

## CDC Infection Taskforce Rules for Epidemic Survival



# INFECTION WARNING

**The Infected are DANGEROUS!**

**They are FAST and VIOLENT!**

**DO NOT try to talk to them!**

**DO NOT try to control them!**

**Seek shelter at a CDC designated  
Infection SAFE HOUSE!**

**AVOID lights and loud noise!**

**AVOID major thoroughfares!**

**Travel in SMALL GROUPS ONLY!**

**Carry ONLY what you NEED!**

~~REMAIN QUIET AND CALM!~~

shoot them on ~~site~~ <sup>sight</sup>

~~RESCUE WILL COME FOR YOU~~

**GET TO A RESCUE POINT!**

## Health and First Aid

If you take a **hit**, tick off a Health box.

You will receive one First Aid kit, but any further medicinal supplies must be foraged for. Only carry one First Aid kit and one bottle of Painkillers at once.

A bottle of **Painkillers** can be taken at any time on your go, and they untick one Health box. **DRUGS R GUD, MMKAY?**

**First Aid kits** may be used with NFA on another Survivor to untick all of their Health boxes, except **Bruised**.

The Infected may **Incapacitate** you. Roll dice and attempt an action each Round, but be aware that it will not happen unless someone frees you before it is your go. Remain calm and hope that your companions will free you with NFA or by killing the Infected responsible.

If a Survivor **dies**, a new one may arrive shortly after the current Fight. They may need rescuing, or could just be found.

## Dangerous Actions

Outside a Fight, if you **attract the attention of the Horde** with loud noises or flashing lights then you must give the Infected player an Infected Token.

Also, if you **fail an NFA roll** outside a Fight, then this also grants an Infected Token. However, danger can be averted if one of your **companions uses their own NFA** to help. But if this fails too, then two Infected Tokens are granted and a Fight starts immediately.

## Goals and Revelations

If no Rescue is able to reach you, work your way towards a Rescue point safely and quickly. Plan each stage of your route in a Safe House before setting out.

You and your companions may have **Personal Goals** too, and these *may* be more important than Rescue. It is up to each individual to decide. Accomplishing a Personal Goal may bring hope, in the form of a single reroll to any one die on the table at any time.

Be aware that you and your companions may have shameful or compromising secrets. If you wish to **escape a Fight**, revealing one of these in a moment of weakness will enable you to do so, but at the cost of one **Revelation** slot (of two), and either being isolated from your companions or losing your Main Weapon. And, your companions may not react well to your revealed secret.

When used, quickly describe the details of your Revelation, tell it straight or in a flashback, and how it causes, motivates or helps you to save yourself instead of helping your companions.

Instead of this, you may **give a Survivor one of your Revelation** slots to use immediately by taking a hit for them and ordering them, "*Get outta here! I'll cover you!*". They can refuse to use it though, and the slot will still be lost either way.

If you **abandon a Personal Goal**, then it can never ever happen, but you will gain another **Revelation** to use.



## Rolling a Stat

You might be asked to roll at any time. Roll a d10. If the result is higher than the stat, it's a failure. If it is equal or less, then it is a success. Successes that rolled higher beat successes that rolled lower.

## How to Fight Infection

Test for Advantage, then have Rounds until all Infected Tokens are killed.

### 1. Test for Advantage

Each Survivor that wants to may roll NFA. The Infected roll HA.

- **All Survivors succeed and Infected fail:** Survivors ambush Infected.
- **All Survivors fail and Infected succeed:** Infected ambush Survivors.
- **Highest success:** That player sets the starting range.
- **All fail:** Starting range set to Far.
- **In a tie:** Negotiate range, or roll off.

Place all Survivors at the starting range.

STAY OUT OF CLOSE RANGE!

### 2. Rounds

Each Survivor decides what they are doing. Pick which stat (FA or NFA), and pick a target (a Special Infected or the Horde), and then roll.

The Infected decides what they are doing, including what to target with each Special Infected. Roll HA.

The Horde and each Survivor and Special Infected has a go in order of highest to lowest roll. On a tie, roll off. On your go, use your success or failure and describe the effect of what you decided to do.

### Uses for NFA Successes

MOVE FROM FAR TO OUT OF THE FIGHT!  
fucking coward!

- Move one range, and then do something else from this list.
- Keep the Infected back until your next go and ignore your next hit.
- Heal a Survivor at your range with a First Aid kit.
- Free a Survivor at your range from being Incapacitated.
- Give another Survivor at your range a weapon or item.
- Support another Survivor, and give them +1 to either NFA or FA on their next go. GET YOUR GUY'S BACK!
- Search for supplies and weapons.
- Do something else, perhaps giving yourself a +1 on your next go. AIM!
- OR: Cancel your success and the success of everyone who hasn't had a go yet this Round.

### Uses for FA Successes

- If your weapon is in range, remove an Infected Token and roll for kills using the appropriate range. Then, if you succeeded better than the Horde, also move one range.
- OR: Cancel your success and the success of everyone who hasn't had a go yet this Round.

### Uses for Failures

- In a Fight, you usually struggle, but the Infected or your own weakness stops you from succeeding.
- Outside a Fight, you usually still succeed, but there are complications that make things worse over all. Whatever you did not want to happen has just happened.

## Choosing a Stat

The **FA** stat is used For Attacking and the **NFA** stat is Not used For Attacking, but is used for everything else.

### Ambush

Take a free go before Rounds start. ~~Also gain lots of extra successes~~  
~~from ambush.~~

### Modifiers

+1 and -1 modifiers can be applied to the die roll itself or the stat used or both, at the discretion of whoever enforces it.

### Weapons

You may only use one weapon per go, but you may change weapons freely between goes. Ranges rated "0" and "-" cannot remove Infected Tokens or make kills.

### Big Equipment

In a Fight, large pieces of equipment can be operated with NFA at the right range.

This equipment might be a large fixed weapon to kill Infected (2d10 kills) or a machine which channels them for easy killing (+1 to FA to each Survivor's next go) or to slow them down and reduce the Horde's Ability to attack (-1 HA) or an armoured vehicle (takes up to 2 hits for its occupants before breaking down).

Also, circumstances might dictate that a piece of equipment can be used to perform some other function. Such as clearing a path, destroying a building, refuelling a transport vehicle, etc.

REMOVE THE HEAD OR DESTROY THE BRAIN  
dumbass! just shoot the fuckers!