

# INFECTION TRACKER

Add key words here link them together when they are referred to or appear during play. Add everything that is worth reincorporating back into play. For example: *the environment, the weather and other ambient conditions, particular places of interest and other Survivors.*

**RESCUE?!**



## The Infected

### Infected Mutant Tally

Mark a tally when each Infected Mutant is used.

	<b>Fatty</b>	<b>Lasher</b>	<b>Stalker</b>	<b>Banshee</b>	<b>Hulk</b>
	Max 1 per Survivor	1 per Survivor	1 per Survivor	1 per 2 Survivors	1 per 3 Survivors
Mission 1	.....	.....	.....	.....	.....
Mission 2	.....	.....	.....	.....	.....
Mission 3	.....	.....	.....	.....	.....
Mission 4	.....	.....	.....	.....	.....
Mission 5	.....	.....	.....	.....	.....

# INFECTION CONTROL PROCEDURES

## Procedure to start a Campaign

- Read out the Pandemic Alert in a suitably dramatic fashion.
- Each Survivor player writes their name on their Survivor Tracker and picks a Survivor.
- Get each Survivor's card and counter, and give them Initial Equipment.
- All together, brainstorm the things that you want to appear in the game. Summarise them as keywords and write these in the space provided on the Infection Tracker.
- Decide on some kind of Rescue, but no details. It may change through play anyway.
- Describe the general area around where the Survivors are.
- Start a Mission, as per the instructions provided.
- Each Campaign of 3-5 hours is split into 3-5 Missions.
- If a Survivor reaches the end of the final Mission they are Rescued.

## PANDEMIC ALERT

Two weeks ago, on the news:

*...Autopsies have revealed that all the students involved in the homicidal 'flash riot' in Edinburgh had a previously uncatalogued strain of influenza, which scientists have identified as a recombinant form of H3N16. Whether the virus contributed to the student's violent behaviour is yet to be determined. The British authorities still insist that drug abuse, not clinical trials were responsible, but our sources indicate...*

One week ago, on emergency broadcast:

*...I can only ask that all citizens cooperate as the police and armed services quarantine affected areas. I repeat, we are now in a state of extreme emergency, but do not lose hope or give into the violent impulses of our Infected fellow citizens. When we stand together and do what is right, when we do what is necessary, we will prove ourselves stronger than this affliction as a nation and as a species. I repeat, it is my expectation that the cure will be ready for widescale deployment in the coming days. I urge all...*

Last night, all normal radio transmission ceased.

You're all Survivors and you're all immune as far as you can tell, but no one else you've seen is. You've grouped together to watch each other's backs and follow signs of Rescue. You all hope you can make it, but individually you hope for other things too. Either way, you have to keep moving, keep yourself stocked up on supplies and weapons and keep the Infected at bay.

When the Survivors aren't around, the Infected Horde just stumble about sitting, lying down, puking and hitting each other lazily. But loud noises, flashing lights and the sight and smell of the uninfected make them angry. They don't eat you; they just run up to you and beat you to death with their hands and feet, kicking and punching and gouging you wildly. And those are just the Horde of common Infected, there are also those who were transformed beyond recognition by Infection; the Mutants.

Together they attack in waves, from multiple directions, at any time. The weight of them will eventually overcome any barricade, and they will never give up until you're all dead.

# INFECTION CONTROL PROCEDURES

## Procedure for when Lost and Confused

Select any of the following. Feel free to combine or twist these to suit the current situation.

- The Infected attack!
- Present an opportunity to complete a Personal Goal.
- Further progress can only be made by alerting the Infected.
- The route ahead is blocked by conventional means.
- The route ahead is very difficult by conventional means.
- Rescue is just out of reach or becomes doubtful, but still possible.
- Rescue becomes certain and attainable, but difficult.
- Supplies (ammunition, food, first aid, fuel, etc) have almost run out.
- A cache of supplies seems to be available nearby.
- Come across other Survivors.
  - They want something difficult or dangerous from the Survivors.
  - The Survivors want something from them.

HOW THE HELL SHOULD I KNOW!  
YOU LIVE HERE!  
WHAT DO YOU THINK IS THERE?!!!

At no point should the Survivors have nowhere in particular to go. Multiple possible routes and destinations are generally good if the differences between them are interesting.

- *The Survivors are lost. A helicopter flies overhead, broadcasting about Rescue!*
- *On the wall is scrawled: "Airport road closed! Army rescuing from City Hall!"*
- *The Survivors need first aid, but the pharmacy is two streets off in the wrong direction!*
- *The streets are blocked by rubble and burning wreckage. Take the sewers and fight in confined spaces or move across the rooftops and face jumping across perilous heights?*

Do not try and pull or lure the Survivors towards interesting things, because they will probably find Rescue and their Personal Goal more interesting. Instead, place interesting things in their way and make them related to Rescue or a Personal Goal if you can.

- *A light in a window flashes nearby, there is another Survivor! But, who cares! Uh... He threatens to alert the Horde if you don't save him!*
- *There is a government research lab nearby full of information on the Infection! And uh... the terminal that disables the electrified quarantine-fences that block your way!*

Do not try and plot or plan the game. Ask the Survivors to make the plans and bring the plot, while you provide opportunities and adversity. The Infected player's goal is to make accomplishing the Survivor's goals as hard as possible while still being achievable. Do not pull punches, but make the punches interesting. Keep up the pressure, but intersperse the actual Fights with other kinds of interaction.

Do not describe repetitive running through streets, sneaking around, etc. A bit is great, but always try to cut to the interesting parts or throw in a twist if there's no tension anymore.

When you DO describe stuff, throw in some simple details like the smell, reflections from glass or water, light sources, particular ruined and unruined buildings, abandoned vehicles and possessions and the corpses of the Infected and uninfected.

If at all possible, let the Survivors go and do as they please. It's their funeral, make it fun.

Don't ignore the rules, but be flexible with them. If something makes sense, do it.



# INFECTION CONTROL PROCEDURES

## Procedure to start a Mission

- Take a number of Infected Tokens equal to the number of Survivors, times three.  
(No. Survivors x 3). Place them on the range map in the Remaining Infected section.
- The Survivors are currently in a Safe House, but they have to move in five or ten minutes.
- Make sure the Survivors know which way Rescue lies. Reveal it if necessary.
- Ask the Survivors to talk about where they are going and plan the route they will take. Answer their questions, but feel free to be vague or turn the question back on them.
- Listen to the Survivor's plans and use them to sketch out some rough features that might appear in the Mission. Places, obstacles, interesting angles for the Infected to attack from, other Survivors to run into, etc.
- Describe the environment and situation immediately outside the Safe House. It should probably be different from the previous Mission, to keep things interesting. Go!

The Mission ends when the Infected player has no more Infected Tokens and the Survivors reach a Safe House. The Survivors may then untick a Health box, upgrade a weapon, and talk about things. Take a quick break and move on to the next mission in your own time.

Or, if this was the last Mission of the Campaign, the Survivors have reached Rescue. Yay!!

## Procedure for when the Infected attack

Fights can occur at any time when it's interesting and makes sense.

- Push some Infected Tokens from the Remaining Infected to the Infected section.
- Describe the set up. The environment, including any big equipment, choke-points, areas of elevation, barricades, etc. Describe where the Infected appear to be coming from.
- If you want one, spend two Infected Tokens and describe the Banshee.
- Test for Advantage and then take Rounds, as per the Fight rules.
- Usually, the Fight is over when all the Infected Tokens in the Infected section are killed.

At the start of each Round, you may spend some Infected Tokens from either Remaining Infected or the Infected section to bring in Infected Mutants.

- Each Infected Mutant (except the Banshee) and the Horde rolls their own die. Make sure they're all distinct. The Lasher, Stalker and Fatty and the Horde all roll against HA.
- Each Infected Mutant must be targeted separately from each other and the Horde. The Survivors must declare their target at the start of each Round.
- Each Infected Mutant must declare their target at the start of the Round. Place their counter near it.
- Only one of each Infected Mutant can appear at once.
- Only a certain number of each Infected Mutant can appear per Mission. Mark on the tally.