

## 1: A whimper, not a bang – “Outbreak: Undead 2nd Edition review” – GAMING TREND

*But most importantly, included in Outbreak: Undead - 2nd Edition Starter Kit is the page booklet that contains the FULL PLAYABLE RULES for 2nd Edition; and will continue to serve as a handy pocket reference for players and GMs alike, even when the core rulebooks are released.*

Email Experimentation is a healthy part of any growth, but by its nature leads to some failures. Undead Second edition is not a failure in its entirety, but many of the chances that it takes with game design and presentation are. The basic premise is one with which we have become familiar in recent years: We have seen this concept approached in films, video games, board games, RPGs, and even exercise events, with a broad spectrum of design philosophies. Undead attempts to add some board game sensibilities that, simply put, do not translate well to the roleplaying genre. I talk about layout a lot in my reviews, the reason being that RPG sourcebooks are only useful if keen attention is paid to the way that information is presented. Everyone wants to focus on the fun stuff; whether the game revolves around dragons or vampires or political upheaval, and what kinds of conflicts those elements create. But the real meat of any game is its usability at the table, and the buy-in for new players. Even a game with good rules might be weighed down by sloppy presentation, to the point where a simple game becomes incomprehensible and dense beyond usability. The investment required to uncover Outbreak: You see, the basic flaw in this game comes in the symbols that make up its rules and terminology. Everything that you do in this game, be it basic rolls, character advancement, exploration, equipment usage, or more and rest assured, there are many levels of subsystems with which you will need to familiarize yourself relies on a series of distinct yet crucially important symbols that represent a variety of game mechanics. These generate a number of problems: This – sort of works, getting you into the mindset of a survivor, although some of the font changes can make the book harder to read. Regardless, the symbols switch us over to a very gamist mindset, feeling more technical and less natural in the book. This is not one of the worst ones. This is a set of basic skill descriptions What the hell are we looking at here? This is busy, confused writing, that is cluttered all over the place with different terms and symbols sandwiched together with natural language rules text. Keep in mind, every time you come across one of these symbols, you have to mentally translate it into whatever it represents, which carries with it rules of its own. Here is a brief cross section of the types of symbols you will come across as you read through this book, and internalize to the point that you will be able to read a page full of them and intuitively understand their nuance: Do you see the issue? Do you understand how frustrating and unintuitive this makes the process of reading through the rules, let alone trying to refer to them at the table, while I am trying to manage four or five people, remember my plot threads, and perform different voices for multiple NPCs? By my estimation, this design philosophy came from one of two sources, and neither translate well to Outbreak: In the former case, they are used as limited, specific set of shorthands for adaptable symbols. You only have to use a few, and you can get past their nuances in about the space of a session. In the latter case, those symbols can still be difficult to master, but they tend to represent simple, definitive rules that you use repeatedly in a shortened timeframe. In an RPG, I have no idea when or how these terms are going to come up in any given game, so I effectively need to master all of them just to understand how to generate a character. First of all, if you want to skip that, you can use one of the pregenerated characters. I always appreciate this, and for new players, I love skipping the task of having them make a character. Look at this sample character sheet for a second. What are these symbols and terms and modifiers all over the place? Imagine not knowing the rules to the game and being given this character sheet. Worse, imagine trying to refer to this in the middle of a swarm of zombies, and pulling out the difference between a skill, a trait, and a Gestalt skill bonus. But back to character generation. The book provides two main options for creating a character, which is irrelevant because one of them is essentially the same as the other but with extra steps. You can fill out a questionnaire on the website, which will give you your basic attributes based on the answers you provide. This is a cool idea, but one that is both fruitless and poorly implemented. For one, once you do that you still have to work out skill levels, traits, advantages and disadvantages, and backgrounds, so what is the point of starting with my attributes? Moreover, the

questionnaire is far from subtle. But that done, you have to contend with training bonuses, which mostly raise your skills, motivations and backgrounds, disadvantages which seem to give you no incentive to take, but I could be wrong, advantages, equipment, and Gestalt level. But for the final term, all of those are fairly self explanatory, at least once you get your PHD in Outbreak: The Gestalt level is a design concept that some baggage underlying an interesting idea. It basically represents anything your character should know or be able to do, but is not encompassed by their skill list. Some people would say this falls under basic common sense for the GM, but I am attracted to the concept of putting some limitations on what a character can do mechanically. The Gestalt level also ties into some other things, like language and skill advancement, in ways that takes a little bit to parse. However, the basic idea is there, and I would like to see some syncopation on this idea in more games. This part I did like. Or so it would seem at first. You see, the entire point of a percentile based game, such as Warhammer Fantasy or Basic Roleplaying, is the simplicity that sits at the core of the rules. I especially like these for new players because the chances of failure or success are readily apparent: Everything else tends to modify or play off of that system, but essentially allow the core mechanic to speak for itself. It may seem strange that I have spent so much time talking about symbolism and so little the actual rules, but that is only because the two are inextricably linked to one another. There are no basic concepts that you can get down and move onto playing the game. Rather, the rest of the book is subsystem after subsystem explaining in nuanced detail the rolls, bonuses, and penalties you need to complete every conceivable action. Exploration, combat, equipment, base building, et cetera all rely on their own specific set of rolls and costs that you need to check the book to understand. This leaves you with two basic options: Ignore the rules as written. The first is time consuming and frustrating, as you have to constantly stop to reexamine a lengthy tome to make sure you are connecting the right bonuses, costs, and subsystems. The latter raises the question of why you paid for the book to begin with. We as gamers are used to having sections on specific information like environmental hazards or equipment tags. This reads like a board game manual, the more you get into it. Everything has a specific cost, set of parameters, and special symbols it requires. But unlike a board game, which is structured around a specific set of interactions, this throws them all together into a blender and assumes you will know the difference. Even knowing what these mean, it hurts the brain to get through this. And look, let me admit outright that I am not a person with a lot of patience. Maybe that taints my opinion as a reviewer, which you would be well within your rights to believe, but I would also posit the following: Every person I game with is a working professional with an active social life, who has at least one RPG system reasonably under their belt. Those people are, by and large, not going to pay money to wade through this. All that said, Outbreak: Undead has too many flaws to recommend it. De La Rosa Published by:

## 2: Outbreak: Undead 2E - The Survival Horror Simulation RPG. by Hunters Books â€” Kickstarter

*The 2nd edition to the cult Survival Horror RPG - Outbreak: Undead is here. Play Yourself as a Character and test your Survival Plan!*

The stuttering of the generator shakes the machine violently, its last bit of gas rings in the background, while the lights flicker as you enter the sub-basement of the hospital. You came here looking for antibiotics, but there is something else here Help bring 2nd Edition to Un Life with Kickstarter! These two books layout three levels of realism rules that in the end cover EVERYTHING to play the most realistic, survival horror game of your own design while still in the safety of your own home. Want to see a preview of what to expect? Allowing for any kind of Survival Horror Apocalypse slow, fast, sentient, biologically alive , in any kind of environment urban, arctic, jungle, swampland , and take place in any kind of setting divergent history, modern day, near future, fandom worlds you can imagine. The first edition had a lot of great elements baked into its design. But it also fell short in some respects. So with 2nd Edition, our focus is to: Survival Horror at its core Like all trends, zombies come and go through our collective consciousness as excellent titles by talented people are drowned out by the wave of product just trying to capitalize on the trend. RED is for the players who are looking for a truly brutal survival experience. Strongholds allow players to make their games more than just a run-hack-n-slash affair, exploring interpersonal relationships and understanding what makes a society tick. Beyond just finding safety in numbers, characters will have the opportunity to establish governmental bodies in order to manage and direct the communities they form, develop a working economic system that makes use of supply and demand, and establish a variety of relations with other groups that may also be out there in the apocalypse. We also have a LOT of great goodies we want to share with you, if you help us go above and beyond our goal! When we started the journey of developing the 2nd Edition our community wanted a global campaign they could influence as it evolved over time. Action Rangers also have access to exclusive content, prizes, and discounts from our store to help them run games at FLGS and home-games. Estimated Shipping Costs We cover the world like a plague For this project, we will be charging shipping as we fulfill each item. We will be using a pledge manager like Backerkit to collect information from backers and handle add-ons and pre-orders Domestic Shipping: We will be working with our fulfillment partners in the US to ship via E-packet. Currently we are exploring partnerships in the European Union, Australia, and Canada to ship books to backers with a minimum of fees. Rest of the World Shipping: Risks and challenges We are a veteran RPG publishing company of 8 years. Questions about this project?

## 3: Kickstarter: Outbreak: Undead – 2nd Edition Starter Kit | Nerdy But Flirty

*2nd Edition. The world is overrun with undead. the survival horror RPG Outbreak: Undead, where you must learn to FIGHT, SURVIVE, and REBUILD. test SPEW-AI is.*

With your own friends? Pitting yourself against the hordes of undead. Thousands have tested their Zombie Survival Plan with Outbreak: It has been taken by over , individuals and is completely free. Undead - 2nd Ed. It is a Role Playing Game and does not require cards to play. There are also no scripted scenarios, only highly adaptable mission frameworks which allow for tremendous replay value with multiple settings, comparable to any fully-developed role-playing game! This is not just a Starter Kit, it But most importantly, included in Outbreak: We do our best to ensure Outbreak: Undead is comprehensive, simple, and most importantly. In a Survival Horror kind of way of course. The GM uses Risk to play Hazards to challenge players further or upgrade opponents into more dangerous versions. Vital tasks like "Supply Raid, Scouting, Search and Rescue, Cleanse, Stronghold Upgrade, etc" are great guidelines to apply to any location of your choosing while your players struggle with not only fulfilling basic survival needs, but with dangerous encounters with the Undead and vigilantes. Locations and Strongholds add greater depth to gameplay, as players may need to maintain a stronghold or multiple while dealing with the problems that constantly present themselves. This is called Gestalt Level. Does your bartending school give you above average knowledge of various levels of proofing to make a Molotov? Did your 3 years of college baseball give you a good arm with a bat? Either way, drawing upon these experiences, you can Supplement your skills accordingly with approval from your GM of course. The great thing about Outbreak: All you need is this box, and the first hand knowledge your players retain. Because every player who participates is responsible for the defense or domination of the region in which they live! Your actions have consequences, your supplies are limited and you can provide value to others. Each region will have a Hunters Books Volunteer Designated "Action Ranger" and will distribute sets of branded cards that will represent character advancement, abilities and gear that will be recognized in all organized play. Each month, region statuses and special events will be made available to those who sign up. Players will be able to participate in any organized play and the results of their efforts will be kept track of in their region. Over time, the Outbreak Level will advance and the strain on the players efforts will increase and gear that is the product of human industry will become harder to come across. At the end of the year, a report will be published and notable characters and events will be celebrated by a special release and profiled as the stories of survival. Undead has been a passion project for us at Hunters Books for over 5 years, and we are really excited to be putting together this second edition because YOU have asked for it. We hope you enjoy this first look at the new rules, new mechanics, and streamlined version of running your Zombie Survival Plan. Undead Risks and challenges We are a long standing book publisher with over 5 years experience and nearly 12 products under our belt. This is not our first book, and we understand the difficulties of printing overseas. Right now there is no risk in this project getting done as long as the Kickstarter finishes. How far we take our goals is solely up to how much we raise. We love making games, and Outbreak: Undead was one of our first products we put together. Questions about this project?

## 4: Outbreak: Undead (2nd Edition) | RPG Item | RPGGeek

*Outbreak: Undead 2nd Edition - Survivors Guide - THE NEXT CHAPTER to the AWARD WINNING Zombie Survival Simulation RPG! Outbreak: Undead.. is the ENnie award-w THE NEXT CHAPTER to the AWARD WINNING Zombie Survival Simulation RPG!*

For now, we are going to use character creation rules for Template characters, with slight modifications. See this great thread on the Outbreak: Undead forum for some additional details about character creation. All page numbers shown are from the Second Printing of the core rule book as this is the version of the book I have. Finally, all of the following published materials are available for use: Undead core rulebook Outbreak: Wild Kingdom types and skills in Chapter 2 Outbreak: Undead " Annual 1 types and equipment Outbreak: Undead " Annual 3 types, skills and equipment Step 0: Your Character Before you do anything else, you need to know who your character is. Where are they from? What is their job? What do they do for fun? How old are they? What are they like? At a minimum, you need to know four things: But, as this is a very story- and character-driven game, it is important to have a fleshed-out person with goals, fears, wants, needs, etc. Also, please find and post a picture for your character in your character sheet. Size page 16 All characters are Size 1. Character Type pages , pages Choose any one character type, and gain all bonuses as mentioned in the text. The Child character type page 17 cannot be played. Bonus Skill Tiers bottom of page 10, pages In addition to any Skill Tiers granted by your Character Type, you gain an additional 5 Skill Tiers to add to your character. This may only be done once per SPEW statistic. There are no restrictions on what Skills to take for now, but note that we have our eye on Lone Wolf and will retroactively disallow it if we find it disrupts the game. Character conflict is fine, encouraged, and expected, but not at the expense of everyone having a good time. Disadvantages We will not be using these. Finishing Touches pages 29 to 32 Based on everything selected for Steps 1 through 4 above, this section can now be filled out. Many of these will be modified by equipment, weapons, and armor later; these are your base scores. Note these bonuses and any conditions for when the bonuses apply. Gestalt Dice pages Characters gain a number of Gestalt Dice equal to their age per the core rule book. They may be spent to increase Primary Skills Although these characters are technically Template Characters, Gestalt Dice can be spent normally and with no restrictions i. You do not have to spend all your Gestalt Dice at character creation. You can spend them at any point to add a permanent bonus. Equipment Chapter 8 As your character will begin the game riding public transportation on a normal weekday, it is unlikely you will have much in the way of equipment with you. You will obviously have clothes appropriate for Spring weather in Chicago, between degrees with a good chance of rain , which are not restricted within reason no riot gear or military equipment unless you are playing that type of character. It is also unlikely that you will be carrying any type of conventional weapon unless you are a police officer, military personnel, etc. Things like golf clubs, softball bats, etc. Firearms for civilians are generally frowned upon in Chicago up until recently, they were basically outright illegal , but not unheard of. If it makes sense for your character to have a handgun, this is fine within reason , but you only have enough round of ammunition for the gun to be fully loaded i. There are no restrictions on guns for military personnel, police officers, etc.

## 5: Outbreak: Undead | Hunters Entertainment

*What I'm asking is, if I pick up Outbreak Undead 2nd Edition, will my friends and I have a good time with it? I've seen some quite negative feedback, but that was a long time ago and maybe the game has become better.*

Email After seeing a preview of Outbreak: I love zombies, horror, survival horror, and all the intersections thereof, and Outbreak: So I wrote to the publisher and asked for a print review copy, which I tucked into right away. So how is it? The cover art depicts a woman in two states, uninfected and zombie, with a polaroid showing her as a zombie with a note on it: The background for every page is a lined page from a spiral-bound notebook, and the pages are plastered with sticky notes, taped-on bits of paper, polaroids, and sketches. The photos are actual photos of scenes that, for the most part, fit the subject matter: Unfortunately, OU uses a handwriting font throughout, interspersed periodically with typewritten text. Organization OU is broken into 10 chapters: It lacks an index, which in a book this large is a huge oversight and a crying shame. After spending some time with the book, I found it annoying to navigate because of the lack of differentiation between sections within chapters. There are no page-level headers to help you orient yourself within a chapter, so I always found that it took longer to locate specific things than it should have. Trying to look up specific things is equally aggravating. If there were an index, I would have found it right away. I want to play me! This is pretty annoying, since one of the selling points on the back cover and in the early pages of the book as that you can create a character based on yourself. Not including those rules feels like a bait-and-switch. That said, the avatar creation system is free, and offering it online has the advantage of letting your players start their avatar characters without needing to own the book. Think of exercises that involve being flexible yoga, rock climbing, etc. Which of the following describes you? The whole test is 40 questions, took me about five minutes, and is fascinating. From the introduction to OU: When you finish the test, it spits out just four stats: Strength, Perception, Empathy, and Will. So can I wing it? The Characters chapter tells me that characters get five Tiers of Skills, which can be sacrificed at a ratio of 1 Tier: Plus Gestalt Dice, which are a mechanic unto themselves more on that later. For every full 10 below the needed value, you achieve an extra degree of success; ditto for degrees of failure in the opposite direction. Mad zombie survival skills Skills are broken out by Tier, with Tiers representing the amount of training you need to have a basic level of proficiency. The skills are really a mix of what most RPGs would call two different things: Gestalt Dice Gestalt Dice are part of the skill system: Template characters get them too, but they work a bit differently. When making a check, you can add Gestalt Dice to the result how many depends on your years of experience in that skill. You roll that many six-sided dice, add that number " and that bonus is permanent. This permanently reduces your Gestalt Dice pool. As you might expect, the chapter on zombies is lovingly detailed. It opens with the immutable and mutable laws of zombies immutable: OU also covers zombie priorities, which fits well with the simulation aspect. Zombies choose their targets in this order: Properly enforced, that list will keep you, the GM, on the path to a brutal zombie survival experience " and your players will know it. The bulk of this chapter is taken up by templates for different zombie types. Each includes stats, a description, special traits, and an illustration or photo. This chapter is every bit as good as it should be. Turns are five seconds long and include six phases: The wrinkle is that second phase, intent: Conversation among players is encouraged, and you can change your mind freely until the next phase. If circumstances change in phase three resolution , your action could be irrelevant and wind up being wasted. On the flipside, everything happening simultaneously makes it easy to team up against zombies. This seems like a mechanic designed for maximum realism: In real life, things sometimes happen too fast for you to adjust on the fly. But will it be fun? I think of it like the original Resident Evil games, which used absolute controls and a relative camera: A standard zombie does 1d6 damage with its bite; an average pistol does 2d6. Degrees of success multiply the number of dice rolled: Zombie bait like me 15 Strength, 26 Will would get 20 Health. Damage also inflicts wounds, ranging from zombie infection to internal injuries, and both characters and zombies can be killed outright with a single good blow. Combat is pretty straightforward: Zombies are rarely encountered alone, and that plus their special abilities makes them deadly. Zombie bites can infect characters, too, and pain from your wounds plays a role. Healing

is slow and difficult. And natural healing takes a long time, modified by your activity level and how sanitary the conditions are. There are specialized rules for automatic weapons fire, grappling which zombies do a lot , teaming up, and other situations, but no real surprises. On top of that, with degrees of success modifying damage rolls, any damage can potentially inflict serious wounds or even kill you outright. On balance, OU is a deliberately deadly game. It can be a subtle distinction at times, but *Outbreak: Undead* is explicitly a zombie outbreak survival simulator, not a traditional RPG. By contrast, OU uses the modern world and, by default, your actual players as characters “ that provides a lot of focus right out of the gate. Because the world is swarming with zombies, as well as sparsely populated with panicked humans, resilient survivors, and vigilante bastards who want to take your stuff, OU uses a random encounter system to generate a constant sense of danger and ramp up the tension. This is nifty, and I think it will really set the proper tone during play. You, the GM, make an Encounter Check whenever one of five things happens: So after a mile, you roll d and on a 30 or less, the PCs run into zombies or survivors, vigilantes, etc. The number of zombies is also dependent on a formula. Are you free to ignore that? Sure thing, just like any aspect of any RPG “ but played as written, Encounter Checks set the pace of a game of OU, and that pace is likely to be pretty brutal. After running into a few random packs of zombies, with each bite potentially resulting in one of the PCs becoming a zombie, your group is going to start focusing on finding shelter, fortifying their shelter, etc. Among the many things that make me want to play OU, this is at the top of the list.

**Mission structure** To run OU, you need to determine the outbreak scenario. As the GM, you sit down and determine the type of outbreak, whether the game will start from the first infection or pick up mid-outbreak, what kinds of zombies are involved, what traits and unique properties those zombies have, and whether the goal is survival or stopping the outbreak. Combined with fairly quick and dirty character creation, this makes OU simpler to pick up and play than the size of the rulebook suggests. Each mission type includes a short description, prerequisites having a stronghold, for example , the objective, how much Time it will take which influences the number of Encounter Checks , conditions of success and failure, and special stuff rules, conditions, whatever. The first mission is a good example: There are a few special rules for this mission, including rolling for the time of the attack and a roll to determine if characters begin the mission in Panic a state that has mechanical consequences. All of that takes up less than three pages, and all you need to add is a map. Provided you created the circumstances of the outbreak in advance, you could play this mission at the drop of a hat, which is handy. On the flipside, this type of formal structure can make some players feel stifled. OU is packed with these kinds of details, and they really make it shine. Should I buy it? Was I pissed to find that out? Yep “ but the rest of the game made up for it. Even at over 4, words, there was no way to cover everything I could have covered about OU, so if I missed something you were curious about just let me know.

Undead developer here! Must say, thanks for such an honest review. We appreciate your candor with both our strengths and weaknesses, Martin. In regards to a couple of of specific questions raised: A complete errata will be available for free on our site, so those who own the book will benefit from the revision as well. This revision will contain an index. The initial lack of an index was not a style choice, nor was it an oversight! It was unfortunately a sacrificial lamb to the dark deadline gods in order that we meet our GenCon release date. So the content is still in the book, it is just improperly labeled. This is obviously addressed in the revision. Its exclusion from the book was so that each improvement we make would not require a re-print of the entire page core rulebook.

### 6: [Q&A] Ivan Van Norman (Outbreak: Undead 2nd Edition Starter Kit) | The Hardboiled GMshoe's Office

*Grab your gear and brace yourself for the zombies; it's Outbreak: Undead by Renegade Games! This survival-horror RPG, featured in our very own We're Alive: Frontier, pits players against the.*

Please log in to add or reply to comments. Douglas M November 15, 5: I just found it and wish I had started with it. This clears up so many issues. James J April 06, 3: I am set to buy and play O: DS, but wondering if I need any of these books, or will it help me to buy any of the books for the original system, if playing the sci fi version. Thanks for any reply. Alex H April 06, 6: This is indeed a condensed format of the rules for both players and gamemasters. It is everything you need for 2nd Edition at the core, but much of the information is abbreviated as you say. This is to get people used to working with 2nd Edition before the launch of the 2nd Edition core books. If you are playing O: DS that is a self contained game, though content in O: U supplements both 1st and 2nd Edition could still be used with it if you were so inclined. If you do have questions just hit up our community forums, happy to help. Amr H June 08, 8: Adam S January 12, 4: Alex H February 23, 9: The cards are not required for play, though many seem to find them a handy resource to have at the table for reference not to mention the visceral feeling of being handed something that represents the gear you just found. Still, you can play just fine without if you prefer! Sorry about the delay getting back to you on this. Andrew B December 02, 7: How do I get the cards? Ivan V December 02, 5: I think some stores also have the "Fight", "Survive", and "Rebuild" Decks in stores now. Andrew B December 03, 3: I guess my frustration is that I have the starter kit book but not the starter kit cards. Seems like they should come as printables in the same package. Andrew B December 03, 4: Ivan V December 05, 6: We just made the cards included in the starter kit available now in a Print on Demand format: Please feel free to email us at info huntersbooks. Andrew B December 12, 5: Shooting an email in a few minutes. We certainly apologize about the delay. The member of the team that will need to look over the PDF to see what the issues are is presently busy at work on some new stuff we have coming. It is still on the docket to be sure though! As with many RPG rulebooks, this one has some layout issues. Not that the pages themselves could have used more love but the information I need is just not always [

## 7: CHARACTER CREATION | Dead Water | Obsidian Portal

*Outbreak: Undead Second Edition Starter Kit (HB) Dec 1, by Hunters Books. Perfect Paperback. \$ (1 used & new offers) out of 5 stars 7.*

Please log in to add or reply to comments. Web C November 10, If so how did you go about it? Douglas M November 13, 3: We like 3d maps. That said, I looked at a few others and TTS is just the right way to go for us. I did a number of things to keep the rules at hand for easy lookup. You will probably want to have a separate character sheet for the stronghold. I brought in the GM screen for ease of use. Counters for things like depletion points are handy. I grabbed a ton of miniatures made from the Left for Dead series and 3d map bits. This right here is something I see as a potential problem no matter how See more you play the game and I am trying to come up with ways to manage larger numbers of opponents in a combat. Joel L October 30, 5: The game is an in depth survival game but the gameplay is streamlined and very easy to pick up. Flavio B October 24, Ivan V October 25, 5: Just checked and everything is alright on our end downloaded it under a test account just in case. Petterson C October 21, 6: Alex H October 21, 8: The GM Companion is great for getting games up and running now. John M October 10, 2: Weekend Warror Ivan V October 19, 4: Dani J October 02, 3: Ivan V October 02, 5: The Game Masters Guide will be released early next year. Douglas M October 31, First, thank you for the reply to my review. Despite my review, I am going in and giving this game a second shot. You say opponents will be in the GM guide next year. Detail work on opponents will probably require significant page count. Even the GM kit has methods for upgrading zombies. Any help would be appreciated. As it stands, I can make other survivors. If I want to make zombies, it seems some hacking may be required. Page 3 of the quickstart guide. Now I can really dig into this. Ivan V November 01, 5: Douglas M November 02, 8: A sample adventure would probably give some good insight into the gameflow.

## 8: Outbreak: Undead | RPG | RPGGeek

*[] Hey everyone! My name is Ivan Van Norman, and I am the marketing manager for Hunters Books, who recently released a kickstarter for Outbreak: Undead 2nd Edition - Starter Kit!*

## 9: Outbreak: Undead RPG Review – An Awesome Game with a Few Flaws | Gnome Stew

*Outbreak: Undead is a Zombie Survival Simulation RPG that is not only fun, but an essential step in surviving the Undead. We at Hunters Books have provided the most dramatic, effective, and above all realistic means in which to (safely) simulate the events of a zombie uprising and try your chances at survival!*

*The Purgatory Zone The ethics of social progress, by F. H. Giddings. In the Irish brigade CROMWELLS WAR MACHINE An Easter lily and other stories Islam ki tareekh in urdu Street to Stardom (Models) Women of the wind A history of modern Indonesia, c. 1300 to the present Journey on the underground railroad Canon eos 60d service manual The little father Tenure Track to Mommyville The Metaphysical Magazine I vs me worksheet Missing bullet points Abiding in the Middle Leads to Attaining the Way Ariens 552 snowthrower service manual An essay on the Trinity. How to live at the front Rapid review physiology The cause of Christian education Atlas of bladder pathology Sir Edward Kelley, necromancer, by A. F. Pollard. Software engineering 8th edition ian sommerville Report of the Special Committee on Prisons Naval Fighters Number Thirty-Three XTBU-1 TBY-2 Sea Wolf Time, dose, and fractionation in radiotherapy Spinoza contra Descartes on substance Ceramic Powder Science (Advances in Ceramics, Vol 21) 15th lok sabha members list Childhoods happy home and other verses The Life and Personality of Phoebe Apperson Hearst Challenges for the republic : coordination and loyalty in the Dutch republic Maarten Prak Enabling Act and Act amendatory thereof, approved March 21 and May 21, 1864 Jesus, Lord for all times Tao of jeet kune do new expanded edition Learning With Colleagues Holt mcdougal algebra 1 practice workbook answers Categorical definitions and further usages*