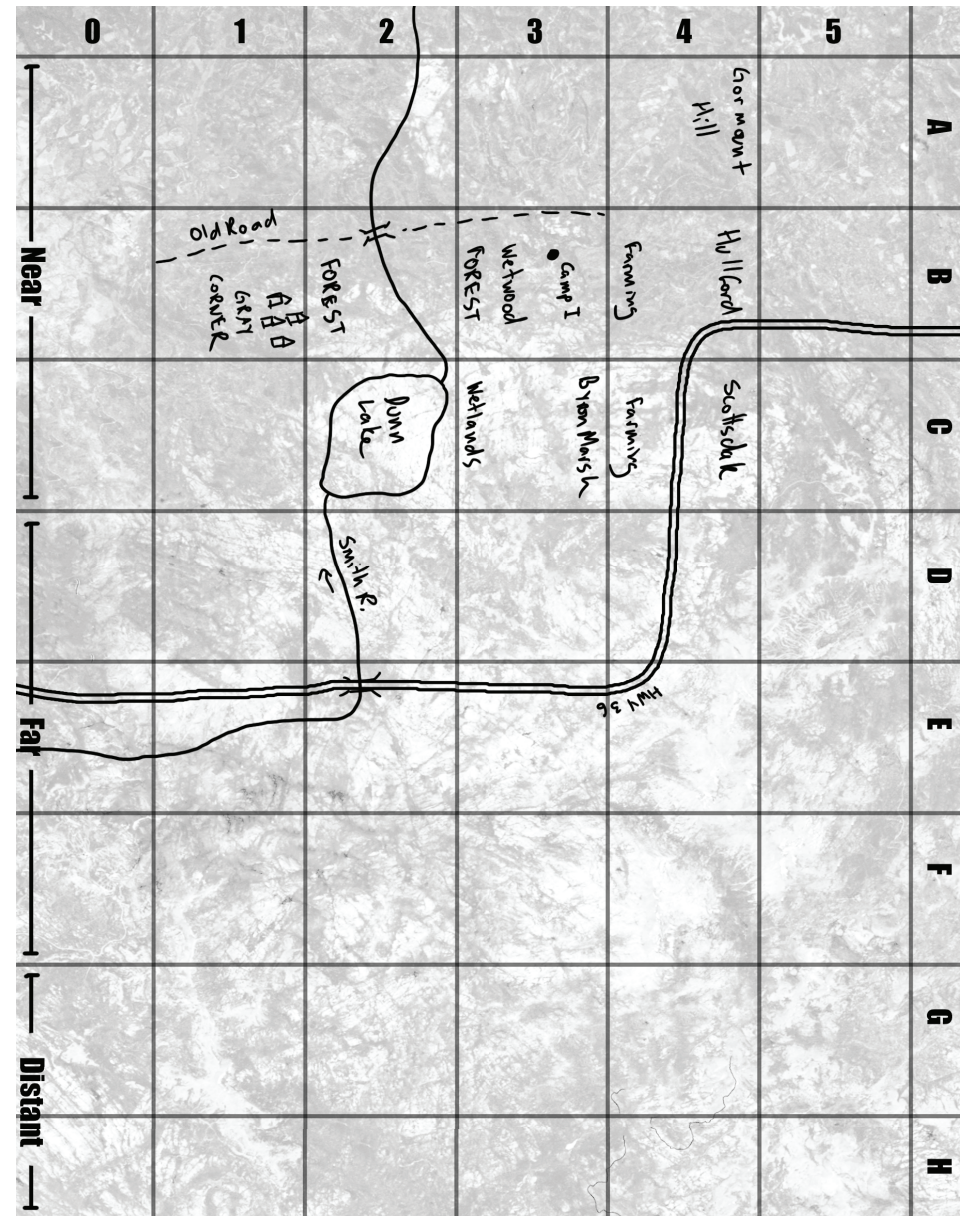
Each month, you have the option to recommend a mission to the Leader. Pick one:

**Pathfinding:** Choose a route. If the team follows it successfully, mark up up to two new **hidden paths** along the route. (A hidden path connects two edges of a square, or the edge of a square to a location within it.)

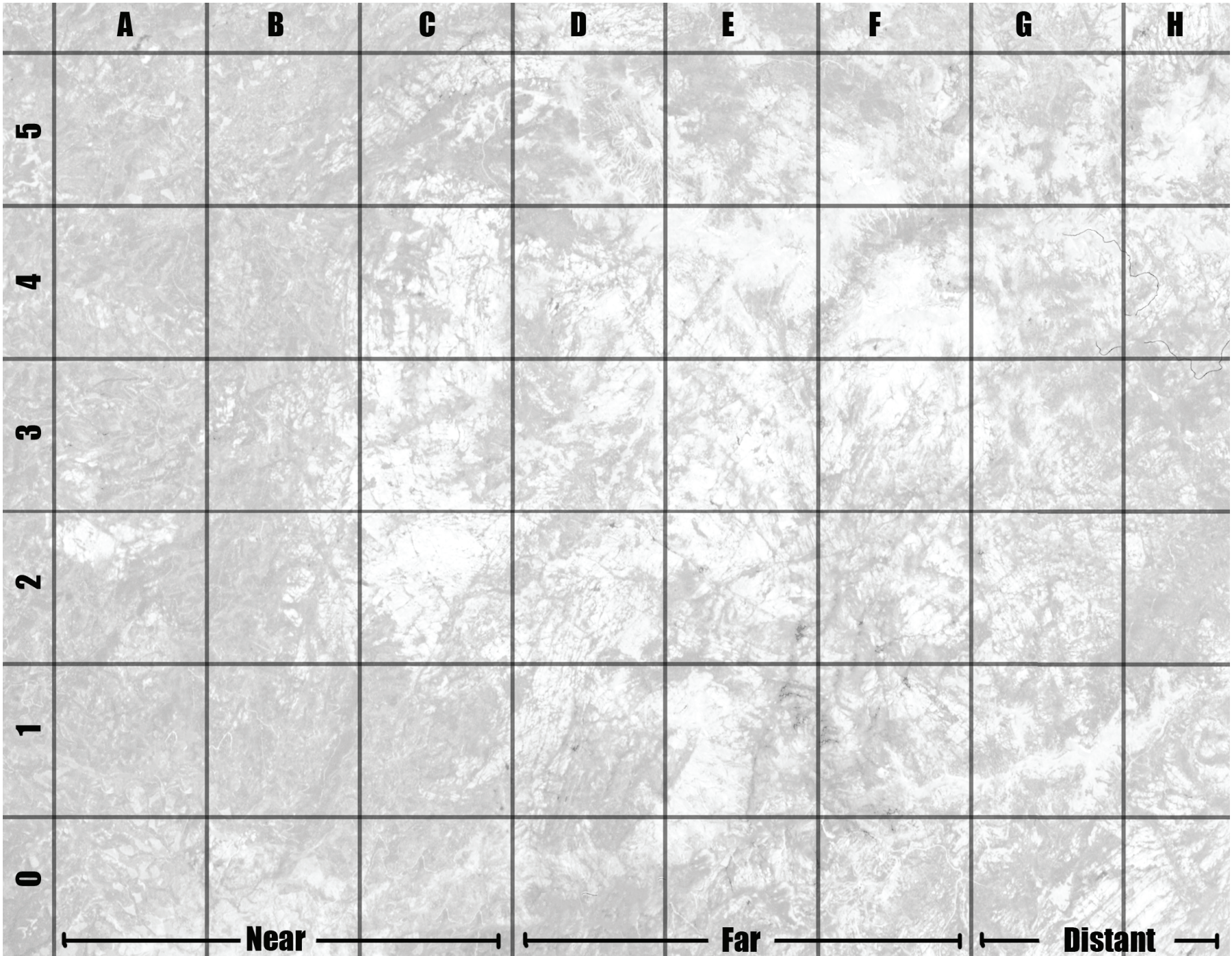
**Search:** Choose a square. If the team reaches it and spends two days searching carefully, the GM will reveal what they find: a new location, something useful, or a new danger.

**Patrol:** Roll 2d6+(Stress taken by each mission character). On a ≤6, the GM reveals a new square's terrain. On a 7-9, two squares plus a clue about a threat or opportunity. On a 10+, four squares and conclusive evidence.

## Example Starting Map



**The Map**



# THE TENDER

One player must take this campaign role.

The safety and integrity of the camp and those who sleep there fall to you.

Name: \_\_\_\_\_

Jackson / Isabella / Malik / Ava / Juan / Harper / Emilio / Priya / Xavier / Leila

## Starting Play

Once the Watch draws the map, ask them to place Camp I. It has 2 advantages and 3 improvements. Band size is 3d6, including mission characters. Supply starts at 2.

BAND SIZE

SUPPLY


## Supply

Supply represents food, tools, ammunition, or fuel beyond basic survival needs. Restore Supply by **settling in** or with mission payoffs.

Packed up, 1 Supply fills a large bag.

When the team loads up for a mission, spend Supply 1-for-1 to give them:

- Fuel or feed for a mission asset
- A big meal, +1 to the first risk roll
- A gear item from the next locked tier

## Mission Options

Each month, you have the option to recommend a mission to the Leader. Pick one:

**New Camp:** Choose a destination with the Watch. If the mission reaches there safely, create a new camp with d3+1 advantages and 1 improvement.

**Settle In:** No travel, but the band puts in long hours at camp. Mission characters all mark 1 Stress. Add 3 Supply, then mark 3 improvements among active site(s).

## Recuperating

When the Leader declares the month over, it's time to rest. Choose how much Supply you spend to give comfort and medicine to the returning mission characters.

When the band rests in a safe camp, roll 2d6+Supply spent. On a ≤6, each mission character removes 3 Stress. On a 7-9, remove all Stress, 1 Harm, 1 Exposure. On a 10+, remove all Stress, Harm and Exposure.

## It's Home.. For Now

When a camp becomes contaminated with the blood of the dead, cross it out. It is of no more use to the living.

When you cross out your only camp site, the band flees into the night in terror. Tell the Leader to mark off a month

- Tell the Leader to skip a month.
- All mission characters mark missing time.
- Create a new site with 2 advantages and no improvements. Ask the Watch to decide its location.

## Mission Assets

If the band acquires these assets during play, it falls to you to secure and maintain them at camp. At your sole discretion, you may allocate them to a mission team when they set out. Spend Supply to make them available for that mission. If the team loses them, cross them off.

- Rowboat / +4 gear
- Canoes / Quiet, +4 gear
- A Mule (1 feed) / +4 gear
- Horses (3 feed) / Fast, obvious
- Military Surplus Jeep (1 fuel) / Off-road, obvious, +8 gear
- APC (2 fuel) / Off-road, obvious, enclosed

# Encampments

## Camp I

Location: \_\_\_\_\_

### Site Advantages

- Nearby fresh water
- Shelter from the elements
- Nearby vantage point
- Difficult approach

### Improvements

- Snake hole fire pit
- Snares or fish baskets
- Soft beds (pine needles)
- Camouflaged lookout spot
- Perimeter alarm tripwires
- Partial barricades

Total = Quality: \_\_\_\_\_

## Camp II

Location: \_\_\_\_\_

### Site Advantages

- Nearby fresh water
- Shelter from the elements
- Nearby vantage point
- Difficult approach

### Improvements

- Snake hole fire pit
- Snares or fish baskets
- Soft beds (pine needles)
- Camouflaged lookout spot
- Perimeter alarm tripwires
- Partial barricades

Total = Quality: \_\_\_\_\_

## Camp III

Location: \_\_\_\_\_

### Site Advantages

- Nearby fresh water
- Shelter from the elements
- Nearby vantage point
- Difficult approach

### Improvements

- Snake hole fire pit
- Snares or fish baskets
- Soft beds (pine needles)
- Camouflaged lookout spot
- Perimeter alarm tripwires
- Partial barricades

Total = Quality: \_\_\_\_\_

## Camp IV

Location: \_\_\_\_\_

### Site Advantages

- Nearby fresh water
- Shelter from the elements
- Nearby vantage point
- Difficult approach

### Improvements

- Snake hole fire pit
- Snares or fish baskets
- Soft beds (pine needles)
- Camouflaged lookout spot
- Perimeter alarm tripwires
- Partial barricades

Total = Quality: \_\_\_\_\_

# Basic Rules

## Taking Risks

### Uncertain

*You have a big advantage, enough time, the perfect chance, or safety backstops.*

**When you take a controlled risk**, roll 2d6 plus the relevant stat:  
**≤6:** Mark xp. Hesitate, lose control, exposed. Notice danger. Risk increases.  
**7-9:** Low die effect, plus a complication or price. Things get risky.  
**10-11:** You do it. High die effect.  
**12+:** Maximum effect. Flawless, thorough, or permanent. Win an advantage. Avoid a cost.

### Risks

*The outcome is uncertain due to distractions, danger, or opposition.*

**When you take a risk**, roll 2d6 plus the relevant stat:  
**≤6:** Mark xp. You fail. The danger manifests. Lost chance. Things get desperate.  
**7-9:** Barely, low die effect. The danger manifests. The situation worsens, a complication.  
**10-11:** You do it. High die effect. Unresolved dangers manifest.  
**12+:** You do it. High die effect. Flawless, thorough. Win advantage, avoid the cost.

### Desperate

*Disaster looms. Unavoidable blowback. It's now or never. A last ditch chance.*

**When you take a desperate risk**, mark xp and roll 2d6 plus the relevant stat:  
**≤6:** Disaster. A chain reaction. Pay a terrible price. You get severely hurt.  
**7-9:** You barely do it. Low die effect. Take the expected blowback: an injury, a new problem, an imminent failure.  
**10-11:** Barely—low die effect. Provisional, partial, or temporary. Some blowback.  
**12+:** Lucky break, High die effect.

## Encounters

**When you encounter enemies or a hazard**, roll +**Stress** spent, the cost of vigilance. On a ≤6, you're surprised, maybe ambushed. On a 7-9, choose one advantage not yet established. On 10+, choose two. The enemy gets all that you don't choose.

- Initiative: You saw them first. You've got a beat to set the tempo; they must react.
- Cohesion: nearby allies are ready to help, not spread out or preoccupied.
- Good Spot: you have a useful position, good cover, or a clear view of a target.

## Time-Critical Action

In intense, time-critical situations, the GM calls on each player in turn to say what they perceive, then asks what they do.

### Joining In

**When you join the acting character's action on their turn**, mark 1 Stress. You act with them. The first to join gives +1 to their roll. Others increase the effect (gunfire, labor, etc.).

### Interrupts

**When you act out of turn to prevent disaster**, mark 1 Stress. You were watching for this. Take your action now, after which the turn order reverts to the player you interrupted.

### Commands

**When you command allies to take action**, bark up to six words then roll +**Hardy**. On a ≤6, you act alone or give away your position. On a 7-9, one character can carry out your order on your turn without paying Stress to join. On a 10+, up to three. On a 12+, everyone in earshot.

## Stress

### Digging Deep

**When you take great care or effort**, mark 1 Stress and take +1 to your next roll.

**When surge with adrenaline or panic**, mark 2 Stress to take +1 to a roll you just made.

*Rolls can have up to +2 from Stress spends.*

### Pushing too Far

**When you mark your last Stress box**, your vision blurs and you fall. Mark xp. It's a struggle to walk. You need help to get around until you have a way to recover.

### Recovering

**When you rest for four hours in a place of hiding**, roll +**Wary**. On a ≤6, you sleep soundly and remove 2 Stress. On a 7-9, remove 1 Stress. On a 10+ you watch over the others.

## NPCs

**When you rely on NPCs to do their part**, roll +**Leader**. On ≤6, they take too long, exhaust their resources, or bring down more trouble. On a 7-9, they pull through but pay a cost or cause a complication. On a 10+, they're effective.

## Left for Dead

**When the team abandons you to certain death**, you may fade to black and leave your fate in doubt. You are MIA.

**When you're MIA and the month ends**, roll +**Stress** spent. On a 10+, you show up at camp in a sorry state—check all but one Stress and Harm boxes. Otherwise, you're still MIA. On a ≤6, also mark either Missing Time or Harm.

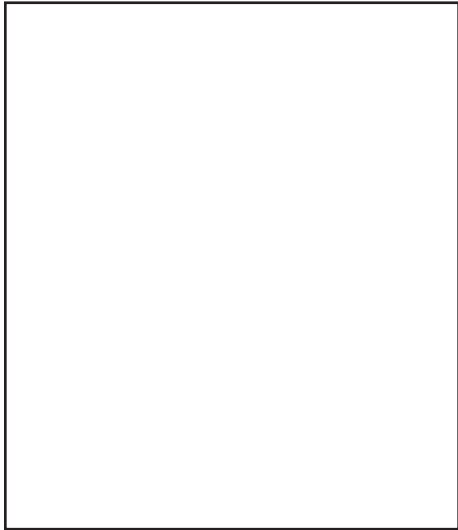
## Camp Rules

### Each Month

- The Watch and Tender review the state of the camp and mission characters, and may suggest missions to the Leader.
- The Handler announces the ENA mission for this month.
- If the Handler chose 'In Medias Res' urgency, that's the mission, otherwise the Leader chooses.
- Carry out the mission (see below).
- When the mission is over, the Leader may order a second mission from one of the suggestions not taken.
- When all missions are over, the Tender breaks open supplies to restore the team.
- Check for any returning MIA characters.
- The Leader marks the next month.

### Carrying out the Mission

- If the mission is for the ENA, the Leader asks the Handler for intel on threats. (See Handler playbook.)
- The Watch decides the route. This may bring in additional threats.
- The Leader recommends the loadout level and chooses the team: a mission character for each PC, and up to three NPC band members.
- The Watch decides the route. The GM should note if this adds additional threats to the mission.
- The Leader makes the setting out roll to see how bad the weather is, and gives the departing team any words of warning.
- The GM then switches into mission play.
- The mission ends when the team is all back to an active site, dead, or left for dead.
- If the mission team found the payoff and returned it to camp, the Tender records it.



# SURVIVOR

Choose a name, look and background

Name: \_\_\_\_\_

Jennifer, Ahmed, Maria, Priya, Olivia, Juan, Minh, David, Sarah, Mei, Anna

Look: lean / filthy / bright-eyed / sunburnt / scarred / braided / toothless / tattooed

Background: hiker / hunter / farmer / trades / transient / just a kid / something else

## Specials

Choose one:

- Leave no one behind:** When everyone makes it back to camp alive, mark xp.
- Determined:** When you take Harm in the name of the mission, mark xp.

Choose one:

- Weathered:** Life-threatening weather causes you Stress, not Harm.
- Thick skin:** Callused against Harm from sharp hazards ()
- First aid:** Spend bandages or first aid to turn 1 Harm into 1 Stress.
- Disciplined:** You may act on any command in earshot, and don't count against the total.
- Gutsy:** Fear alone doesn't increase the risk level of your actions.
- High road:** You can always find something to climb; a tree, a drain, a wall.
- Decisive:** When you give commands, an extra survivor may carry them out.
- Pessimist:** When you announce there's probably dead nearby, there are.
- Open book:** NPC Survivors can tell your intentions just from looking at you.
- Vitamin A:** Night is like twilight for you.
- Tricky:** You're remarkably fast at setting up snares, tripwires or hazards.
- Fiver:** You can sense the contamination of the dead when you are near it.

HARDY	<input type="checkbox"/>
CRAFTY	<input type="checkbox"/>
WARY	<input type="checkbox"/>
SNEAKY	<input type="checkbox"/>
DEADLY	<input type="checkbox"/>

Assign +2, +1, 0, 0, and -1 to your stats.

## Experience

Mark xp whenever you roll ≤6, take a desperate risk, or collapse from Stress. When full: reset and pick an advancement.

## Advancements

- +1 to a stat (max +3)
- Add a Survivor special (camp only)
- Retire from the field. Join another band in a campaign role.

## Loadout

When you set out, choose your loadout (If you're ever surprised: Essentials).

- Essentials | sprint | max gear 3
- Prepared | jog | max gear 5
- Burdened | hurry | max gear 8

## Gear

When you set out, choose 2 gear. Mark the rest as you need it, up to your max gear.

- Hunting Knife (close)
- Crowbar/Hatchet (close)
- Nylon Rope
- Tarp
- Flask of clean water (removes 2 Stress)
- Pemmican / jerky (removes 2 Stress)
- Hunting Bow (short, slow, deferred)
- Extra arrows
- Leather Jacket (vs Harm )
- Warm outerwear (cold, rain)
- A hand tool—saw, screwdriver, wrench
- Backpack / satchel / tote bag
- Clean bandages
- Snare wire

## Tier II ENA Gear

(Available once unlocked by the Handler)

- Sturdy boots (vs. Exposure )
- Walkie talkie
- Semi-automatic pistol (loud, fast, short)
- Shotgun (loud, short)
- Hunting rifle (loud, long, slow)
- Extra ammunition
- First aid supplies

## Tier III ENA Gear

(Available once unlocked by the Handler)

- Assault Rifle (loud, follow-up, long)
- Face mask (vs. Exposure )
- Hazmat (vs. Exposure )
- Gen 1 Night Vision Scope
- Grenade (loud, area)
- Anti-viral injector pen

## Status

### Ammo Spent

Mark them to use bows or firearms.

### Stress

When full, your vision blurs and you fall. Mark xp. It's a struggle to walk.

### Harm

When full, you have only minutes to live.

### Exposure to the Dead

Dizzy / Fever / Turn and kill the living

### Missing Time

When full, you're never seen again.

# The Awful Lights

In 1989, a sudden nuclear exchange ruined the world. As the world fell apart, military and law enforcement groups imposed a brutal martial law. After two terrible years, a mysterious fever swept through and wiped it all away. The infected turned on each other, killing and eating until there was no one left alive.

Now, only small, isolated groups of survivors remain, living off the land by foraging and hunting. You have most of the skills you need, but without good clothes, reliable food, metal tools, or medicine, life is precarious.

Except for the knowledge that the dead are still out there, your world is peaceful. Quiet days fishing or weaving, waiting for twilight, moving in the mist, or under the stars.

Last month, all that changed. A group calling itself the ENA ("Edmonton-Nevada Alliance") made radio contact, looking for survivor bands willing to join them in building a safe future for those who still live and breathe. There is real hope, but it will be dangerous.

## What you know

### You are a Survivor

- You have lived off the land for several years, member of a band of survivors.
- You've had to become an expert survivalist: you can start fires, hunt, fish, and stay barely alive on edible plants, make shelters, simple tools, and clothing. It all just takes time.
- You've been in a scuffle or two, but you have no combat training. You might freeze up when things get dicey.

### What you know about Others

- There are other survivor bands. They're hidden, like you, and far away to avoid competing for food, but they're cautiously friendly if you don't bring them trouble.
- Remnants of martial law gangs are different: they are paranoid, heavily armed,

and believe their strength entitles them to what's yours.

### What you know of the Dead

- If the dead see you, they will follow you relentlessly, pull you down and eat you.
- The dead see best in the day. Roads, fields and open lots are risky. Stick to cover or move at night.
- The dead know the sounds and smells of the living: careless shouts, engine noise, cooking fires and especially firearms will bring them.
- The dead can follow visible footprints in snow or mud. Take efforts to obscure your tracks, especially when returning to camp.
- The dead can lie dormant for months, maybe years. Avoid buildings and vehicles. Even small towns may harbor dozens of them.
- The dead sometimes cling to the habits of life. Some remember how to open doors.
- The blood of the infected contaminates skin, soil and ground water on contact. Don't stay long in the places of the dead.
- The freshly turned are indiscriminate, and will often eat each other. A few hours later, they focus only on the living.

## Camp & Missions

In this role-playing game, players each take on two roles, a campaign character role and a mission character role.

The **campaign roles** represent the leadership of the band of survivors. Their decisions guide the safety and prosperity of the survivor band as a whole. It falls to them to decide which dangerous missions are necessary.

The **mission characters** are the hardy people who leave the relative safety of camp to fetch vital supplies, or to conduct the strange business of the ENA.

## Getting Started

Have players choose campaign roles until all four are assigned. The Handler and Leader should go to different players. Follow the

- Name them, share their xp moves
- Share a worry about the future of the group
- GM: Turn sequence, stress spends
- Create mission characters
- Name cards
- Share a sensation from before the outbreak, something you no longer hear, smell, or see. What do you perceive in its place?
- Share a worry about the coming missions
- Start March: Leader solicits missions

## Inspirations

This game's mechanics are inspired by a number of other games!

Apocalypse World by Meguey and Vincent Baker, via The Regiment by John Harper

Blades in the Dark by John Harper

Band of Blades by John LeBouef-Little and Stras Acimovic

## Playtesters

*Thank you to players who helped kick the tires at Breakout Con 2024:*

Sidney Icarus, Christine Cook, Andrew Brownbill, Genevieve, Jacob, Michael Tapper



# Threats

## Site Complications

- Unstable walls or roofs
- Collapsing floors or stairs
- Overgrown site, hard to spot
- Extremely sharp debris, twisted metal
- Completely incongruous building
- Refugee facility, dozens of tattered white medical and dorm tents
- Fire has left a wide expanse of burned ground without cover
- Parking lot's worth of jammed-up cars, bumper to bumper
- Crashed airplane
- Large circular burn mark

## Harm

### 1 Harm

Deep cut from broken glass or sharp metal. Tumbling down a rocky slope. Falling from a porch roof. Bitten by a wolf. Slashed by a knife. Clubbed.

### 2 Harm

A heavy blow to the head. Deep stab wound. Falling from a height or moving vehicle. Impaled. Rifle, grenade or explosive.

## Exposure

### 1 Exposure

Resting in a place of the dead. Stabbing the dead. Grappling with the dead. Scratched or bitten by the dead.

### 2 Exposure

Crawling through infectious gore. Stabbed with a contaminated object.

## Threats

### The Dead

- Lie dormant in the weeds, or a ditch
- Stand up as the living walk past
- Watch silently from a window or vantage
- Approach sounds, smells, sight of the living
- Break into a jog to close the distance
- Grab on (1 Exposure) and bite (1 Exposure, 1 Harm)

### Dead Follower

- Climb to a high place to watch and smell the breeze
- Catch their scent and follow the trail, day and night without rest
- Catch up to them while they're resting (1-4) or find their camp (5-6)

### Dead Group

- Sway silently until alerted

### Dead Herd

- Burst through windows and doors from the sheer pressure of so many bodies

### Wild Dogs (2-3)

- Catch their scent, howl from afar to call d6 others
- Pace them at a safe distance
- Surround them and wear them down
- Swarm any that separate

### Law Scouts

- Leave junk or slain dead behind
- Hide in a concealed blind
- Snipe them (d2 Harm) from a high place
- Radio for reinforcements
- Relocate, distant noise of an ATV

### Law Squad

- Dig fox holes and hidden tunnels

- Confer noisily by radio and shouting
- Fall back or abandon camp, leaving trip-wire explosives or an ambush
- Flank them and lay down suppressive fire

### The Lights

- Drift slowly against the starfield
- Hover over places of interest, briefly lit up
- Vanish suddenly; reappear as blinding light
- Lights and appliances spring to life, attracting the dead
- Cause Missing Time (1 Missing Time)

### The Awful Lights

- Drift low in the sky, searching
- Pursue you, drifting slowly but never far behind
- Allow you to hear the frantic thoughts of the dead, flooding you
- Cause deadly electrical discharges (1-2 Harm)
- Cause Missing Time (1 Missing Time)

## Missing Time

When the team experiences Missing Time, end the scene. If only some of the team was affected, cut to when the missing people come to. For those who marked Missing Time, the effects are progressively more intense. Possibilities:

- It's suddenly hours or days later.
- When you come to you are: most of the way home / separated from the others / near the dead / lost / reduced to Essentials / harmed
- From somewhere above, you watch yourself blunder through the wilderness, dazed.
- The mission is just a fever dream; you wake in camp where you've been this whole time—but the mission team remembers you with them before you went missing.

- You spot your double, watching you from a great distance before moving out of sight.
- For a moment, you see your companions from a long way away. Your double is with them. It notices you, then continues on.
- You are thrown into a lively street scene from before the outbreak. You see your double with your family. You make eye contact just as it ends.