

RULEBOOK

OUTBREAK



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COMPONENTS



107 ZOMBIES



13 FINAL ENCOUNTERS



24 SETTLEMENTS



36 SKILL CARDS



70 DOOM CARDS



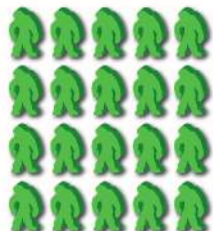
70 FORTUNE CARDS



10 SURVIVORS



12 BUILDINGS



20 ZOMBIE MEEPS



10 SURVIVOR MEEPS



9 RESOURCE DICE



1 MASSIVE OUTBREAK BOARD



1 RULEBOOK



1 DOOM DIE



1 ICON KEY



1 FINAL ENCOUNTER MEEPLE

120 OUTBREAK TOKENS

RESOURCE	TRAPS	ITEM	DEVELOP	POWER CUT	SCHEMATIC
ACTIVE/TURN OVER	DAY & EXP TRACKER		SETTLERS & HELPLESS	FIRE	HEALTH
				CONTAMINATION	

Overview

Outbreak is a cooperative game in which one to eight players control a group of survivors, struggling to hold back the hordes of undead and protect the survivor city; ultimately facing the final encounter and hoping to survive the cannibal influenza outbreak.

Players start by constructing the survivor city around the main base. This safe area is now surrounded by zombie hordes whose goal is to reach the main base and eat all the survivors inside, overrunning settlements along the way. When a settlement is overrun, players can no longer request its support, so each turn players must attempt to destroy zombie hordes and prepare for the next wave of attacks. This is a challenging game where cooperation is essential to surviving the Outbreak!

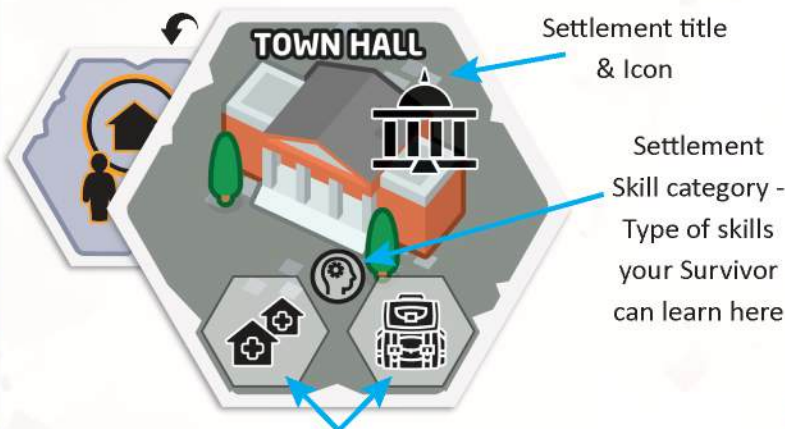
Aim of the Game

The **Survivors** goal is to overcome the **Final Encounter**, finish off any remaining Hordes to survive the Outbreak.

Icon Key

Used to reference all the Settlement and Zombie Horde icon effects

Survivor Settlement Hex Breakdown



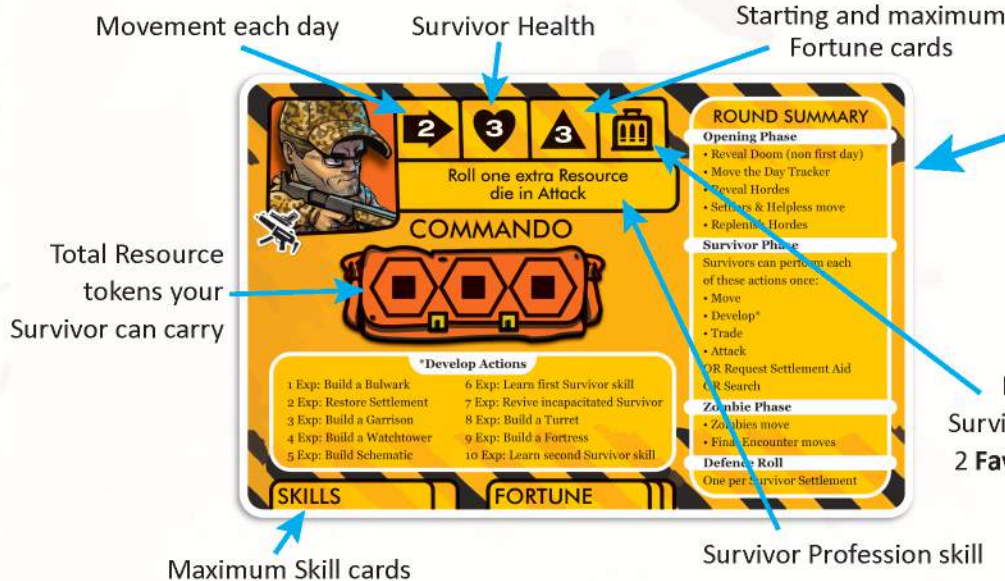
Settlement Aid - Settlements have either one or two sources of aid, that can be requested as an action. See the **Icon Key** reference sheet for more details.

Resource Dice

Used in Attack and Defence



Survivor Card Breakdown



Favoured Resource - Survivors start the game with 2 Favoured Resource tokens



Zombie Horde Hex Breakdown

The Zombie Horde type

Chimera Horde

The resources required to defeat it

The Horde movement track

Horde Contamination; an effect applied to the game immediately. In this example, referencing the **Icon Key**, we find out that: 'Wounds cannot be removed while this Horde is in play'

Horde Fallout; an effect that is applied to the survivor who destroys it. In this example, referencing the **Icon Key**, the Survivor can: 'Collect a Fortune card'

The Horde level and Experience reward

Day Tracker

Doom Tracker

Doom cards are added whenever a Settlement is overrun

Experience Tracker

Defeating Hordes grants experience

Doom, Fortune & Skill Cards



4 Survivor Game Set-up Example

Prologue

People have been eating each other, they call it Cannibal Influenza or 'the Zombie flu', a super virus, twice as contagious as the Black Death, in the first month 20% of the world's population has been infected. Isolated human populations have managed to survive but these human settlements are under threat from the millions of roaming Zombie hordes. You are one of those survivors...



Setup

Start by placing the Main Base on any hex within the blue border on the Outbreak game board; now build the Survivor City around it. To build the Survivor City consult the Survivor Settlements Table to find the number of Survivor settlements to play with. The number of Survivor settlements used each game depends on the number of players.



Survivor Settlements Table	↓	↓	↓	↓	↓	↓	↓	↓
Number of players	1	2	3	4	5	6	7	8
Number Survivors each player controls	4	2	2	1	1	1	1	1
Number of Survivor Settlements	8	8	12	8	10	12	14	16

Example: In a 4-player game, 8 **Survivor** settlements would be picked at random.

Draw all the Survivor Settlements at random. Think carefully about their placement. The first 6 settlements placed, must be adjacent to the Main Base, surrounding it completely, the remaining settlements can now be placed on any open edge as long as they have two points of contact with another settlement within the red border on the Outbreak game board.

The Survivor City is now complete.



Each player selects a Survivor (or Survivors, depending on the number of players, players may control more than one Survivor), collects the number of Fortune cards (p13) indicated on their Survivor card (p16), and take 2 favoured Resource tokens. Players place the pawn of their Survivor colour on the Main Base along with one Helpless token (p9).



Take all the remaining Resource tokens and put them into the Store (the area where tokens are kept). When Resources are used in the game, they are taken from and returned here. If there are no tokens left of a particular Resource, the Store is considered to be empty. Place all the Fortune, Doom and Survivor Skill cards in separate decks on the board (in their designated areas) along with the Day & Exp (Experience points) tracker tokens.



Building the Horde Deck

Next we build the Horde deck that players will be facing during the Outbreak! Separate and shuffle all the Hordes into piles by level; levels 1 to 6 and separate the Final Encounters (p15).





Now draw a number of Hordes following the table below:

Horde Deck Table

Number of Level Hordes to add when building a Horde deck

Game Time	Difficulty	Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Final Encounter
2h	Normal*	20	15	10	5	2	2	1(lv1)
2h	Hard	12	12	12	12	3	3	1(lv1)
3h+	Very Hard	17	20	20	18	4	3	1(lv2)
4h+	Ridiculous	30	28	24	18	4	3	1(lv1)+1(lv2)

(This table is only a guide, feel free to play with any number of Hordes in a deck)

Shuffle all the drawn Hordes together. Now pick 8 random Hordes from this deck and shuffle in 1 randomly selected Lv1  **Final Encounter**. Add these 9 Hordes to the bottom of the newly created Horde deck. Taking from the top of this new Horde deck, surround the **Survivor City** completely  placing the Hordes facedown, so they are hidden until they are revealed each **Opening Phase**.






Example: A Normal* difficulty game would consist of: 20 Hordes from lv1, 15 from lv2, 10 from lv3, 5 from lv4, 2 from lv5, 2 from lv6 and one Lv1 **Final Encounter**, hidden in the last 8 hexes of the Horde Deck.

Playing the Game

Survivors can take their turns in any order. A Survivor must complete their turn before another Survivor can begin theirs. This is a fully cooperative game; players collectively decide which Survivors activate and in what order, regardless of who is controlling them.

Each day of the game consists of 3 **Phases**, played in this order:

-  **Opening Phase**
-  **Survivor Phase**
-  **Zombie Phase**



Opening Phase

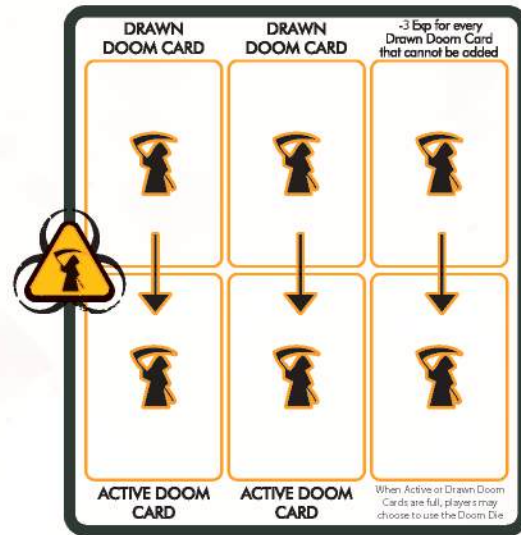
Step 1: Reveal Doom (Ignore this step on the first day of the game, go to **Step 2**).

Reveal any **Doom** cards collected on the **Drawn Doom Tracker** and move them down to the **Active Doom Tracker**.

Doom Cards

Doom cards are negative effects that hamper the player's progress during the Outbreak. A Doom card is drawn whenever a Survivor settlement is **Overrun** or upon defeating certain Hordes.

A maximum of 3 Doom cards can be added to the **Drawn Doom Tracker** each day, for every Doom card that can't be added, players lose **3 Exp** from the **Experience Pool** (If there is no Exp in pool, nothing happens).

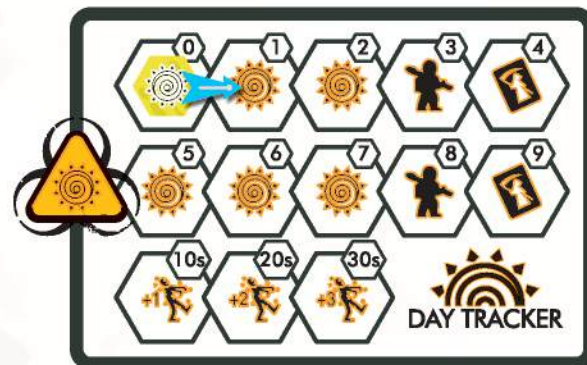


Doom cards drawn are kept facedown, on the Doom card tracker, until the **Opening Phase**, where they move to the **Active Doom Tracker**.

At the end of a **Day**, any **Active Doom** cards are discarded (and place on the discard deck). Doom cards do not affect a Survivors **Fortune** card hand size.

Step 2: Move the Day Tracker.

Take one of the **Day Tracker Tokens** and place it on the **Day 0 (0)** hexagon, on the **Day Tracker**, at the start of the game. In the first **Opening Phase** it will move to Day 1 (1).



Each **Opening Phase**, move the **Day Tracker** along one hex.

Day Tracker

In each **Opening Phase**, the **Day Tracker Token** is moved, when the Survivors reach day 10, take the Day Tracker Token and return it to the **0** hex and place the second Day Tracker Token on the 10s hex below, this way Survivors can track days 1 to 39, letting them know how long they have survived the Outbreak.

Along the **Day Tracker**, events will occur, **Doom Cards** are drawn, **Settlers** will appear at the **Main Base** and Survivors can gain **Fortune Cards**. When the Survivors reach Day 10, they must also reveal +1 Horde each day, at Day 20+2 and at Day 30+3.



Step 3: Reveal Hordes

Reveal 1 Horde for each Survivor. Turn over a facedown Horde 

Players must reveal a Horde for each Survivor from any of the Hordes surrounding the **Survivor City**. E.g., 4 Survivors; 4 Hordes are revealed in each **Opening Phase**. To reveal a Horde, simply turn over a Horde and add a Zombie meeple.

Players still reveal Hordes for **Incapacitated** Survivors who are not yet **Revived** (p16).




A revealed Horde meeple begins at the **Outbreak** position.



Outbreak: place a green Zombie meeple on the Outbreak icon.

Contamination

Certain Hordes enter the game with a **Contamination** 

Contaminations are found on the left-hand side of the hex. A Contamination is a negative effect applied to the game immediately (See **Contamination & Fallout Key**).



No Hordes to Reveal

In some circumstances there may be no Hordes left, surrounding the Survivor City to reveal in '**Step 3: Reveal Hordes**', as all the Hordes are already revealed. When this happens, simply draw and reveal a new Horde from the top of the Horde deck, then add it to any settlement edge.

Step 4: Move Settlers & Helpless

The Settlers

Settlers (Settler tokens) are groups of people needed to construct and populate new locations.

When the Survivors reach Day 3 on the **Day Tracker**, the first **Settlers** appears at the **Main Base**.

If the Main Base is Overrun (p15), no Settlers appear.

Each **Opening Phase**, the Settlers (Settler token) can be moved one Settlement. When the **Settler** moves onto an **Open Space** (p9), they construct a **New Survivor Settlement**.



Players simply place a **New Survivor Settlement** of their choice in the **Open Space**; the **Settler Token** is then removed from play, and the new Settlement is complete.



Whenever a new Settlement is complete, each Survivor gains a **Fortune Card**.



If the Settlers are alone on a Settlement that is Overrun by a Horde, they are defeated and removed. If the Settlers share a Settlement with a Survivor when it gets Overrun, the Settlers are pushed back to another adjacent free Settlement, as the Survivor protects their retreat. The Settlers are classed as a Survivor regarding card effects, they can be affected by Doom cards, but they can't take Wounds, they *are* affected by **Contamination** and **Fire** tokens.

Open Space

Open Spaces are revealed when **Survivors** defeat Hordes.

Only Settlers can enter Open Spaces, these are locations that have been cleared of Hordes, but have not yet been populated or built on.



The Helpless

The **Helpless** (Helpless token) represents all the young, old, and infirm, who are unable to fight in the Outbreak. The Survivors have sworn to protect these people and must do so at all costs.

- ⚙ The game begins with one **Helpless** token on the **Main Base**.
- ⚙ Each **Opening Phase**, the Helpless can be moved one Settlement.
- ⚙ If the Helpless are alone on a settlement that gets **Overrun**, the **Helpless** are immediately defeated and the game is over, as all Survivors lose the will to carry on fighting.
- ⚙ If the **Helpless** share a settlement with another Survivor when it's Overrun, the Helpless are pushed back to another adjacent free settlement, as the Survivor covers the Helpless retreat.
- ⚙ The Helpless are classed as a Survivor regarding card effects, they can be affected by **Doom** cards, but they can't take Wounds.
- ⚙ The Helpless *are* affected by **Contamination** and **Fire** effects.



Step 5: Replenish Hordes


Any empty spaces (edges without Hordes) surrounding the **Survivor City** are filled with new Hordes from the Horde deck. When the Horde deck is empty, replenishment stops.



Survivor Phase

Survivors can perform each of these 4 actions once: 1: **Move**. 2: **Develop**. 3: **Trade**. 4: **Attack OR Request Settlement Aid OR Search**. (**Fortune Cards** can be played at any time during a day)

1. Move

It costs one movement to move one Settlement in any direction. Movement *can* be split, a Survivor with a movement of 2  can move 1 Settlement, attack and move 1 again. Survivors cannot move onto or through **Overrun** settlements.



Optional: Active Tracker Tokens

When playing solo, use these tokens to track which Survivors you have activated each day.

2. Develop

As a **Develop** action Survivors can spend experience to build **Garrisons**, **Watchtowers**, learn new **Skills**, revive **Incapacitated** Survivors and more.



Bulwark

Place a **Bulwark** token at any location. When a settlement with a Bulwark is Overrun, remove the Bulwark token instead. Multiple Bulwarks are allowed each settlement.

Restore Settlement: Remove *all* **Power Cut**, **Contamination** or **Fire** tokens from the Survivors current Settlement.



Garrisons

Place a **Garrison** at any location. Multiple Garrisons can be built on the same settlement. Garrisons are removed after use and if Overrun.

A **Garrison** has 3 different functions:

- ✿ A lone **Garrison** grants a 2 Resource dice **Auto Defence Roll** against an attacking Horde.
An Auto Defence Roll is a defence roll made when no Survivors are present at the Settlement.
- ✿ It adds 1 additional Resource die to the Defence Roll of a **Defending Survivor** (p14).
- ✿ It adds 1 additional Resource die to the Attack Roll of an **Attacking Survivor** (p11).



Watchtowers

Place a **Watchtower** at any location; it adds +1 Resource die to a Defence Roll. **Watchtower Survey:** allows players to look at any adjacent facedown Hordes, before revealing Hordes in the **Opening Phase**, and generates **1 Exp** each **Opening Phase**. Only one Watchtower per settlement, the Watchtower is removed if the settlement is Overrun. A Watchtower does *not* grant an **Auto Defence Roll**.

Build Schematic: Item **Schematics** can be built by visiting named Settlements (see **Schematics** p13).

Learn First Survivor Skill: Each survivor settlement is marked with a different skill class, only skills from that class can be learnt at that settlement (see **Survivor Skills** p16).

Revive Incapacitated Survivor: An Incapacitated Survivor can be revived at their current location. They remove up to 3 Wound tokens, but lose any Resource tokens they were carrying (see **The Survivor** p16).



Turret

Place a **Turret** token at any location. +2 Resource die for each Ammo Resource token you spend, when Attacking or Defending. Only one Turret per settlement, the Turret is removed if the settlement is Overrun. A Turret does *not* grant an **Auto Defence Roll**.



Fortress

Place a **Fortress** at any location. Adds +2 Resource dice to the Defence Roll of a **Defending Survivor** at location. Only one Fortress per settlement, if Overrun, remove then replace Fortress once clear of Hordes. A Fortress does *not* grant an **Auto Defence Roll**.

Learn Second Survivor Skill: Each Survivor Settlement is marked with a different skill class, only skills from that class can be learnt at that settlement (see **Survivor Skills** p16).



3. Trade

A Survivor can make one Trade action in the **Survivor Phase**. They can give, exchange or take any amount of **Resource** tokens or **Fortune** cards (including **Schematics**) with other Survivors on the same Settlement.



4a. Attack

Attack Roll

A Survivor can only make an attack (**Attack Roll**) against adjacent revealed Hordes. To attempt an attack, a Survivor rolls 3 Resource dice. To succeed in destroying a Horde they must roll matching **Resources** equal to the Hordes  resistance. The **Skull**  face of the die can represent any **Resource** the player chooses.




Attack Example:
The **Diplomat** makes an attack on the adjacent **Zombie Horde**. They roll 3 Resource dice, rolling 1 **Ammo** icon they defeat the Horde.

Resources

There are five different **Resources** in Outbreak. These represent the different Resources Survivors need to help fight the **Zombie hordes**. Survivors can collect additional Resources from Settlements and every time they fight, they roll Resource dice to defeat Hordes. Note: Players are allowed to roll more dice than provided by the game. If players are required to roll more dice than provided, simply reroll a die and use resource tokens to represent current rolls.

Resource Die



1. **Gasoline.** Gas is used to burn Zombies and power Survivor's machines.
 2. **Barricades.** Barricades provide essential protection from roaming hordes.
 3. **Ammo.** Guns aren't any use without it.
 4. **Supplies.** Food, water, toilet roll, all things crucial for survival in an apocalypse.
 5. **Explosives.** They blow things up.
-  The **Skull** face is wild and can represent any one **Resource**.

Warning: some Hordes require players to roll skulls when attempting to defeat them.



Resource Tokens

Resource tokens collected, can be combined with Attack or Defence rolls to equal a Hordes resistance. Used Resource tokens are returned to the **Store**. Attacking or Defending Survivors may also use Resource tokens of one or more Survivors on the same Settlement.



Declaring & Splitting Attacks

A Survivor may roll their Attack action and declare the target (or targets) after the roll. Attacks *can* be split, allowing a single Survivor to attack multiple adjacent Hordes. A Survivor makes an Attack roll, allocating Resource dice results to multiple adjacent Hordes, to which Resource tokens can also be added independently. Survivors *cannot* combine attacks together. **Defence Rolls** (p14) cannot be split and only target the attacking Horde.



Successful & Failed Attacks

If the attack is successful, the Horde (and zombie meeple) are removed and any **Fallout** effect (p12) takes place immediately. For each Level of Horde defeated, add equivalent **Exp** (p12) to the Exp tracker. If the attack fails, nothing happens.



Horde Fallout

Certain Hordes come with **Fallout**; an effect that is applied to the Survivor who destroys them. The **Fallout** effect; bottom right 



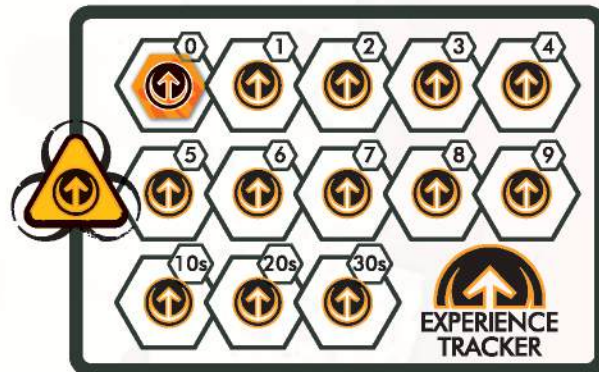
Fallout; the Survivor who defeats this Horde, would collect a Fortune card.

Fallout effects only apply to a successful Survivor Attack or Defence roll. If a Horde is removed from play via a non-survivor skill or action, nothing happens.

Fallout effects take place at the end of the Survivor's entire attack, so **Resources** gained from a **Fallout** effect *cannot* be used in the same Attack action.

Experience (Exp)

Whenever a Horde is defeated, add 1 Exp for each level of the Horde to the **Experience Tracker** (e.g. defeat a Lv4 Horde, add 4 Exp to the tracker). **Exp** can be spent to learn new **Skills**, build **Watchtowers**, **Bulwarks**, revive **Incapacitated** Survivors and more.



Losing Exp


Every time a **Doom** card can't be added to the **Drawn Doom Tracker** (because it's full) players lose 3 Exp from the **Experience Tracker** (If there is no Exp in pool, nothing happens).

Experience Tracker


Exp is pooled collectively and tracked on the **Experience Tracker**. As a **Develop** action, Exp can be spent freely by a Survivor during their turn. Exp cannot be spent if the **Main Base** is **Overrun**. *Remember: If there is no Exp in the **Experience Tracker**, **Incapacitated** Survivors cannot be revived!*

4b. Request Settlement Aid

Survivors can request the aid of a Settlement they currently occupy.

Settlements have either one or two sources of aid  but only one can be utilised per Survivor turn. See the **Settlement Icon Key** reference sheet and Survivor **Settlement Aid** section (p18) for more details.

Settlement Aid cannot be used by the **Helpless** or **Settlers** (but they can be affected by aid actions).

Many settlement Aid effects are **Passive**, effects that always apply; these don't require an action to be used by a Survivor. The **Passive** effect icon 



4c. Search

A Survivor can search their current Settlement. They simply draw a **Fortune** card, and add it to their hand. A Survivor can hold **Fortune** cards up to their hand limit, they are free to draw cards over their hand limit, but must discard cards after any exchanges.

Fortune Cards

Fortune cards have positive effects that help the Survivors. Any number of **Fortune** cards can be played at any time as free actions. Fortune cards are kept in a Survivor's hand (up to their hand size), and used at any point in a day (yes, even in the **Zombie Phase**). Fortune cards are discarded after use (place them on the discard deck). At the start of a game, each Survivor begins with the number of **Fortune** cards (picked at random), equal to the hand size limit shown on their Survivor card. Fortune cards collected over the hand size limit, must be discarded after any exchanges.

- ⚙️ **Fortune** card effects generally overrule other card effects, such as **Doom** card effects. Occasionally players will see **(Skills No)** on Doom cards, these effects cannot be overruled.



Survivor Fortune card hand size

Schematics



Fortune cards marked with the spanner and driver icon are special item **Schematics**. These **Schematics** can be built by visiting named settlements and spending **Exp**.

Once built, **Schematic Fortune** cards are not discarded after use, but kept in the hand of the Survivor (**Fortune** card hand size limits still apply). The **Schematic** effects apply as long as the Survivor holds the card. Only one Survivor can use a built **Schematic** card each day.

Place a **Built** token on a completed **Schematic**:



Zombie Phase

Horde Movement: Horde meeples move along this path:

From **Outbreak** to **Swell** to **Overrun**, towards the **Main Base**.



- ⚙️ **Outbreak**: When a Horde is revealed place a Zombie meeple on the **Outbreak** icon.
- ⚙️ **Swell**: In the **Zombie Phase** move the Zombie meeple from the **Outbreak** icon to the **Swell** icon.
- ⚙️ **Overrun**: In the following **Zombie Phase**, move the Horde hex on top of an adjacent Settlement, as it **Overruns**. The zombie meeple on the **Swell** icon is reset back to the **Outbreak** position, ready to begin its movement from this position, the following day.

Hordes move towards the **Main Base**. Hordes will take the shortest route to the Main Base, unless the route is already **Overrun** by another Horde. When there are two routes of equal distance, or an already Overrun settlement, the players can choose where the Hordes will move (must still be towards the Main Base). If all Horde routes are blocked, Hordes closer to the Main Base are pushed forwards; this can have a domino effect, so watch out!



In this example (right), the **Looter** (blue arrow) has already **Overrun** a Survivor settlement (moving towards the Main Base), as this settlement is already Overrun, the **Zombie Horde** above it will Overrun the **Command Centre** (orange arrow). If the **Command Centre** were also Overrun, the Zombie Horde could push the Looter forwards, Overrunning the Main Base.



Step 1: Horde Movement

Hordes move by level, starting with all Level 1 through to all level 6 Hordes. When there are Hordes of the same level moving, players chose which individual Hordes move first. After a Horde has Overrun a settlement, its attached meeple is reset back to its starting position.

Once a Horde has been moved, it cannot be taken back.

Optional: Tracking Horde Movement

After moving a Zombie meeple, players can choose to lay the meeple down so you know it's been moved that day, this way players won't lose track of which ones have and haven't been moved. Remember to stand them back up at the beginning of the next Zombie phase.



Overrun Settlements

Survivors that are on a Settlement at the time it is **Overrun** are pushed to an adjacent free (not Overrun) Settlement and then take 1 **Wound** token. If there are no adjacent free Settlements, move to the closest free Settlement. **Incapacitated** Survivors are also pushed to an adjacent free Settlement but don't take any more Wounds (see Incapacitated & Reviving Survivors, p16).

Survivors cannot enter Overrun Settlements, nor can they be moved through. Players must add one Doom card to the Drawn Doom Tracker whenever a Survivor Settlement is Overrun. Hordes pass through Settlements on the way to the Main Base, so previously Overrun Settlements are not removed, and can be used by Survivors as soon as they are clear of a Horde.

Defending Survivor

A Survivor on a settlement that is being Overrun is classed as a **Defending** Survivor and they get to make a **Defence Roll**. Only one Defence Roll can be made per Survivor Settlement, per Day.

Defence Roll

A Defence Roll is the same as an Attack Roll, except it is made when a Horde is attempting to Overrun a Settlement, during the **Zombie Phase**. The Defending Survivor rolls 3 Resource dice, to which they may add Resource tokens. To succeed in destroying the Horde the Survivor must match Resources equal to the Hordes resistance, again the **Skull** face of the die represents any one Resource.

If a Defence roll fails, the Settlement is Overrun, the Survivor is pushed to an adjacent free Settlement and takes 1 Wound token.

Garrisons, Watchtowers and other Develop buildings can add additional Resource die to the Defence Roll of a Defending Survivor, when used.



Defence Rolls cannot be split and cannot affect multiple attacking Hordes. E.g. if a Settlement is being Overrun by 2 separate Hordes, one Survivor can make a Defence Roll against the first Horde attack, and even if they are successful, the second Horde attack would **Overrun** unopposed.

Auto Defence Roll - An Auto defence Roll is a **Defence Roll** made when no Survivors are present at the Settlement, only triggered by a **Garrison** or a **Trap Token**.



Trap Tokens

Trap tokens can be collected from certain Settlements and placed on a Settlement the Survivor currently occupies. Defence tokens grant a three Resource dice **Auto Defence Roll** or +3 Resource dice to a Survivors Defence roll. Trap tokens are removed after use.

Hordes & the Main Base

Survivors cannot enter the **Main Base** if it's **Overrun**. Multiple Hordes can stack on top of the the **Main Base** (remove Zombie meeple). Survivors must defeat the top Horde on the stack before they can attack any below it. Any associated Horde **Contaminations** are still in effect. *Warning: When the Main Base is Overrun, Survivors cannot spend Exp to Revive other Survivors or learn new Skills!*

Step 4: Final Encounter Moves

If revealed, the **Final Encounter** moves.



The game comes with 7 Lv1 Final Encounters and 6 much harder Lv2 Final Encounters.

The Final Encounter

A **Final Encounter** is shuffled in with the last 8 hexes of the Horde play deck (p6).

The Final Encounters are the most challenging Hordes in the game. If the **Final Encounter** reaches the **Main Base**, the Survivors have failed to stop the **Outbreak** and the game is over!

When the **Final Encounter** is revealed, add the Final Encounter meeple, then play continues on as normal. The Final Encounter, like the Hordes, moves towards the **Main Base**. Players don't gain any Exp for killing a **Final Encounter**, just the glory! If playing with 2 Final Encounters (very hard difficulty), place the extra Final Encounter in the approximate middle of the Zombie Horde Deck.



Use the **Final Encounter** meeple when revealed

Losing & Winning the Game

The game ends, when all Survivors have been Incapacitated, the **Helpless** have been defeated or the **Final Encounter Overruns** the **Main Base**. Only when the **Final Encounter** is destroyed and all Hordes that remain in play are defeated, has the game been won!

Difficulty & Game Time

The games difficulty can be adjusted by playing with higher or lower level Hordes. Adding Hordes to the deck will also add time to the game. See page 5 for the **Horde Deck Table**.

A 55 Horde deck takes around 2 hours to play through to completion. *Warning: game times can vary depending on experience, play style and number of players.*



The Survivors

The Survivors are renowned leaders who have emerged during the Outbreak. Each Survivor Settlement is made up of many individuals, the player Survivors organise these Settlements to attack and defend against the Hordes. There are ten Survivors in Outbreak; each one has a **Survivor Profession**, slightly different strengths and weaknesses and a **Favoured Resource**. Each of the ten Survivors has a matching coloured meeple to represent them in the game.

Survivor Card Breakdown

Survivor Profession & Favoured Resource

A **Survivor Profession** can be used any time during a Survivors turn. Survivors start the game with 2 **Favoured Resource** tokens and can collect 1 Favoured Resource token from the **Main Base** as a Request Settlement Aid action.

Health

Health represents the damage a Survivor can take and represents the Survivors will to carry on fighting. Survivors have a total Health; this is the number of **Wounds** a Survivor can take before they are **Incapacitated**. When a Survivor takes Wounds, place a Wound Token in the Resource Token slots on their Survivor Card, thus reducing their total carrying capacity (until healed).



Wound Token

Incapacitated & Reviving Survivors

When a Survivor has Wound tokens equal to their Health, they are classed as **Incapacitated** (lay their meeple down). Incapacitated Survivors lose any **Resource** tokens they still carry. Another Survivor can **Revive** an Incapacitated Survivor with a Develop action. The Survivor is revived at their location (stand their meeple back up), with no Wound Tokens. If an Incapacitated Survivor is on a settlement that is **Overrun**, they are pushed to an adjacent free Settlement.

Note: When a Survivor is Incapacitated from being Overrun, they are forced to an adjacent settlement *before* they are Wounded (so lay them down at the adjacent Settlement).

Survivor Skills

Settlements grant survivors access to skills in three different classes: **Strength, Intelligence & Dexterity**. Each Survivor Settlement is marked with a different skill class icon, only skills from that class can be learnt at that settlement.




To learn a new **Skill**, a Survivor uses a Develop action, spend **Exp** then randomly draws 3 Skill cards matching their current settlements skill class icon. They then choose one Skill to keep and return the others to the bottom of the Skills deck. Survivor Skills are explained on each Skill card.



At the **Library** Survivors can learn Intelligence class skills.



Survivor Skills can be activated in the **Survivor Phase**.

Survivor skills marked with the  icon can be active in the Survivor Phase and the Zombie Phase.

Survivor Skills Note: Skill effects generally overrule other card effects, such as Doom card effects.

Skills No: Occasionally players will see (Skills No) on a card; this lets the player know this card effect cannot be overruled.

Drop In/Out Play

Outbreak is unique in that it allows for drop in/out game play. Players can start a game with 4 Survivors and if two more friends show up half way through the game, they can join in. Or alternately if people have to leave a game early, they can and the game can carry on.

New players select an available Survivor as per the starting rules. At the beginning of any **Opening Phase**, the new player(s) may enter the game, starting at the **Main Base**. In the **Survivor Phase** they can take their turn (all actions) as normal.



If a player wishes to drop out of play, at the end of any **Survivor Phase**, remove the Survivor from the game board. Any **Resource** tokens they still carry are lost and returned to the **Store** (but they can be traded to another Survivor during their turn).

Remember, for each extra Survivor that joins the game, another Horde must be revealed in the **Opening Phase**! Similarly, if a Survivor leaves, reveal one less.

The Doom Die

Sometimes this game gets hard, so to ease the players suffering, we introduce: '**The Doom Die**'.

When the **Active or Drawn Doom Tracker** are full, any player may use **The Doom Die**. The die has 4 **Skull** icons, 1 **Doom** icon and 1 Blank (nothing happens) side. A Survivor can substitute 1 of their 3 normally rolled **Resource** die for **The Doom Die**, which increases their odds of rolling successfully.....**BUT**, there is one catch, if the player rolls the **Doom** icon, they must add a Doom card to the Drawn Doom Tracker.



Simple Outbreak


Outbreak has been designed with board gamers in mind; it has a level of complexity to match. We understand the number of rules and content can be quite overwhelming to new and less experienced players. If required, when teaching less experienced players, we suggest:

- ⚙️ Play with low level Hordes
- ⚙️ Ignore Horde Contamination and Fallout effects
- ⚙️ Ignore Experience and buying new Survivor Skills
- ⚙️ Don't play with Fortune Cards

These elements can be introduced over time, when appropriate, so you can focus on the core mechanics of Outbreak.



Survivor Settlement Aid

Players can request aid from Settlements as an action. Many Settlement aid effects are passive  effects (p11) that always apply; these don't require an action to be activated by a Survivor. Settlement aid explanations can be found on the **Settlement Icon Key** and are clarified below:

- 🏠 **Armoury:** Collect a **Trap Token**. Defence tokens can be placed at the Survivors location. Remove the Defence token after use.

 - ⚙️ **Trap Token:** 3 Resource dice **Auto Defence Roll**, or +3 Resource dice to a defending Survivors defence roll.
 - ⚙️ A Survivor can collect one **Ammo Resource** from this settlement.
- 🏠 **Castle Ruin**

 - 🕒 +3 Resource dice in defence at this location.
- 🏠 **Church**

 - ⚙️ All Survivors remove 1 Wound, then reveal one new Horde.
 - ⚙️ Remove 1 Wound.
- 🏠 **Command Centre**

 - ⚙️ Remove 1 **Doom** card from the **Drawn Doom Tracker** (not Active Doom cards).
 - ⚙️ Roll 1 Resource die and collect rolled Resource. **Skull** = any Resource.
- 🏠 **Desert Plains**

 - ⚙️ Discard 1 Fortune card to remove 1 Wound on Survivor.
 - ⚙️ A Survivor can collect one **Explosives Resource** from this settlement.
- 🏠 **Fallout Shelter**

 - 🕒 Survivor may choose to ignore Overrun Wounds and Horde Fallout effects from this settlement (Survivor is still pushed back).
 - ⚙️ A Survivor can collect one **Supply Resource** from this settlement.
- 🏠 **Farm House**

 - ⚙️ Roll 1 Resource die and collect rolled Resource. **Skull** = any Resource.
 - ⚙️ A Survivor can collect one **Ammo Resource** from this settlement.
- 🏠 **Forest**

 - 🕒 No Garrisons can be built on this settlement.
 - ⚙️ A Survivor can collect one **Barricade Resource** from this settlement.
- 🏠 **Freeway**

 - 🕒 Survivors cannot defend at this Settlement.
 - ⚙️ A Survivor can collect one **Gasoline & Supply Resource** from this settlement.
- 🏠 **Garage**

 - 🕒 -1 Resource die when making a defence roll from this settlement.
 - ⚙️ A Survivor can collect two **Gasoline Resources** from this settlement.
- 🏠 **Hospital**

 - 🕒 Survivors at location may remove 1 Wound per day (free action).
 - ⚙️ A Survivor can collect one **Supply Resource** from this settlement.



- 🏠 **Laboratory:** Two identical Resource tokens placed here reduce the matching resistance of all Hordes in play by one. Low level Hordes can be destroyed this way, the Fallout effects of each Horde are ignored when they are defeated this way.

 - ⚙️ Reduce the resistance of all Hordes in play.
 - ⚙️ A Survivor can collect one **Explosive Resource** from this settlement.
- 🏠 **Library**

 - ⚙️ Gain 1 **Exp** from this location.
- 🏠 **Mountain Pass**

 - ⚙️ A Survivor may look at any facedown adjacent Hordes in the Opening Phase.
 - ⚙️ Roll 1 Resource die and collect rolled Resource. **Skull** = any Resource.
- 🏠 **Military Barracks**

 - 🎲 +1 Resource die in attack from this settlement.
 - ⚙️ A Survivor can collect one **Ammo Resource** from this settlement.
- 🏠 **Police Station**

 - 🎲 +1 Resource die in defence from this settlement.
 - ⚙️ A Survivor can collect one **Ammo Resource** from this settlement.
- 🏠 **Sawmill**

 - 🎲 -1 Resource die in attack from this settlement.
 - ⚙️ A Survivor can collect two **Barricade Resources** from this settlement.
- 🏠 **Shopping Mall**

 - 🎲 Survivors cannot attack from this location.
 - ⚙️ Roll 2 Resource dice and collect rolled Resources. **Skull** = any Resource.
- 🏠 **Slums**

 - ⚙️ Exchange 1 Resource for any other 1 Resource.
 - ⚙️ A Survivor can collect one **Barricade Resource** from this settlement.
- 🏠 **Tank Yard**

 - ⚙️ To acquire a **Tank**, a Survivor at this settlement must keep one **Gasoline Resource** token on the Gasoline icon.
 - ⚙️ A Survivor operating the **Tank** can move 1 settlement per day. A Tank adds +1 Resource die in **Attack** and **Defence**. If Overrun, remove Tank and Gasoline token; a new Tank must be acquired.
- 🏠 **Town Hall**

 - ⚙️ Restore any two settlements.
 - ⚙️ A Survivor can collect one **Supply Resource** from this settlement.
- 🏠 **Wharf**

 - ⚙️ Move any other Survivor (not the current player Survivor) to any settlement.
 - ⚙️ A Survivor can collect one **Explosives** OR one **Gasoline Resource** from this settlement.
- 🏠 **Workshop:** Collect a **Trap Token**. Defence tokens can be placed at the Survivors location. Remove the Defence token after use.

 - ⚙️ **Trap Token:** 3 Resource dice **Auto Defence Roll**, or +3 Resource dice to a defending Survivors defence roll.
 - ⚙️ A Survivor can collect one **Explosives Resource** from this settlement.



FAQ

- **+1 Range Attacks:** Attack cannot be split, Survivor is still affected by Horde Fallout effects at range.
- **Artillery:** Schematic effects cannot be combined with this Skill.
- **Assassin:** As well as a normal attack, may make a single Resource die attack (cannot be combined).
- **Building Limits:** All buildings are finite, limited by the number of tokens/pieces in the game.
- **Bulwark:** All Bulwarks must be removed before any Defence rolls can be made.
- **Castle Ruin:** Does not grant an Auto Defence Roll.
- **Declaring Attacks:** The player must declare an attacking action, but not the target of the attack.
- **Fallout Shelter:** The Helpless are pushed back safely if Overrun.
- **Flaming Horde:** Fire damage does not stack, a survivor can only take 1 Fire damage each round. Fire damage is applied to Survivors *after* any defence rolls.
- **Fortress:** If Overrun, remove the Fortress, then once clear of any Hordes, replace the Fortress.
- **Giant Horde:** Must be defeated twice, by two separate Attacks (not one Attack, twice the Resources).
- **Giant killer:** As long as the Survivor is adjacent to a Level 4 Horde, they roll +2 dice in Attack and may spit their attack to target other adjacent Hordes.
- **Hollow Ones:** Always move towards the Helpless, and if they Overrun a Settlement the Helpless occupy alone, the game is over, the players have lost. Require players to roll some Skulls to destroy them.
- **Hospital:** Remove Wound is a passive action (free action) but only happens on the active Survivors turn.
- **Laboratory:** Hordes defeated by the Laboratory's effect are removed at the start of the Survivor phase. Ignore Horde Fallout effects when removed from play via Laboratory. If Overrun, all tokens are removed from Laboratory and returned to the Stores.
- **Looter:** Require players to roll Skulls to destroy them.
- **Mercenary:** +1 extra re-roll if alone on a settlement (can only gain this extra re-roll once per day).
- **Mountain Pass:** Has the Watchtower Survey ability.
- **Pilot Skill:** Pilot can move 1 Settlement before or after using this skill.
- **Power Cut/Contamination/Fire Tokens:** Settlements can have multiple tokens. Overrun settlements don't gain effect tokens. Power Cut; stops players Requesting Settlement Aid, and Settlement Passive effects. At the end of the Zombie Phase, Helpless and Settlers are killed on or adjacent to Settlements with a Contamination/Fire Token. A Survivors Restore Settlement Develop action will remove all condition tokens at their location. Power Cut, Contamination & Fire tokens are finite, limited by the number of tokens in the game.
- **Police Station:** Does not grant an Auto Defence Roll.
- **Professor:** +2 Exp at the start of the Survivor Phase.
- **Quick Hordes:** Quick Hordes always start and are reset in the Swell position. After they Overrun a Settlement, they are reset in the Swell position.
- **Resilience:** As long as the Survivor is adjacent to a Level 1 Horde, they roll +1 die in Attack and may split their Attack to target other adjacent Hordes.
- **Resource Limits:** All resources are finite, limited by the number of tokens in the game.
- **Search:** All Settlements can be searched multiple times.
- **Sentinel:** Place a Garrison token for free (no Develop action required).
- **Sharpshooter:** Profession skill is also active at the Mountain Pass & Castle Ruin Settlements.
- **Skills No:** This card effect cannot be overruled by other skill effects (p17).
- **Soldier:** Extra Attack action (make another attack), Attacks rolled separately, cannot be combined; new Resource tokens must be used for extra Attack.

FAQ

- **Survivalist:** Can roll the Doom Die in defence even if either Doom Tracker is not full.
- **Survivor Skills:** There is only one copy of each skill in the game (Survivors cannot have same skill).
- **Technician:** Develop actions cost 1 less Exp - Restore Settlement is now free.
- **Toxic Horde:** Contamination damage does not stack, a survivor can only take 1 Contamination damage each round. Contamination damage is applied to Survivors *after* any defence rolls.
- **Watchtower:** Exp is generated at the start of the Survivor Phase.
- **Watchtower Survey:** No Survivor required at Settlement, can only be activated once per day.
- **When Attacking:** Resources gained via 'When Attacking' skills, are collected before the attack is rolled.
- **Wild Horde:** Overruns a Settlement when first revealed in the Reveal Horde Phase (no Defence Roll allowed), is then reset in the Swell position each time they move, to overrun in the Zombie Phase.
- **Wounded Survivors:** Fortune card, Skills and Settlement effects can move Incapacitated Survivors.

Credits

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SETTLEMENT ICON KEY



OUTBREAK

MAIN BASE



Collect 1 Survivor favoured Resource

LIBRARY



+1 Exp

CASTLE RUIN



+3 Resource dice in Defence

FARM HOUSE



Roll 1 Resource die and collect rolled Resource.
Skull = Any Resource

POLICE STATION



+1 Resource die in Defence

MILITARY BARRACKS



+1 Resource die in Attack



Collect 1 Ammo Resource



Collect 1 Ammo Resource



Collect 1 Ammo Resource

WORK SHOP



Trap Token. 3 dice Auto Defence Roll OR +3 dice for a Defending Survivor

LABORATORY



2 identical Resource tokens placed here reduce the matching resistance of all Hordes by 1

DESERT PLAINS



Discard 1 Fortune card, remove 1 Wound



Collect 1 Explosives Resource



Collect 1 Explosives Resource



Collect 1 Explosives Resource

FALLOUT SHELTER



Survivors may choose to ignore Overrun, Fire & Contamination Wounds, and Horde Fallout effects

HOSPITAL



Remove 1 Wound (Passive effect, once per day)

TOWN HALL



Restore any 2 Settlements



Collect 1 Supply Resource



Collect 1 Supply Resource



Collect 1 Supply Resource

FOREST



No Garrisons

SLUMS



Swap 1 Resource for any other Resource

SAWMILL



-1 Resource die in Attack



Collect 1 Barricade Resource



Collect 1 Barricade Resource



Collect 2 Barricade Resources

SHOPPING MALL



Cannot Attack from this settlement

COMMAND CENTRE



Remove 1 Doom card from the Drawn Doom tracker

CHURCH



All Survivors remove 1 Wound then reveal a new Horde



Roll 2 Resource dice and collect rolled Resources.
Skull = Any Resource



Roll 1 Resource die and collect rolled Resource.
Skull = Any Resource



Remove 1 wound

TANK YARD



Keep 1 Gasoline Resource here to drive a Tank

MOUNTAIN PASS



Survivor may look at any adjacent facedown Hordes in the opening phase

GARAGE



-1 Resource die in Defence



1 hex per day move. +1 Resource die in Attack & Defence. Remove Tank & Gasoline if Overrun



Roll 1 Resource die and collect rolled Resource.
Skull = Any Resource



Collect 2 Gasoline Resources

ARMOURY



Trap Token. 3 dice Auto Defence Roll OR +3 dice for a Defending Survivor

FREEWAY



Cannot Defend from this settlement

WHARF



Move any other Survivor to any Settlement



Collect 1 Ammo Resource



Collect 1 Gasoline and 1 Supply Resource



Collect 1 Explosives OR 1 Gasoline Resource