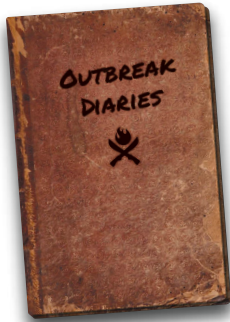


Outbreak Kickstarter Edition – Exclusive Content

So, you've got your hands on a copy of Outbreak, and you've noticed extra content that's not in the rulebook - what's all this? Don't worry, we've got you covered!

**KICK
STARTER
EXCLUSIVE**

You have an exclusive Kickstarter edition of Outbreak, which includes:



The Outbreak Diaries – Custom Mission Scenarios

This expansion adds four 'Missions', each with predetermined starting conditions that change up the standard gameplay (which is normally randomized). These missions range from Easy to Impossible, offering exciting challenges for players to work through.

OUTBREAK DIARIES **ZOMBIE DAWN**
Mission One
1-8 Players: Easy.

Zombie Dawn:
The newly undead have arrived at your small settlement, this is the beginning of the Outbreak.

Extra Starting Items: x3 Garrisons (distributed as players see fit).

Zhorde Deck:
Shuffled x25 Lv1, x25 Lv2. Add x1 Lvl Boss to the bottom of Zhorde deck.

Starting Survivor Settlement:
Main Base, Library, Slums, Garage, Hospital, Police Station & Work Shop.

OUTBREAK DIARIES **STRONGHOLD**
Mission Two
1-8 Players: Medium.

Stronghold:
This settlement is ready for a war!

Extra Starting Items: The Hell Thrower Flamer (built schematic), The Death Spitters SMG (built schematic), x6 Garrisons, x3 Fortifications, x3 Watchtowers, x2 Trap tokens & x8 Bulwarks (distributed as players see fit).

Zhorde Deck:
Shuffled x15 Lv1, x15 Lv2, x12 Lv3, x12 Lv4, x2 Lv5, x2 Lv6. Add x1 Lvl Boss to (approx) middle of Zhorde deck. Add x1 Lv2 Boss to the last 6 hexes of Zhorde deck.

Starting Survivor Settlement:
Main Base, Tank Yard, Slums, Garage, Fallout Shelter, Military Barracks, Armoury, Work Shop, Castle Ruin & Laboratory.

OUTBREAK DIARIES **THE ACID TEST**
Mission Three
1-8 Players: Hard.

The Acid Test:
The undead come in waves, each with a fearsome herald, prepare yourself.

Extra Starting Items: x2 Garrisons, x1 Fortification, x1 Watchtower & x2 Bulwarks (distributed as players see fit).

Zhorde Deck:
x15 Lv1, x15 Lv2, x15 Lv3, x15 Lv4. Zhordes to be kept in level stacks, Lv1 on top, followed by Lv2 then Lv3 & Lv4. Add a Lv1 Boss to the bottom of the Lv1, Lv2 & Lv3 Zhorde stack. Add x1 Lv2 Boss to the last 6 hexes of the Lv4 Zhorde stack.

Starting Survivor Settlements:
Main Base, Command Centre, The Lake, The Sawmill, Desert Plains, Town Hall, Shopping Mall, Castle Ruin, Farm House, Forest, Mountain Pass & Armoury.

OUTBREAK DIARIES **ULTIMATE WAR**
Mission Four
1-8 Players: Impossible.

Ultimate War: The final epic battle, survive this and become legend.

Extra Starting Items: 1 extra Helpless token & x2 Watchtowers (distributed as players see fit). If both Helpless occupy the same Hex at start of Survivor Phase, add a Doom Card.

Zhorde Deck: Shuffled All Lv1, All Lv2, All Lv3, All Lv4, All Lv5, All Lv6. Add x1 Lvl Boss to (approx) middle of Zhorde deck. Add x1 Lv2 Boss to the last 8 hexes of Zhorde deck.

Starting Survivor Settlement:
Main Base, Mountain Pass, Fallout Shelter, Freeway, Tank Yard, Work Shop, Command Centre, Military barracks, Town Hall, Sawmill, Police Station, Garage, Shopping Mall, Church, Castle Ruin, Farm House & Forest.

Outbreak Diary

In the desolate landscape of a world ravaged by the insidious Zombie flu, survivors were like scattered embers in the darkness, desperately clinging to flickers of hope amidst the encroaching shadows of the undead. Among these resilient souls was a small band of survivors, their spirits unbroken despite the harrowing odds stacked against them.

As they traversed the desolate highways, they stumbled upon a ghost town, its decrepit buildings standing as silent witnesses to the ravages of time and the chaos that had befallen civilization. Wary but undeterred, the survivors cautiously explored the abandoned streets, scavenging for any remnants of supplies that might aid in their fight for survival.

Amidst the eerie silence, they stumbled upon an old communication station, its radio equipment crackling with static as if whispering tales of a bygone era. With hopeful anticipation, they tinkered with the ancient machinery, hoping to establish a connection with other pockets of humanity still clinging to existence in this forsaken world.

Their efforts were rewarded as faint voices crackled through the speakers, distant echoes of fellow survivors scattered across the wasteland. With newfound determination, they exchanged vital information and shared tales of resilience, united by their shared struggle against the relentless tide of the undead.

Emboldened by their newfound communication network, the survivors pressed on, their journey fraught with danger yet fueled by the flickers of hope kindled by their encounter. In their exploration, they stumbled upon a cache of new equipment, hidden amidst the ruins of a long-forgotten outpost.

Armed with their newfound supplies and strengthened resolve, the survivors continued their journey, their path illuminated by the enduring light of camaraderie amidst the darkness of the apocalypse. For in this world overrun by death, it was the bonds of friendship and solidarity that proved to be the most powerful weapons against the encroaching hordes of the undead.

As the survivors pressed onward, a strange noise echoed ominously on the horizon, a discordant melody that sent shivers down their spines, hinting at new challenges lurking ahead in the ever-shifting shadows of the apocalypse.

Additionally, The Outbreak Diaries introduces:

Two new Settlements:

Ghost Town – A mysterious abandoned settlement with unique Aid abilities.

Comms Station – A strategic outpost with special support options.

(Both are optional but add fun variety to your games!)

Two new Level 3 Super Bosses – These are brutally difficult, designed only for the most seasoned Outbreak players. Not recommended for new players!



Three new Story-Related Cards:

Fortune (Revolver) – A stroke of luck or a dangerous gamble?

Doom (Quarantine) – A high-stakes decision with dire consequences.

Skill (Comms Op) – Precision and expertise can turn the tide.

While all this content is completely optional, it adds exciting new twists to the game.

The only truly game-breaking element? Those Lv. 3 Bosses—because, honestly, they're ridiculously hard.



Deluxe Component Upgrade

Your edition also includes 28 premium wooden meeples to enhance your game:

2 Settler Meeples

2 Helpless Meeples

6 each of Power, Fire, Bulwark, and Contamination Meeples

These replace some of the standard tokens for a more immersive and tactile experience.

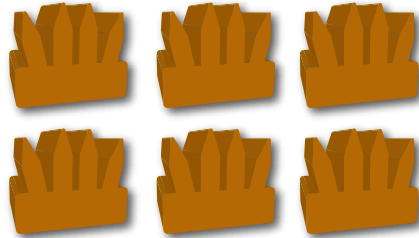


SETTLER MEEPLES

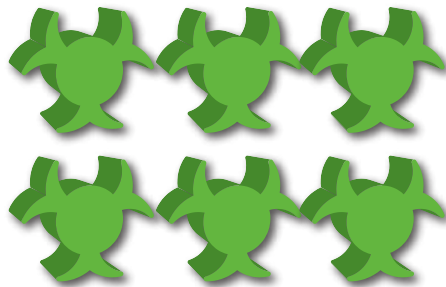


HELPLESS MEEPLES

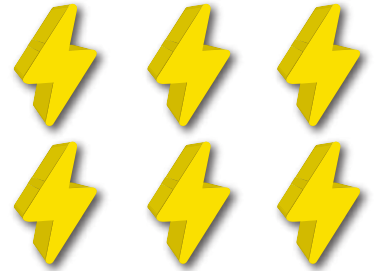
BULWARK



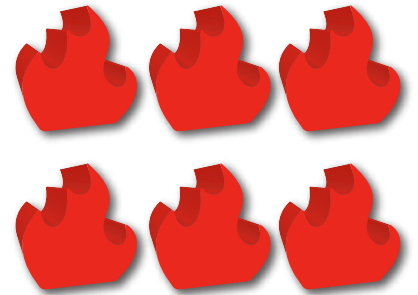
CONTAMINATION



POWEROUT



FIRE



We hope you enjoy these Kickstarter exclusives—whether you use all of them or just pick and choose! Thanks for being part of the Outbreak journey.

OUTBREAK DIARIES

