

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 starts at +1 instead.

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.
- + **Assault Kit:** Unlock Tier III gear.
- One-Time Resupply:** ENA air drops 10-Supply. The Watch marks the location.
- Old Campsite:** 4 advantages, 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)
- ██████████ (5 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
- Two **hidden paths** (see below)

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 without any, unless directed.

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.

Hidden Paths

A hidden path connects two edges of a square, or the edge of a square to a location within it. Travel along a hidden path (once some are established) carries no risk of discovery, so teams can use them to 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

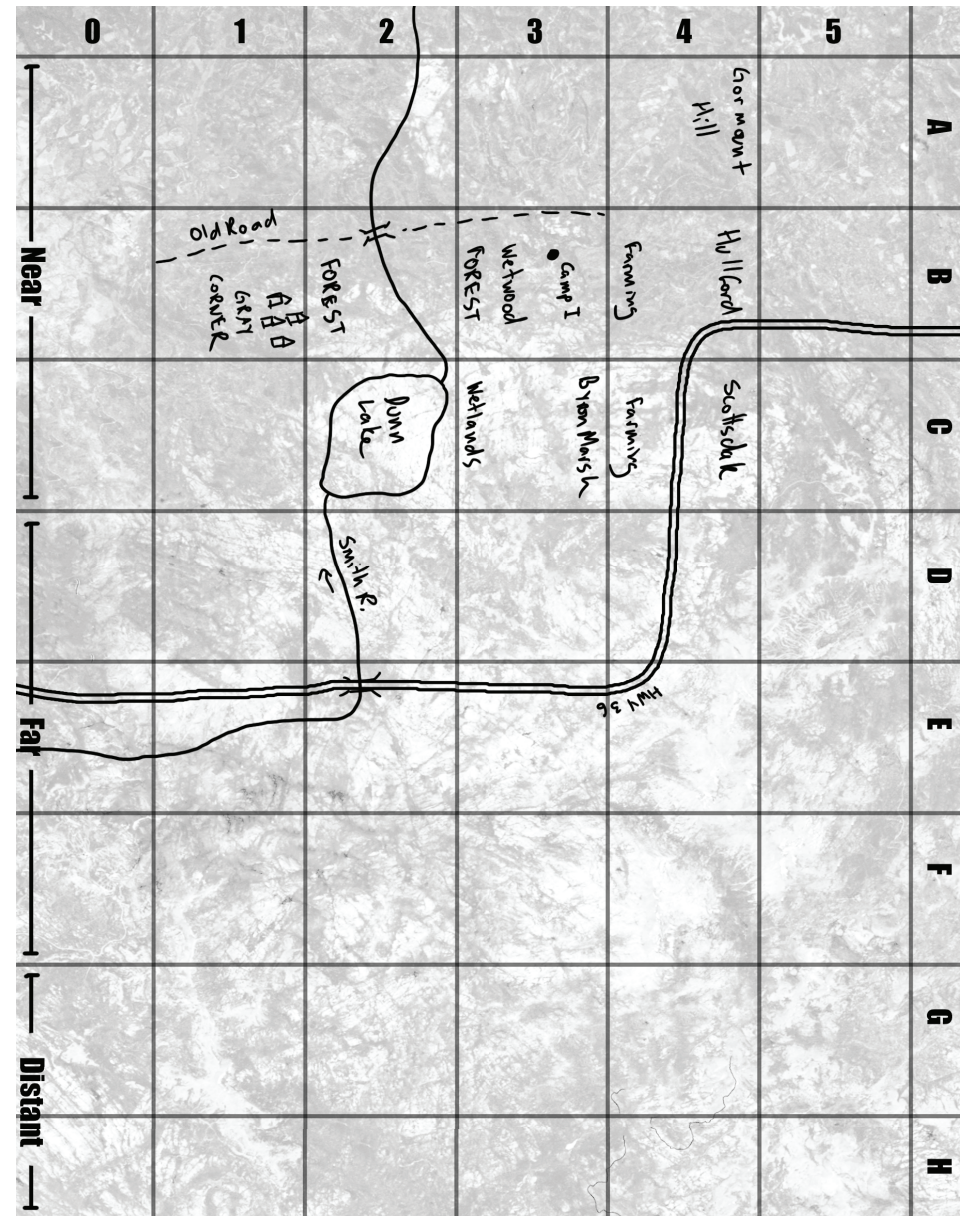
Each month, you have the option to recommend a mission to the Leader. Pick one:

Pathfinding: Choose a route. If the team follows it successfully, mark up up to two new **hidden paths** along the route.

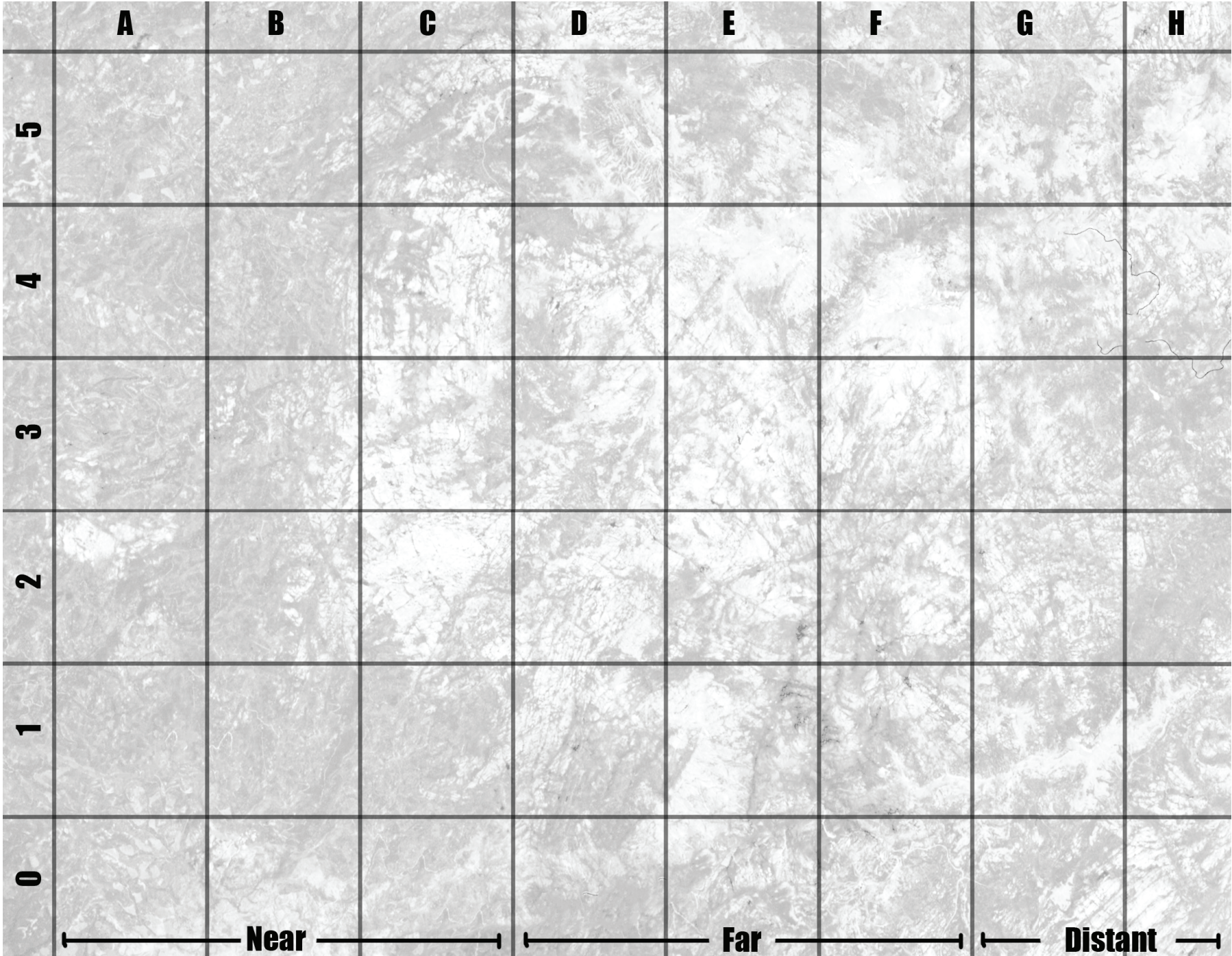
Search: Choose a square. If the team reaches it and spends two days searching carefully, the GM will reveal what they find: a new location, something useful, or a new danger.

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:

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

Mission Options

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

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 effect, plus a complication or price. Things get risky.
10-11: You do it. High 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 effect. The danger manifests. The situation worsens, a complication.
10-11: You do it. High effect. Unresolved dangers manifest.
12+: You do it. High 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 effect. Take the expected blowback: an injury, a new problem, an imminent failure.
10-11: Barely—low effect. Provisional, partial, or temporary. Some blowback.
12+: Lucky break, High 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 tell them what they perceive, then ask what they do. (Unlike the PCs, instinctive or disciplined opponents will frequently act in unison on every player turn.)

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.



A SURVIVOR

Any number of players may play a Survivor.
(Replacement PCs should also be Survivors.)
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: sales / hygienist / retail /
construction / cook / factory work

Specials

Choose one:

- Ain't Dying Out Here:** When you return 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 environmental hazards ()
- Follower:** It's nice to know someone is in charge. You may act on any command in earshot without counting against the total.
- Pessimist:** When you announce there's probably dead nearby, there are.
- Favorite:** When you make it back to camp alive, everyone else marks xp.
- Coward:** When you run from danger, mark xp. If this leaves a team member dangerously exposed, mark another.
- Shaking Hands:** You may increase the risk of any roll you make (uncertain to risky, risky to desperate) When you do, mark xp.
- Tasty:** For some reason, the dead go after you first. When they do, mark xp.
- Hungry:** When the group rests, you find something to chew that most would consider inedible. Restore 1 Stress.

HARDY

CRAFTY

WARY

SNEAKY

DEADLY

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<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.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Advancements

- +1 to a stat (max +3)
- Pick a special

As your third or later pick you may:

- Specialize:** After this mission, choose another playbook. Keep your stats and your missing time, but not your specials.

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.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Stress

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Harm

When full, you have only minutes to live.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Exposure to the Dead

Dizzy / Fever / Turn and kill the living

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Missing Time

When full, you're never seen again.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

Missing Time Specials

These are available if you have missing time.

- Tormented:** You get a nosebleed and a splitting headache before the lights arrive.
- Incubation Period:** When you mark your last Exposure box, you may spend 1 Stress for a 5-in-6 chance to avoid turning. If you succeed, you've bought yourself another hour.
- Strange Bargain:** If you die, no further Threats manifest for the rest of the mission.



THE SCOUT

Everyone watches, but there's only one Scout. Choose a name, look, background.

Name: _____

Zoe, Mateo, Layla, Lucas, Aisha, Dylan, Amara, Gabriel, Sana, Ethan

Look: beaded / mud-caked / flowers / sinewy / mohawk / camouflaged / denim

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

Specials

Choose one:

- Wanderlust:** When you enter a grid square for the first time, mark xp.
- Reckless:** When you move toward danger to get a closer look, mark xp.

Choose one more:

- Sharp:** When you carry only Essentials, +1 to Wary and Deadly rolls (max +3).
- Weathered:** Life-threatening weather causes you Stress, not Harm.
- Rough Sleeper:** When you rest in a place of hiding, choose how long you sleep. Recover 1 Stress per hour.
- High Road:** You can always find something to climb; a tree, a drain, a wall.
- Vitamin A:** Night is like twilight for you.
- Lightfoot:** You can always find a path for the team that doesn't leave footprints.
- Lucky Flask:** Waste 2 unspent gear to prevent 1 Harm. Bink!
- Low Profile:** Unless you're mere steps away, the dead will pursue any other living target before focusing on you.
- Sheltered Approach:** When you scout out a site or facility, roll +Wary. On a 7-9
- Oriented:** You know where you are. You can point out the direction of anywhere you're visited or seen on a map.

HARDY

CRAFTY

WARY

SNEAKY

DEADLY

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Sneaky +2. Assign +1, 0, 0, -1 to other stats.

Experience

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Advancements

- +1 to a stat (max +3)
- Add a Scout special
- Add a Missing Time special
- Retire from the field. Switch to a campaign role, possibly in another band.

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)
- Pemican / 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.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Stress

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Harm

When full, you have only minutes to live.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Exposure to the Dead

Dizzy / Fever / Turn and kill the living

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Missing Time

When full, you're never seen again.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

Missing Time Specials

These are available if you have missing time.

- Insider:** When you case a site, spend 2 Stress and you're inside. Maybe the group sees you wave from the roof. Don't ask how you got in, you're not sure yourself.
- Deja Vu:** When you approach a site or building, you somehow remember the general layout. Ask the GM for basic information and they will tell you.
- The Ghost:** You may still join missions when you're MIA. You join a while after the group leaves camp, and peel off just as quietly before they return. Nobody questions this.



THE THEORIST

Many wonder, but there's at most one Theorist. Choose a name, look, background.

Name: _____

Caleb, Grace, Omar, Nora, Mason, Ruby, Alejandro, Cassandra, Wyatt, Serenity

Look: staring / scruffy / bundled / tatters / bookish / jaundiced / distant / symbol

Background: scientist / priest / radio host / doomsday prepper / author / journalist

Specials

Choose one:

- Adversity Teaches Us:** When a mission team member marks Harm, mark xp.
- Insatiably Curious:** When you observe the dead or enter their buildings, mark xp.

Choose one more:

- A Few Words:** When you lay a teammate to rest, everyone marks xp.
- Fiver:** You can sense the contamination of the dead. The GM will tell you when you're near it. Describe it to the others.
- Eye for Storms:** When the team sets out from camp, your keen eye gives +1 to the Leader's roll.

- Theory vs Practice:** When the team follows your unlikely plan, roll +**Crafty** at the critical moment. On a 7+, it was a really good idea. On a miss, it's the opposite, but everyone marks xp.

- Quarantine Protocol:** Team members who follow your instructions upon return to camp may remove 1 Exposure.

- Weak Spot:** From now on, your team's attacks do +1 Harm against the dead.

- Mission Creep:** When you learn the nature of a nearby facility, ask the GM what clue type might be found within and roll +**Crafty**. On a 7-9, choose: the danger is modest / it won't be hard to find / it's good news. On a 10+, choose two.

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.

Missing Time Specials

These are available if you have missing time.

- Long Term Plan:** When your mission team buries 2 Supply out in the wilderness, mark Prepared. Remove 1 Prepared to intuit the location of a nearby ENA cache. Dig it up to raise the team's loadout level. For the rest of the mission, unlock the next Tier of gear. **Prepared:**

- Anachronist:** Electrical devices briefly power up when you're near them. Engines start, radios crackle to life, computers boot up. This may bring the lights.

- The Pattern:** You see it so clearly, too beautiful to put into words. When members of your group experience missing time, you know where they will reappear. Tell the GM where that is.

HARDY

CRAFTY

WARY

SNEAKY

DEADLY

Wary +2. Assign +1, 0, 0, -1 to other 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 Theorist special
- Add a Missing Time special
- Retire from the field. Switch to a campaign role, possibly in another band.



HARDY
CRAFTY
WARY
SNEAKY
DEADLY

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Deadly +2. Assign +1, 0, -1 to other stats.

Experience

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Advancements

- +1 to a stat (max +3)
- Add a Hunter special
- Add a Missing Time special
- Retire from the field. Switch to a campaign role, possibly in another band.

THE HUNTER

Many hunt, but there is at most one Hunter. Choose a name, look and background.

Name: _____

Elijah, Sofia, Amir, Layla, Logan, Jasmine, Mark, Aaliyah, Sebastian, Zara, Diane

Look: tidy / masked / lanky / grizzled / bloodstains / wrinkled / pockmarked

Background: trucker / geologist / logger / farm worker / park ranger

Specials

Choose one:

- Another Way:** When you help the team avoid a fight, mark xp.
- When Necessary:** When you fight the dead to protect your friends, mark xp.

Choose one more:

- Unencumbered:** When you carry only Essentials, +1 to Hardy and Sneaky rolls.
- Good Shot:** When you have time to aim, you don't miss (do 1 Harm minimum).
- Hand Signals:** Your commands to the group don't get the attention of the dead.
- Follow Through:** When you kill one of the dead, spend 1 Stress to immediately do 2 Harm to another target within reach.
- Bit of a Loner:** When then team makes an Encounter Roll, you can privately choose Initiative or Good Spot instead of Cohesion. It applies just to you.
- Realistic:** When you size up a new threat, the GM will tell you how bad it is.
- High Ground:** If you haven't acted yet in a scene, spend 2 Stress to establish that you're somewhere overlooking the action.
- Tricky:** You're remarkably fast at setting up snares, tripwires or hazards.
- First Aid Training:** Burn first aid supplies to convert 1 Harm into 3 Stress.
- Look Like Trouble:** Unfriendly NPCs focus their cruelty on you.

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.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Stress

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Harm

When full, you have only minutes to live.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Exposure to the Dead

Dizzy / Fever / Turn and kill the living

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Missing Time

When full, you're never seen again.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

Missing Time Specials

These are available if you have missing time.

- The Eye:** Spend 2 stress for an brief and terrifying bird's eye view of the area around you and the team. You have a moment to spot something useful.
- Terminal Velocity:** When you charge into a group of the dead, mark 1 Missing Time. Next thing anyone knows, it's half an hour later and they're not a problem anymore. Mark 1 Exposure.



HARDY
CRAFTY
WARY
SNEAKY
DEADLY

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Hardy +2. Assign +1, 0, 0, -1 to other stats.

Experience

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Advancements

- +1 to a stat (max +3)
- Add a Shepherd special
- Add a Missing Time special
- Retire from the field. Switch to a campaign role, possibly in another band.

THE SHEPHERD

Everyone cares for the good of the group, but there's at most one Shepherd. Choose a name, look and background.

Name: _____

Micah, Helen, Zeke, Aurora, Xavier, Valentina, Miles, Freya, Leon, Elise

Look: prim / tassled / greasy / bearded / layers / old uniform / pouches

Background: nurse / firefighter / teacher / shift supervisor / social worker / coach

Specials

Choose one:

- Leave No One Behind:** When everyone makes it back to camp alive, mark xp.
- You Just Never Know:** When you set out with the Burdened loadout, mark xp.

Choose one more:

- Open Book:** NPC Survivors can tell your intentions just from looking at you. If you mean them well, they'll trust you. If you mean them wrong, they anticipate you.
- Commanding:** When you command the group, an additional person may act, even on a result ≤6.
- First Watch:** When the group rests, you may restore 1 less Stress. If you do, everyone else recovers 1 extra.
- Mama Bear:** When you interrupt to put yourself between a teammate and danger, pay no Stress.
- No Stragglers:** After the group makes an Encounter Roll, you may spend 2 Stress to make sure the group has Cohesion.
- First Aid Training:** When you tend an untreated sprain, fracture or bleeding injury with first aid supplies, roll +**Crafty**. On a 7-9, your patient may remove 1 Harm and mark 3 Stress. On a 10+, 1 Stress.
- Dig Deep:** You may mark Harm and count it as a spend of 2 Stress.

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)
- Pemican / 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.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Stress

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Harm

When full, you have only minutes to live.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Exposure to the Dead

Dizzy / Fever / Turn and kill the living

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------

Missing Time

When full, you're never seen again.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

Missing Time Specials

These are available if you have missing time.

- Got Your Back:** If a team member is separated from the group or in serious danger, spend 1 Stress to be by their side. Your arrival is unremarkable, you were there all along.
- Eclipse:** When look to the sky and wish for luck, mark Missing Time. For the rest of the mission, there's no day or night, only a strange prolonged twilight.
- Mother's Message:** It's not your time, sweetie, not yet. Your friends still need you. Mark Mark 1 Missing Time to remove or ignore 2 Harm from yourself or another team member.

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. When things get dicey, you'll spend most of time hesitating, trying to work up the initiative to act in the face of danger.

There are 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.

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 instructions on the playbooks to fill them out.

- Name them, share their xp moves with the group.
- Ask each campaign character to share a sensation from before the outbreak, something they no longer hear, smell, or see. What has replaced it?
- Ask each campaign character to share a worry about the future of the group.
- Explain the turn sequence, and the related Stress moves. Relentless threats or highly trained groups will act in unison, while the mission team members act alone, sequentially. Joining in, interrupting and shouting commands.
- Create mission characters. Any number can be Survivors, but there should be at most one Scout, Theorist, Hunter, and Shepherd characters.
- Ask each mission character to describe themselves, and to share a worry about the coming missions.

- Begin the calendar at March. Tell the Leader campaign character to solicit missions from the other campaign roles

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

Artwork

Character images are derived from various CC-BY 2.0 DEED images available on Flickr by: [Craig](#), [DFID - UK Department for Internal Development](#), [Montecruz Foto](#), and [Simon Fraser University Communications & Marketing](#).

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

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 Groups and Herds

- Sway silently until alerted
- 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 tripwire explosives (d2 Harm) 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.

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 and/or drinking ground water 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.

The Dead

The "dead" are technically alive, apparently infected by some unknown pathogen. They bodies are cool to the touch, their skin is gray and dry. If they sustain wounds, over time they will heal over with a translucent, rubbery flesh.

Unlike the living, they don't fear or flinch at pain, nor do they pause when threatened with lethal weapons. 1 Harm injuries will at most disorient them briefly. At 2 Harm, they are incapacitated and will writhe on the ground and eventually stop moving. Hours or days later, they will rise again. 3 Harm ends them.