


Achievements

Time to Kill	Complete your Personal Goal.
Got Your Back	Give a Revelation slot to another Survivor.
Dead Giveaway	Use a First Aid Kit on a Survivor when you are Crippled yourself.
Real MacGuyver	Create a custom weapon using scavenged materials and NFA.
Road Warrior	Kill an Infected with a vehicle.
Suicide Watch	Rescue a Survivor single-handedly.
Evil's Resident	Lock a live Survivor out of a Safe House while you are inside.
Legend Is Me	Capture a live Infected.
4 Weeks Later	Kill a Survivor.
Boomstick	Kill 10 Infected with a Shotgun in one go.
All Flesh is Tasty	Sit down outside a Safe House and eat.
Token Minority	Be the first to die in a Campaign.
Ash	Do something awesome and add a one-liner.
Coward	Leave a Fight while Infected Remain.
Party Wipe	All Survivors are spewed on at once.
Mad Bomber	Blow up 25 Infected with one Pipe Bomb.
Firestarter	Use 5 Molotovs. ○○○○○○
Healbot	Heal Survivors with First Aid 4 times. ○○○○
Druggy	Give Pain Pills to Survivors 4 times. ○○○○
Outbreaker	Free Survivors from being Incapacitated by using NFA 4 times. ○○○○
Tongue Tied	Stay Incapacitated by a Lasher for 3 goes.
Hulkbuster	Kill a Hulk before it hits a Survivor.
Silencer	Kill a Banshee before it hits a Survivor.
Licked Good	Kill 7 Lashers. ○○○○○○○○
Top Predator	Kill 7 Stalkers. ○○○○○○○○
Genocidist	Kill 316 Infected.  Hundreds ○○○○
You Are Weak	Use two Revelations, get healed by a First Aid kit and still die in a Campaign.
Stock Hero	Survive without using Revelations.
Tough Guy	Survive without being healed.
Mary Sue	Survive without Revelations or healing.
Honk Kong Style	Survive using just Pistol weapons.
Wuxia Style	Survive using only Hand to Hand weapons.
The Zeppo	Be voted the funniest player.
The Slayer	Be voted the most tactical player.
The Brooder	Be voted the player best at acting.
Golden Badger	Be voted for having the funniest death.

Player Custom Achievements

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Survival Procedure

At any particular moment your Survivor will be choosing to either:

- Go towards Rescue,
- Complete your Personal Goal,
- Hunt for weapons & supplies,
- Or support another Survivor.

At each Safe House you can:

- Upgrade one weapon.
- Untick one Health box.
- Plan your next move.

List of Rescued Survivors

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List of Ex-Survivors

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Weapons

You may only carry one of each type of weapon at a time.

Weapons (except Grenades) are rated at each range by the number of kills they will inflict on an FA success.

Initial Equipment

Each Survivor starts with Whatever, a Pistol and either a Shotgun or an Uzi. Write down the stats for them on the Survivor sheet. They also start with a 1st Aid Kit. Tick off the space to show it is available. Erase it when it has been used. Same with any other equipment (the little grenade picture is a tick box).

Upgrading a Weapon

At each Safe House, and whenever else you might try to do so (with NFA) you may upgrade one weapon at one range by one step. This might be modifying the weapon with a scope, longer clip or special ammunition. It could just be carrying two of them (good for pistols and hand2hand weapons) or carrying more ammo. Or it might just be you've got better at using it.

The steps go from "0" to "1" to "d6" to "d10" to "2d6" to "2d10" to "3d10".

"-" can never be upgraded.

OR, instead of upgrading a weapon, a Survivor may choose to create a Molotov or a Pipe Bomb.

New Weapons

New weapons can be scavenged from available parts or foraged for. There are quite a few weapons lying around from other Survivors and supply caches. Usually it will require an NFA roll to find or create something useful though.

If the new weapon is not listed here, write it in with appropriate stats. But be aware that long range weapons are either less effective or have some other drawback. For example, a rocket launcher could be one use only.

Hand2Hand

Weapon	Close	Near	Far
Whatever	1	-	-
Crowbar	d6	-	-
Chainsaw	d10	-	-
		-	-

Pistol

Weapon	Close	Near	Far
Pistol	1	1	-
Dual Pistols	d6	1	-
Bigass Pistol	1	d6	-
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Main Weapon

Weapon	Close	Near	Far
Shotgun	d10	d6	-
Uzi	d6	d10	0
Auto-Shotgun	2d10	d6	-
Assault Rifle	d6	2d6	1
Sniper Rifle	-	1	d6
Flamethrower	3d10	1	-

Grenade

Weapon	Effect
Molotov	Reduce HA to 4 until the Fight is over. At the start of each Round, Survivors at Close take a hit. One use only.
Pipe Bomb	Reduce HA to 0 while its bleeping attracts the Horde. At the end of the Round it detonates: HA resets, remove an Infected Token, make 3d10 kills, Survivors at Close take a hit. One use only.
Grenades	Remove an Infected Token, make 2d10 kills, Survivors at Close take a hit. Three uses only.