



Red Dead Redemption: Undead Nightmare Guide

by [Thomas Hindmarch](#)

Instant awesome: just add zombies.

Undead Nightmare is a brand-new campaign for Red Dead Redemption, which brings a plague of undeath to the frontier states. Set as a sort of alternate ending to the main game, John Marston goes from lone gunslinger to zombie hunter as he looks for a way to cure his family.

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Red Dead Redemption: Undead Nightmare Basic Tips

Zombie Slaughter for Beginners

Saving Towns

By the time you're riding away from Beecher's Hope at the start of Undead Nightmare, what we laughingly refer to as "civilization" has fallen apart. All the elements of the main campaign that have to do with society and its reaction to you simply aren't present in Undead Nightmare; you don't collect and don't need money, there's no point to Fame, and the game doesn't track your Honor. The consequences of your actions are either nonexistent or immediate.

Ammo Conservation

At the start of the game, you've got a slightly disloyal horse, a Cattleman Revolver, a double-barrelled shotgun, your lasso, a Bandolier, and a handful of bullets. Because of the undead apocalypse, no stores are open, which means you can't buy more ammo. At the start of the game, this is a serious problem, forcing you to pick your fights very carefully. By the time you've rescued a few towns and finished a few missions, you should have enough bullets that while you may not always be able to use your favorite weapon, you should always have enough ammo in stock to defend yourself from damn near anything.

Unless you go around deliberately picking fights with normal humans for some reason, you spend the entirety of Undead Nightmare fighting zombies: zombie humans, zombie wolves, zombie cougars, etc. These all have one thing in common, and that's a vulnerability to headshots. While shooting it anywhere else will eventually put an undead down, a hit to the brain drops it instantly.

When you're measuring one gun against another, accuracy and ammo capacity are thus much more desirable than power or rate of fire. Use Dead-Eye liberally to knock out undead with one bullet each, and if your meter's dry, use melee attacks to buy yourself some breathing room.

If you run into an undead with a gun equipped, but without aiming it, pushing the fire button will make John perform an execution, shooting a zombie point-blank in the head. This is your best option if you're at close quarters with a zombie, particularly if you're running a little low on Dead-Eye.

The Undead and You: A Guide

There are four kinds of human zombies in Undead Nightmare, which forces you to vary your tactics a bit. Any undead, as noted above, will die instantly if its head is destroyed, and shooting any undead in the legs will knock it over for a couple of seconds.



An undead that doesn't have a target is a slow-moving shambler, which you can easily pick off with any reasonably accurate weapon. Once it has a target, which is usually you, an undead runs straight towards it and attacks. Since most of the survivors in the game are up on rooftops or riding horses at a gallop, any undead you run into will probably be swarming you; you're their only viable target.



Normal undead have no special abilities to speak of. If they get close to you, they punch and scratch, and will rarely initiate a grapple. As you might expect, one zombie is kind of annoying, but fighting four or more can get a little dicey. If you're surrounded or cornered, they're very capable of beating you to death in seconds, so never hesitate to call your horse and run like hell.

Bolters begin showing up in Tall Trees, particularly as you get close to Cochinay, and are very common in New Austin and Mexico. Bolters are distinctly thinner than normal undead, and upon seeing John, drop to all fours and run straight at him. Because of their speed and weird posture, it can be difficult to get a clean headshot on a Bolter, and executions won't work because they're hunched over. On the plus side, Bolters seem to have

marginally less health than other zombies, so you can occasionally kill one with a single melee attack.



Bruisers are bigger than the other undead, and are initially slower. When they get close enough to John, a Bruiser puts its arms up and mounts a headlong charge. If they make contact, John goes flying a significant distance, which gives any nearby undead a few free hits while you're getting back up. You can very easily activate Dead-Eye and put a bullet in a Bruiser's head while it's charging, which stops it in its tracks. For extra style points, you can also drop it instantly with a very well-timed execution.



Retchers are rare in New Austin, but are all over the place in Mexico. They're covered in tumors that are glowing a sickly, radioactive green, and spit toxic waste at targets from a distance. Their aim is very poor at long range, but the real danger from a Retcher is that it explodes when it's killed. The explosion does significant damage to any undead in the area and will knock John over. Worse, a Retcher's explosion can go through walls and ceilings, and if a survivor takes damage from a Retcher explosion that you caused, the game treats it as though you shot the survivor directly. This instantly and permanently makes all survivors in that

town hostile towards you.

Undead that are wearing an ammo belt can be looted after their deaths for one to three randomly-determined bullets or, very rarely, a Fire Bottle or a stick of Dynamite. After you receive the Blunderbuss, you can loot any zombie to receive a random assortment of undead parts, which can be converted into rounds for the Blunderbuss at a 10:1 ratio. Any zombie you can loot shows up as a X icon on your minimap.

The undead plague has also converted all of the wildlife in the frontier states into undead. This includes the typical wolves, coyotes, cougars, bears, and boars, which are functionally identical to their counterparts in the main game with one notable exception: they will shrug off anything that isn't fire or a bullet to the head. You cannot skin undead animals, and looting them gives you a bunch of random body parts that do not appear to have an actual use. Goats, horses, and buffalo are also undead, but they aren't hostile and cannot be looted.

Zombie Slaughter for Beginners

Saving Towns

While no shops are open during Undead Nightmare, towns still provide a few useful services. Almost every town, fort, and village in New Elizabeth, New Austin, and Mexico is under constant attack from the undead, and you have the option of pitching in and saving the town.



Once a town's been cleaned out, you can loot ammo caches within the city limits, sleep in a bed, and use the town as a destination for fast travel. Even if you tend to play Marston as history's greatest monster, it's worth cleaning out as many towns as possible just so you can fast-travel between them. You also have to save a town before you can start any survivor missions located inside. (The exceptions are Fort Mercer and El Presidio, which will be safe havens throughout the game.)



When you enter a town that's under siege from the undead, a meter appears at the top of the screen. Depending on how big the town is or how infested it is, this meter comes with anywhere from three to eight lights above it, and filling the meter by killing undead will make the lights turn yellow. Once all the lights are lit, finish off any leftover undead to save the town. It will remain as a safe zone for several days, and if it's overrun again, you'll receive a message telling you so. Saving it again is just a question of returning to the town and fighting off the zombies inside it.

Every town has a small population of survivors who're already fighting off the undead when you get there, and they're always running low on ammo. If you can reach the survivors' leader, you have the option to give him five randomly chosen bullets, and arming the leader also lets you hand over five of the same kind of bullets to any other survivors in the area.

It's trivial to get to a point where you can afford to arm survivors. While you don't have a dependable way to resupply in *Undead Nightmare*, you get tons of ammo for any mission or challenge that you bother to complete. (Seriously, the only way you'll have any ammo problems at all in *Undead Nightmare* is if you spend the entire game riding in circles around New Elizabeth and never do anything other than shoot zombies in the legs.) Giving a survivor ammunition rapidly fills up the town's siege meter, and usually winds up being more efficient in the long run than going around and killing all the zombies yourself.

In the event that the survivors' leader dies before the town is saved (which only happens if you shoot him or a Retcher gets off several lucky shots), you won't be able to arm the remaining survivors. They'll elect a new leader for the next time the town's attacked, but you'll have to carry the mail for the next few minutes.

In exchange for saving a town, you'll receive some ammo and possibly a new weapon. With a couple of exceptions, which weapon you get for a specific town seems to be randomized. The following list of towns and their rewards, then, is a guideline and not an absolute certainty.

You will always receive Fire Bottles for cleansing Thieves' Landing; Dynamite for cleansing Gaptooth Breach; and a Rolling Block Rifle for cleansing the Pacific Union R.R. Camp.

New Elizabeth	
Blackwater	Carbine Repeater
Manzanita Post	Shotgun Ammo, Revolver Ammo
Cochinay	Bolt Action Rifle
Pacific Union R.R. Camp	Rolling Block Rifle
New Austin	
MacFarlane's Ranch	Winchester Repeater (via a survivor mission)
Armadillo	Revolver Ammo
Thieves' Landing	Fire Bottle
Rathskeller Fork	Shotgun Ammo, Revolver Ammo
Ridgewood Farm	Springfield Rifle
Twin Rocks	Volcanic Pistol
Riverview	Shotgun Ammo
Gaptooth Breach	Dynamite
Mexico	
Chuparosa	Schofield Revolver

Las Hermanas	Holy Water
Agave Viejo	Dynamite
El Matadero	Shotgun Ammo, Revolver Ammo
Torquemada	Pump-Action Shotgun
Tesoro Azul	Double-Action Revolver
Escalera	Buffalo Rifle (if done before completing Mother Superior Blues)
Nosalida	Henry Repeater

Red Dead Redemption: Undead Nightmare Walkthrough

Click on a section below to check out a full Walkthrough for each chapter of the Undead Nightmare.

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Love in the Time of Plague



Shoot Uncle, then hogtie Abigail and Jack to start the game.

The countryside is oddly deserted and will remain so until you reach Blackwater. Head over to the restaurant to talk to the Professor, then dispose of the ensuing zombies. Blackwater is now a free-fire zone, and you have limited ammo, so it's probably a good idea to whistle for your horse and just outrun any undead that show up.



Curious Tales From Blackwater



Head to the back street, towards the location labeled with U on your map, to receive a Torch. Head straight to the graveyard and incinerate the coffins, then take out the undead that rise from the ground. The safest way to cleanse the graveyard is to run back towards the road and kill the undead as they chase you; while the game will immediately tell you to return to the graveyard, staying outside is not actually a failure condition.



Once you've dealt with the first batch of zombies, Mordecai rises from his grave to finish the job. He's the first Bruiser you face, so watch out for his charge. Once he and all the other zombies are dead, you'll receive a Repeater Carbine.



Head back to Blackwater and help the survivors finish off the last few undead in town. Once everything's under control, loot the ammo caches if you need to, then go to the south end of town and speak with the two groups of survivors.

You now have two possible leads on the cause of the plague: Seth and Nigel West Dickens. Unfortunately, all bridges to Mexico have been blocked or destroyed, but you can explore New Elizabeth and New Austin at your leisure, saving towns, fighting undead, and getting killed out of nowhere by undead cougars. Good times.

Get Back in That Hole, Partner



When you reach the Old Bacchus House along New Austin's southern border, you'll find that Seth has adapted remarkably well to the impending apocalypse. He's not particularly helpful, but he does suggest that you cleanse three more graveyards. This will require you to travel most of the way across New Austin.

The three graveyards labeled on your map are Coot's Chapel near Armadillo, Odd Fellow's Rest near the Ridgewood Farm, and the church in the abandoned town of Tumbleweed. Like the graveyard in Blackwater, cleansing these requires you to incinerate the coffins scattered around each chapel with the Torch. You'll receive small amounts of ammo for each coffin you burn, and the local zombie population will wake up as you do so.

At Coot's Chapel, the "boss" undead isn't anything special, but there are a couple of Bruisers mixed into the population.



Odd Fellow's Rest has a couple of Bolters and Bruisers interred within it, and the boss, Pete Turner, is an ordinary undead.



Finally, the graveyard at Tumbleweed is the hardest to get to, mostly because the area around Gaptooth Ridge is some of the roughest country in the game. Undead animals and large mobs of zombies are everywhere, and Tumbleweed itself is some kind of infinite undead generator. Cleaning out the graveyard involves fighting several Bolters, a couple of Bruisers, a Retcher, and a bunch of normal undead led by the sharply-dressed Jimmy Saint.

Once all three graveyards have been cleansed, head back to Seth's house at the Old Bacchus Place. Following that moment of crippling terror, Seth points you towards Mexico.

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Cure For Most Of What Ails You



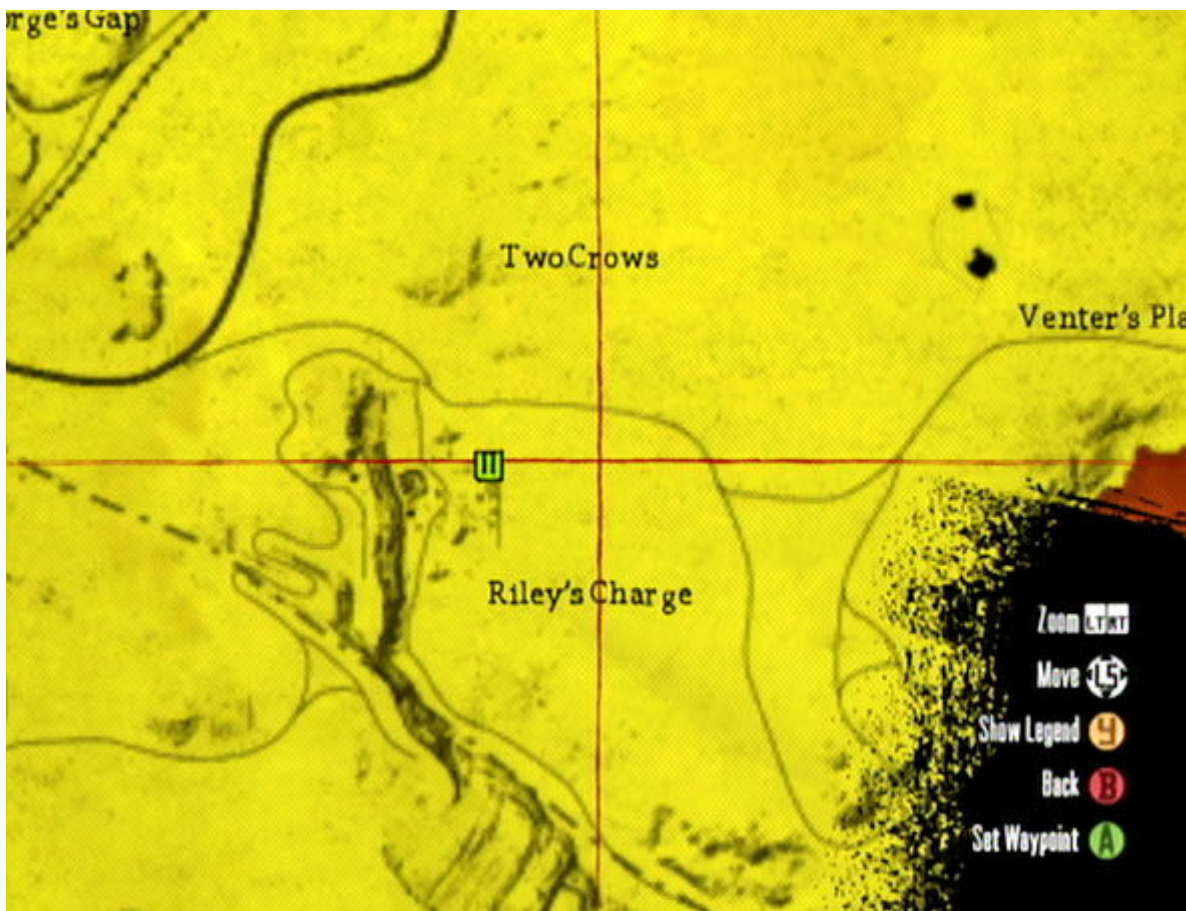
Nigel West Dickens is at Fort Mercer, where he's doing his usual thing. The product he's shilling turns out to be, contrary to his beliefs, Undead Bait. This "grenade" attracts all nearby undead to its point of impact for a surprisingly long period of time, and you'll receive five of them from Dickens in exchange for, well, not shooting him. To make more, combine one wild feverfew, which are easy to find in the fields north of Armadillo, and one prairie poppy, which grow like weeds in the hills just west of Blackwater.



Dickens is trying to cure the plague, and for that, he needs five Violet Snowdrops, which grow wild around Tall Trees in New Elizabeth, and five Desert Sage (note: not Red Sage), which grow near Gaptooth Ridge northwest of Fort Mercer. He also gives you three Survivalist Maps, although you aren't informed of this; upon use, a Survivalist Map vastly increases the distance at which you can see herbs on your minimap.

It's a good idea to go Snowdrop-hunting in Tall Trees while you're doing the Birth of the Conservation Movement mission, just for the sake of efficiency. The hills around Rathskeller Fork are probably the single best place for finding Desert Sage. Make sure to collect more of both than you technically need.

Your reward for gathering herbs from all over the tri-state area is the recipe for making Phosphorus Rounds. This is a short-lived buff rather than a new type of ammunition, and turns all of your bullets into incendiaries. Using it will use up one of any kind of Sage and one Violet Snowdrop, and it's very useful for getting one of the Undead Sharpshooter challenges.



Dickens's next mission for you is simpler: collect some parts from Nigel's Charge, near Fort Mercer. You don't seem to be able to pick up the parts at all if you're on the second Missing Souls mission, available at Fort Mercer, so you'll have to make two trips if that's the case. Fortunately, if you have no other pressing business in the area, the map will obligingly label the parts you need with a W icon once you get close.



Bring Nigel back the parts and he'll give you the Blunderbuss, a single-shot shotgun that you can reload with zombie parts. Ten zombie bits makes one Blunderbuss shell; one Blunderbuss shell makes a zombie or two into three yards' worth of blood and dirt. It's very slow to reload and you can't loot a smear of plasma, but at least the ammo's easy to come by.

If you want a way into Mexico, and you do, head a short distance south and talk to Nigel at Solomon's Folly.

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American Imperialism



Head to the Scratching Post, which is pretty easy to reach just by following the train tracks. You can either pick a fight with the Army deserters or help them fight off the undead, at which point they'll happily give up an Army uniform for you. Marston will automatically change into it.



Head back to Benedict Point via the train tracks to catch up with the U.S. Army. Take out the undead trying to climb onto the train with the soldiers, and you'll automatically climb aboard the train.



The ride to Mexico is short but frantic. Your main worry is avoiding fire from the Retchers along the sides of the tracks, but you're moving fast enough that you shouldn't have too much trouble with that. At the end of the line, though, you're forced to disembark and take out a horde of mixed undead with limited and soon nonexistent support from your "comrades" in the Army. Dispose of them, then release the train's brakes to destroy the barricade.

Mexico isn't quite as immediately lethal as New Austin could be, but the villages require considerably more saving; Chuparosa and Escalera in particular are nearly overrun.

You've got a long haul from the Frontera Bridge to your next stop in Las Hermanas. Your easiest way there is to simply follow the train track, which will get you there with a minimum of encountered undead, although it will take you through Chuparosa.

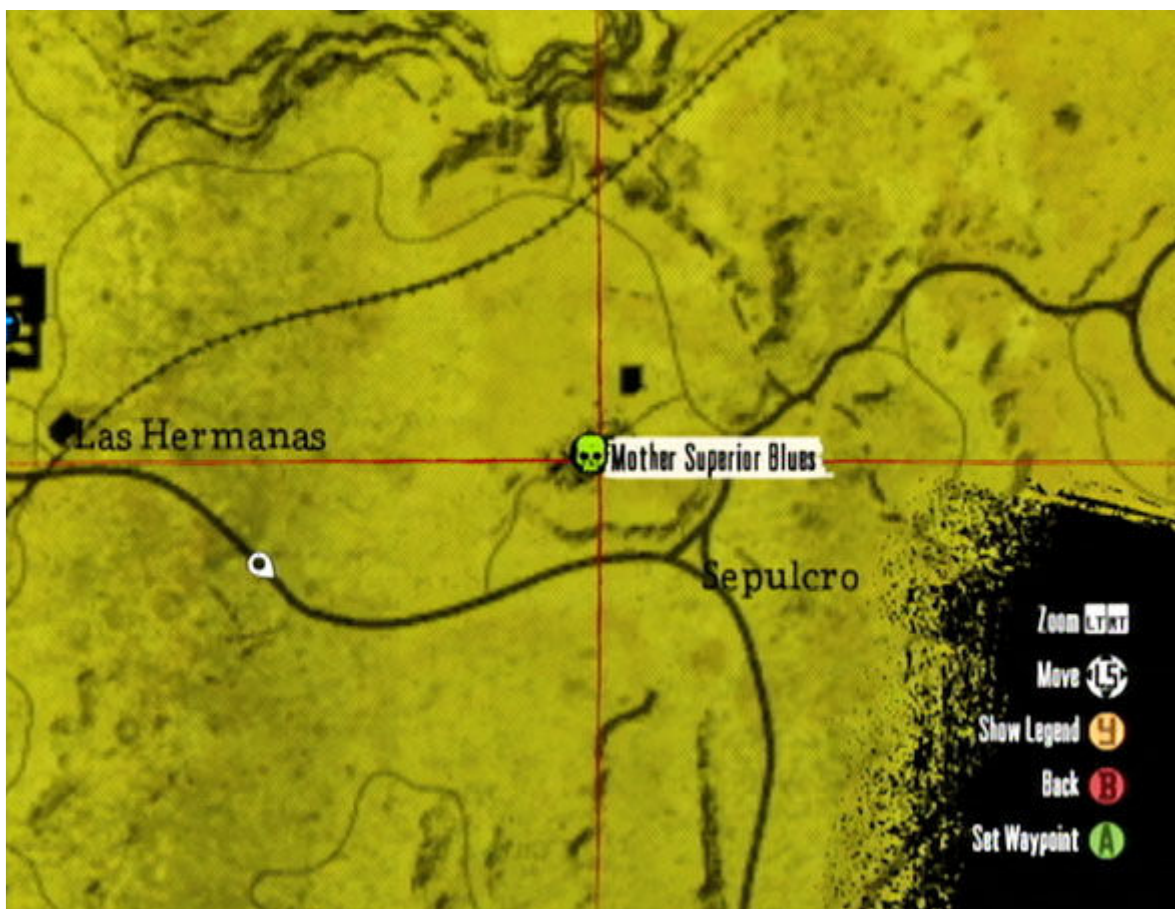
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Mother Superior Blues

Once you've made it to Las Hermanas, save the town at the Mother Superior's request. There are a lot of undead in Las Hermanas, so your first stop should be the survivors' leader. Pass out rifle ammo to as many survivors as you can conveniently reach. In these tight quarters, you're better off doing as little of your own fighting as you can get away with.



Return to the Mother Superior outside Las Hermanas, and she'll request that you bring her a normal undead. It shouldn't be hard to find one wandering around in the countryside nearby, so hogtie it and bring it into Las Hermanas's front hall. She'll give you five bottles of Holy Water.



Proceed to Sepulcro's graveyard and clean it out with your Torch. This is one of the longer fights in the game, made a bit more complicated by the graveyard's compact layout. Your safest bet is to counter each wave by running just outside of the graveyard and letting its main footpaths funnel the undead towards you.



When you reach Reyes's mansion, fight your way up the stairs into his dining room, and shoot Reyes.

Red Dead Redemption: Undead Nightmare Survivor Missions & Challenges

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On A Pale Horse



Don't worry about the girl. She is, for all intents and purposes, invincible.





With her in tow, proceed downstairs from Reyes's dining room to the entrance to the Aztec catacombs. There's a new breed of undead inside, but they're basically the same as the normal kind. They are faster, though, and slightly harder to draw a bead on.



Make your way through the catacombs, exterminating the undead that pop out of the floor and crawl out of the walls. You need to make sure that every zombie in the tunnels is dead before you reach the burial chamber, which is made easier by the semi-auto shotgun that's lying on a crate along the side of the path.



Once you reach the burial chamber, use the columns inside to dodge and weave. You're in a relatively small space with a bunch of undead, including several Retchers, so keep your distance and play it safe. Dispatching these last few waves of undead clears the main storyline of Undead Nightmare, unlocking free-roam mode and the All's Right in the World achievement/trophy.

Red Dead Redemption: Undead Nightmare Survivor Missions & Challenges

Survivor Missions

These unique missions are unlocked as you progress through the main story, and appear on your map once they become available. You do not need to complete them to finish Undead Nightmare's main game.

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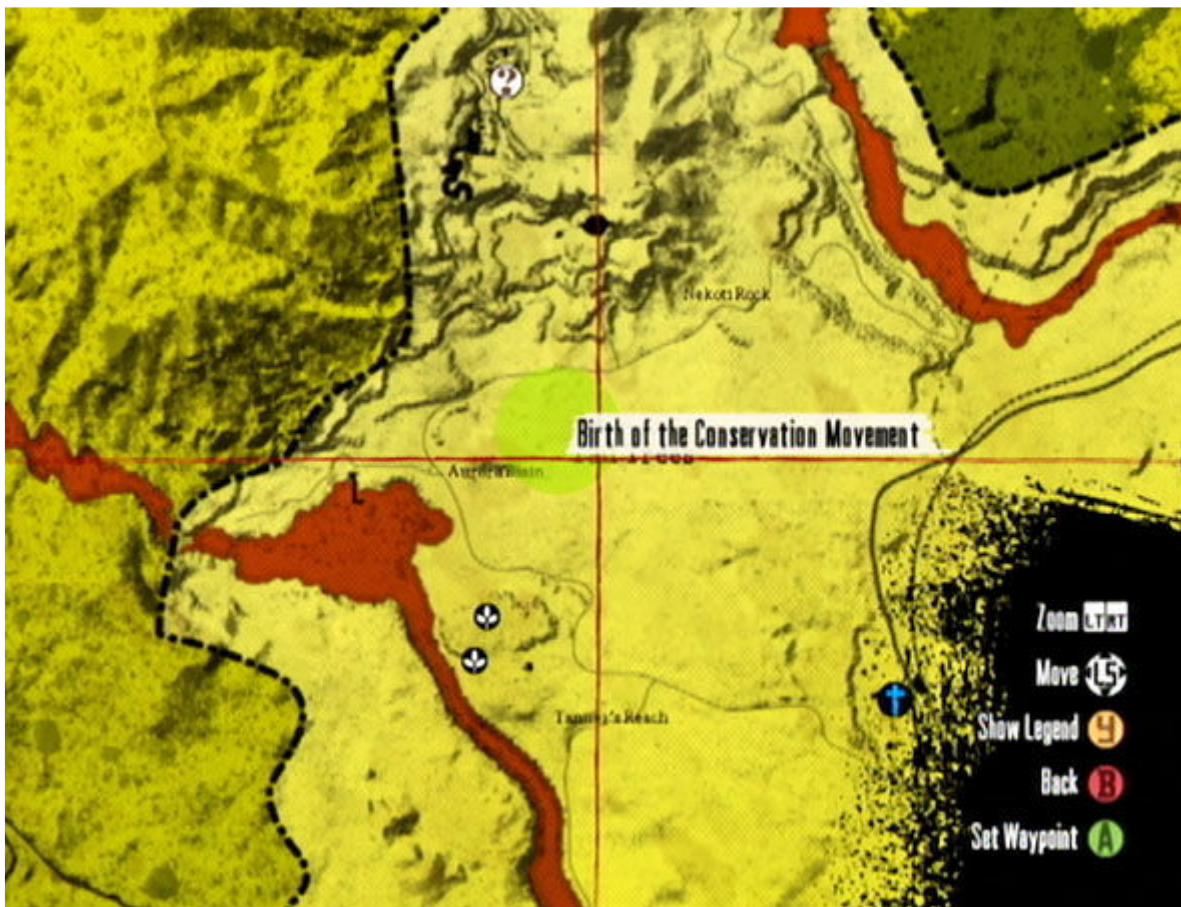
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Birth of the Conservation Movement



This mission becomes available once you've cleared Blackwater and spoken to the survivors there. To begin it, head to Manzanita Post and go north, following the path to go around to Tanner's Ranch. Tall Trees in general is a deathtrap in Undead Nightmare, so it might not be a bad idea to put this mission off until you've got a large amount of ammo and you've tamed one of the Horses of the Apocalypse.

The hermit at Tanner's Ranch provides you with your mission: hunt down and kill six Sasquatches, who live along the trail that leads up the mountain to Cochinay. Follow the trail, being wary of near-constant ambushes from undead, and stock up on Violet Snowdrops while you're here.



When you get close to a Sasquatch, its patrol area is labeled on your minimap in blue. At a distance, they can be easy to mistake for a zombie in dark clothing, but when you get close, they turn around and run away from you. Hunt them down one at a time as you make your way up the mountain.

The sixth Sasquatch is sitting by the side of the river on the far side of New Elizabeth's northern border. You can either shoot him or let him live as you see fit; either way, you've completed this mission. Your reward, aside from a disquieting awareness of your own monstrosity, is a step towards completing the Undead Hunter outfit.

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Filth and Other Entertainment



Once you save Riverview, you can find McKenna in the tents on the south side of town, and he's looking to make a new movie. He wants you to bring him a hogtied Retcher so he can make motion picture history.



There's no real reward for this mission, except that it's a requirement for unlocking the Undead Hunter outfit. In order to successfully hogtie a Retcher and bring it back to McKenna, you have to run into one as part of a random encounter. If you try to grab a Retcher from a predetermined encounter, like Gaptooth Breach, it'll explode on its own the moment the town's saved. You also can't fast-travel with a hogtied undead; the undead will simply not be on your horse when you arrive at your destination.

The best place to find a Retcher in New Austin is on the cliffs north of Tumbleweed, mostly because an encountered Retcher will only have a couple of normal undead or Bolters with it. There are always a few in Jorge's Gap, which is a twenty-four-seven zombie mosh pit, but the sheer volume of undead in there is a complicating factor.

To complete the mission, simply bring the Retcher to McKenna, then relax in the warm glow of schadenfreude.

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Survivor Missions

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Dinner for Two

After you've saved Armadillo, go visit the Marshal. He's lost track of Eli and Jonah, and wants you to go find them for him. He loans you a Sawed-Off Shotgun to defend yourself with.



Stop by Herbert Moon's general store to reacquaint yourself, then head over to the horse pen on the north side of Armadillo. Shoot Jonah and Eli before they eat you, then return to the marshal's office. He'll let you keep the shotgun as a reward.

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Paternal Pride



After you cleanse the undead from MacFarlane's Ranch, go talk to Bonnie at the main house. She'll send you to find her father in the barn, but the main doors are locked.



Climb the ladder on the windmill and use it to reach the barn's roof, then go in through the hayloft. Take out the four undead at the ground level, then climb down the ladders to find a Winchester Repeater, ten Repeater Ammo, and, perhaps more relevantly, Drew MacFarlane. Put him out of his misery and report back to Bonnie to complete the mission. She's too distraught to ask you to return the Winchester.



Survivor Missions

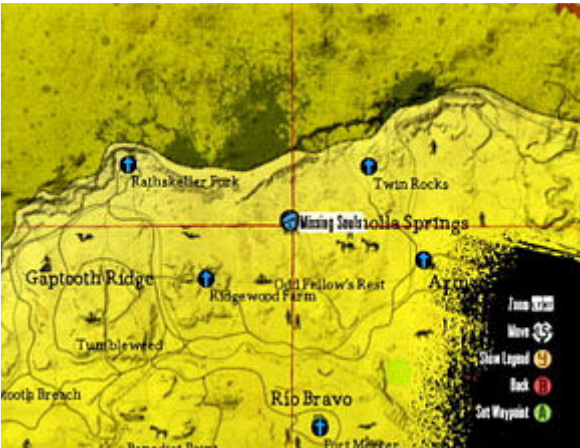
Challenges

Biographies and Lies

Rickets is hanging out at Casa Madrugada in eastern Mexico, and you can go meet up with him after you've cleaned Sepulcro's graveyard.

After you've talked to him, go do something else for a while, such as foraging for herbs to make more Zombie Bait. Return and give Rickets two Dynamite and two Zombie Bait. He will reward you with his own brand of artistic flair, teaching you how to manufacture Boom Bait. It's pretty much exactly what you think it is.

Missing Souls



This is a series of sixteen "bounty" missions that are unlocked after you bring Nigel West Dickens the herbs he's looking for. Marston will notice a wanted poster being nailed up on the wall in Fort Mercer. Take down the poster, and the current location of a given missing person will be marked on your map.

The first missing person is also the only one with a unique reward. Millicent Waterbury is holed up at the Pleasance House, north of Odd Fellow's Rest. Bring her back to Fort Mercer, and her grateful family will reward you with a Semi-Auto Pistol. Rescuing Millicent is also one of the conditions for unlocking the Undead Hunter outfit.

Future Missing Souls missions are straightforward enough. Go to the location indicated on your map, keep the missing person alive, and give them a ride back to Fort Mercer. When you reach El Presidio in Mexico, there are six more Missing Souls missions.

The central complication with each Missing Soul is that when you get back to the fort, the undead will be laying siege to it. If you don't want zombies to eat your rescuee, you should pick the undead off from a safe distance before dropping the missing person off at the fort's main gate.

The Doctor



One of the possible random encounters in Undead Nightmare is a slightly creepy but well-meaning doctor, who's set up camp in the middle of nowhere and who's looking for a cure to the plague. In exchange for your services, he's willing to pay you ammunition, with a healthy amount of it delivered up front. You receive 7-10 randomly determined bullets for accepting the doctor's mission, and roughly twice that many for completing it.

The only problem with the doctor's missions is that they usually involve finding an undead or two, which means you're at the mercy of the random encounter table. It's not unusual to be stuck wandering the countryside by the doctor's camp for twenty minutes waiting for the game to cough up a few zombies.

The doctor will have a different request every time you run into him, and if you fail his mission on one attempt, he'll simply repeat that request on your next encounter.



- Request #1: Hogtie an undead and bring it back to him.
- Request #2: Hogtie two undead and bring them back to him one at a time.
- Request #3: Bring him 60 Undead Parts, which can be looted from the zombies he just shot dead.
- Request #4: Bring him Undead Parts in exchange for ammunition. He will simply take all the undead parts you've got in your inventory and give you a roughly commensurate amount of bullets.



Survivor Missions

Challenges

Undead Sharpshooter

Undead Hunter

Undead Treasure Hunter

Undead Sharpshooter

RANK 1 | Kill 5 undead in 10 seconds using a gun.

REWARD | Dead Eye item (Chewing Tobacco)

The earliest you can pull this off is while you're saving Blackwater at the start of the game. If you don't get it

then for whatever reason, you're likely to get it without trying at some point later on, when the zombies start to swarm.

RANK 1 | Kill 5 undead in 10 seconds using a gun.

REWARD | Dead Eye item (Chewing Tobacco)

The earliest you can pull this off is while you're saving Blackwater at the start of the game. If you don't get it then for whatever reason, you're likely to get it without trying at some point later on, when the zombies start to swarm.

RANK 2 | Headshot 10 undead in a row.

REWARD | Ammo (Repeater Ammo x30, Revolver Ammo x30, Shotgun Ammo x30) + Dead Eye item (Moonshine)

Find a town that's overrun and calmly knock a few of the undead down with Dead Eye. Thieves' Landing is good for this, as you can use the bridge across the river in the middle of town as a natural bottleneck and just blow zombie heads open all day.

RANK 3 | Kill 5 flaming undead in 1 Dead-Eye meter.

REWARD | Ammo (Repeater Ammo x30, Revolver Ammo x30, Shotgun Ammo x30)



Once you get Zombie Bait from Nigel West Dickens in Fort Mercer, use it to drag a number of undead into a single location. I like to go after the undead outside Fort Mercer, but Jorge's Gap is a popular choice.

Once you've got them gathered up, pop some Phosphorus Rounds (one Violet Snowdrop and one Desert/Red Sage), then paint all five targets in Dead-Eye and knock them all down at once.

You can pull off this challenge with Zombie Bait and a Fire Bottle, as the challenge text suggests, but there's no way to reliably resupply yourself with Fire Bottles and the challenge is just glitchy enough to make this approach frustrating. Using Phosphorus Rounds is nearly guaranteed.

RANK 4 | Kill one of each of the 4 undead types in 1 Dead-Eye meter.

REWARD | Holy Water (or ammo)

The best places to do this are the southern gate of El Presidio and Jorge’s Gap. In either location, you’re likely to find enough undead milling around that you’re likely to see all four kinds there by virtue of sheer probability.

RANK 5 Get 5 undead sniper kills in 8 seconds without using Dead-Eye.
REWARD Carcano Rifle, Mauser Pistol

If you’re not a particularly good shot with a sniper rifle, that’s not really your fault; the Rolling Block Rifle is kind of awful. Fortunately, you can cheat a bit by using executions. Just find someplace with a large number of normal undead, equip the Rolling Block Rifle, and execute as many undead as you can.

		Survivor Missions	Challenges	
		Undead Sharpshooter	Undead Hunter	Undead Treasure Hunter

Undead Hunter

RANK 1 Kill 100 fresh undead & 25 Bolters.
REWARD Ammo (Revolver Ammo x30, Repeater Ammo x30, Sniper Rifle Ammo x30, Shotgun Ammo x30)

Bolters are on the rare side in New Elizabeth, but by the time you reach western New Austin, they’re as common as muck.

RANK 2 Kill 25 Bruisers and 15 Retchers.
REWARD Ammo (Repeater Ammo x30, Revolver Ammo x30, Shotgun Ammo x30, Sniper Rifle Ammo x30, Blunderbuss Ammo x30)

If you don’t have this by the time you reach Mexico, you will soon enough.

RANK 3 Use a single explosion of a Retcher to kill 2 other undead.
REWARD Ammo (Repeater Ammo x30, Revolver Ammo x30, Shotgun Ammo x30, Sniper Rifle Ammo x30, Blunderbuss Ammo x30)

Retchers go from a rare and unfortunate event in New Austin to an omnipresent menace in any town in Mexico. It’s possible to accomplish this challenge without even trying particularly hard in Escalera, Tesoro Azul, or outside the gates of El Presidio.

RANK 4 Kill 2 undead bears, 5 undead wolves, and 3 undead cougars using a torch.
REWARD Ammo



Killing wolves with a torch isn't that big of a deal. Hit them a couple of times, and if they don't immediately run off, they'll probably fall over dead while they're circling around you.

Killing anything else with the torch is difficult. The only real way to do it is to find and break Pestilence, one of the Horses of the Apocalypse, and take it with you as you ride around Tall Trees. All three animals show up in the mountains around Cochinay, and while you're riding Pestilence, you're effectively immune to their attacks.

Another complicating factor is that many animals, once you manage to catch them on fire, will run away to lick their wounds and never come back. With bears or cougars, you might want to put a couple of pistol rounds into them before they're in melee range, just to make sure that you can finish them off with your torch.

RANK 5 | Track down and kill a Chupacabra.

REWARD | Legendary rank

Once you're on this challenge, get over to eastern Mexico near Torquemada and go exploring. The Chupacabra should eventually spawn there. There are reports that killing goats may make it appear.

Four Horses of the Apocalypse



For the first three ranks, find and tame, well, three of the Four Horses of the Apocalypse. War and Pestilence can show up anywhere in New Elizabeth or New Austin, while Famine seems to show up most frequently in central Mexico.

The fourth Horse of the Apocalypse, Death, is automatically given to you when you complete Undead Nightmare. If you'd prefer to get it before that point, Death becomes an option on the random encounter table once you've found and broken the other three Horses, and can be found just about anywhere.

For Rank 5, track down and break the Unicorn. It is most frequently seen in eastern Mexico, east of Torquemada, once you've found and killed the Chupacabra.

		Survivor Missions	Challenges	
	Undead Sharpshooter	Undead Hunter	Undead Treasure Hunter	

Undead Treasure Hunter



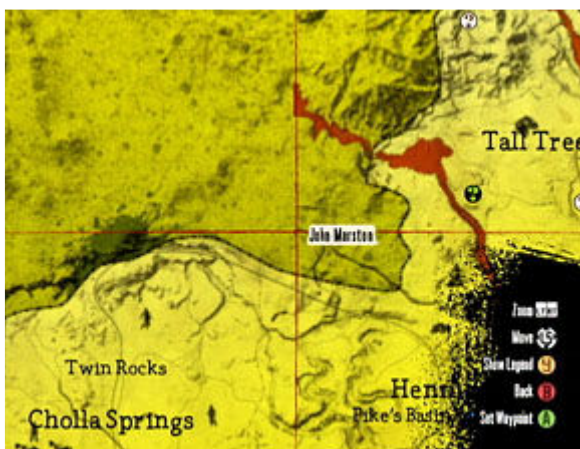
This is a bit of a frustrating challenge, because it begins as a random encounter. Somewhere along the road, you may run into a cannibal who's made camp for the night, possibly with his late undead wife. You can find some ammo and a Treasure Map inside a wooden chest at his campsite, although he'll attack you when you open it.



The first Treasure Map you find points you towards the rank 1 stash, and you'll find another map in each subsequent cache that points you towards the next challenge. If you run into another cannibal and find another Treasure Map, it's effectively redundant.

RANK 1

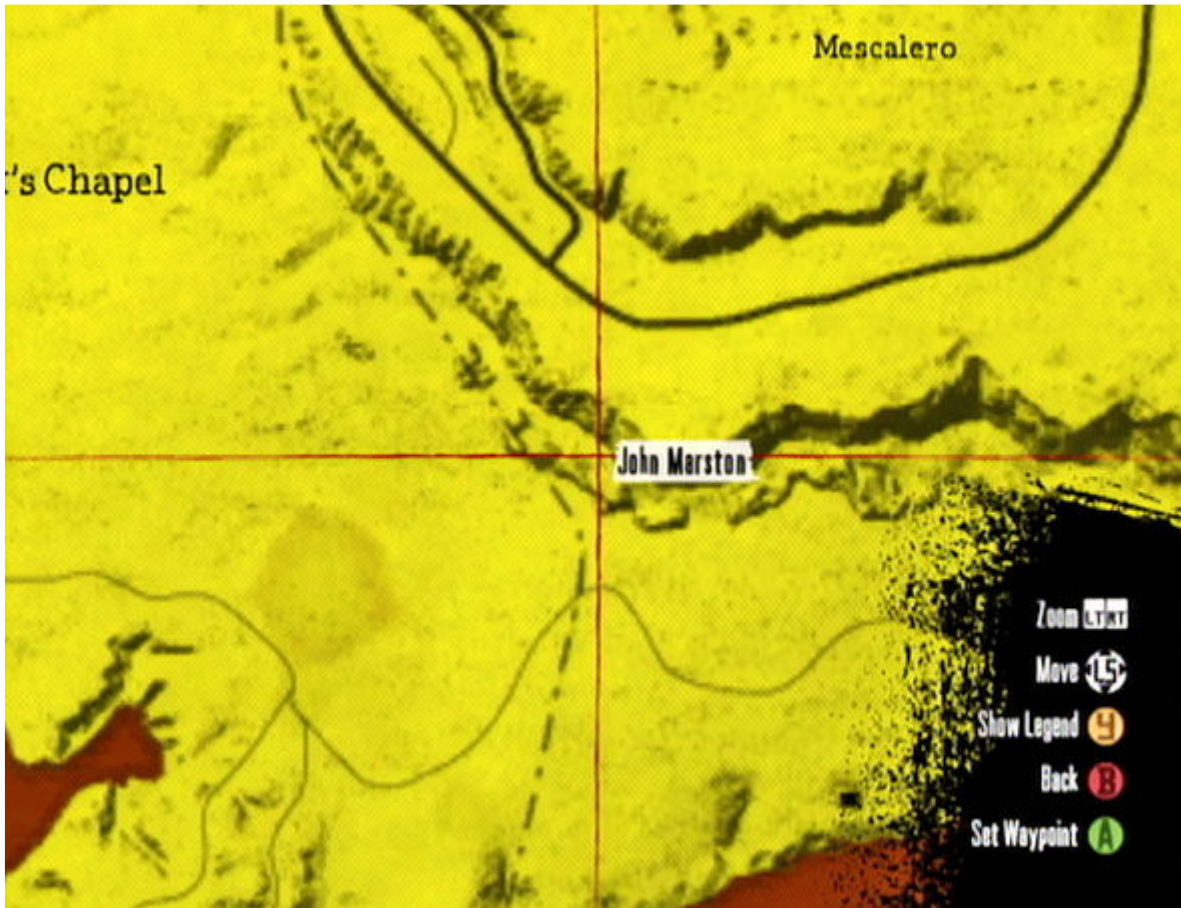
REWARD | Rifle Ammo x30, Revolver Ammo x30, Shotgun Ammo x30, Sniper Rifle Ammo x30, Treasure Map



There's a railroad interchange north-northeast of MacFarlane's Ranch. From that interchange, go northeast until you hit a sheer cliff, then work your way along it to the west. It eventually gives way to a dead-end passage just past New Austin's northern border with a suspicious pile of bricks at the end.

RANK 2

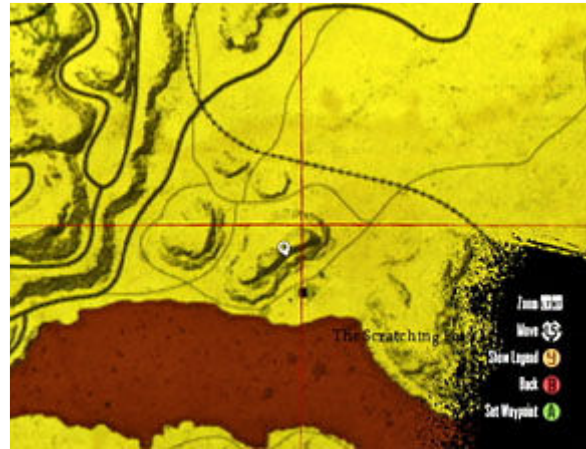
REWARD | Repeater Ammo x30, Revolver Ammo x30, Shotgun Ammo x30, Sniper Rifle Ammo x30, Treasure Map



The treasure map from the first chest shows you two houses that turn out to be the ones at Venter's Ranch, north of Lake Don Julio. Head east from the ranch and follow the road up until it curves towards the nearby cliffs. Another suspicious pile of rocks can be found at the base of the cliffs, containing the second treasure.

RANK 3

REWARD | Repeater Ammo x30, Revolver Ammo x30, Shotgun Ammo x30, Sniper Rifle Ammo x30, Treasure Map



Once you figure out the map, this is relatively easy to find. There are two large stone mesas that overlook the Scratching Post, south of Gaptooth Breach. The treasure can be found between them.

The only complicating factor is that every time I've gone to the Scratching Post in Undead Nightmare, it looked like the video for "Thriller." It's slightly easier to do this when you're there to get the Army Uniform, since the deserters will help you clear the area out.

RANK 4

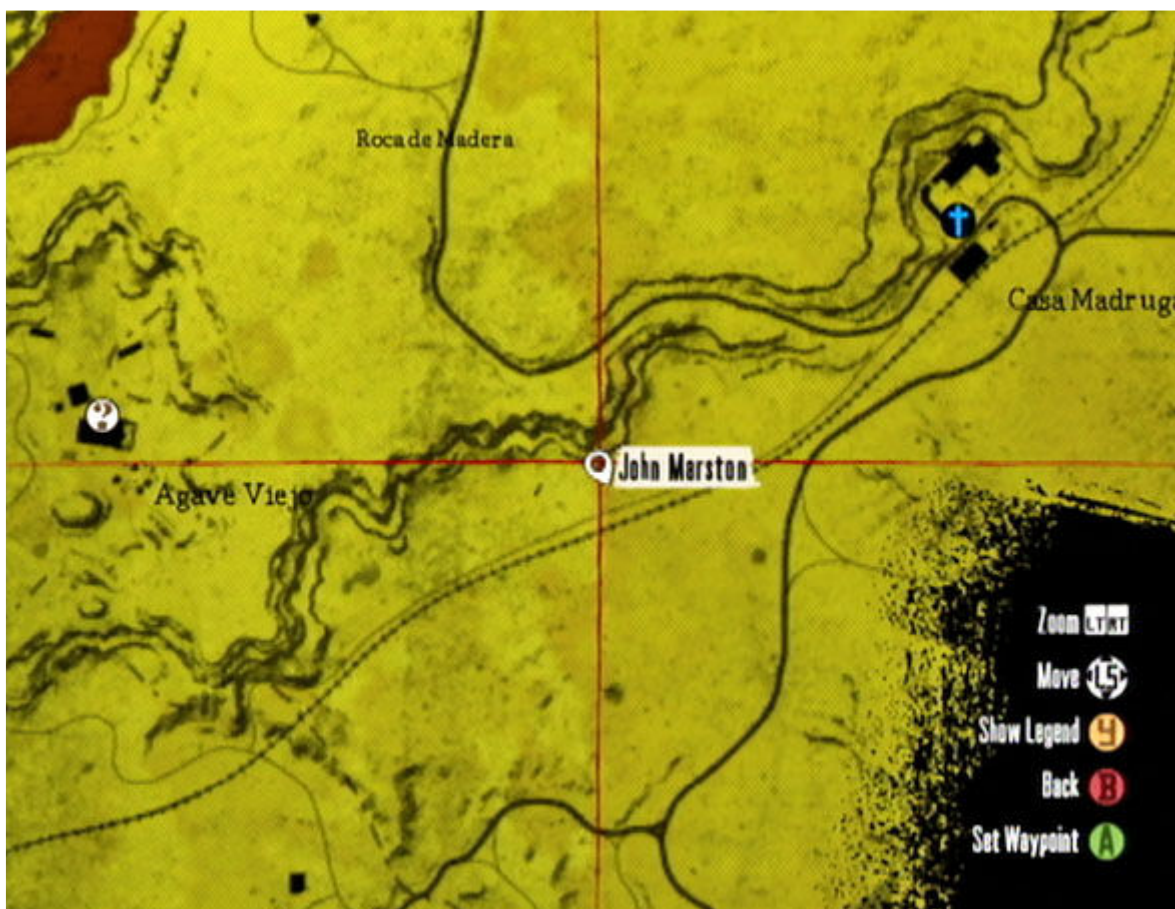
REWARD | Repeater Ammo x30, Revolver Ammo x30, Shotgun Ammo x30, Sniper Rifle Ammo x30, Blunderbuss Ammo x20



The map shows one of the nun statues in the graveyard at Sepulcro. The statue you want is on the graveyard's north side. Starting there, go south and cross the road to find a path lined with palm trees. You should pass between two trees, then find the treasure hidden in the center of a trio of trees.

RANK 5

REWARD | Legendary rank



Starting at Casa Madruga, head east along the road until it forks, then follow the smaller path down to the base of the nearby cliffs. The point on the map in the screenshot shows where the treasure is, but to get there at all, you need to go slightly further west down the cliff face, then ride a horse at full speed up the sandy incline. Once you're up on the ledge, head east to the treasure.

Red Dead Redemption: Undead Nightmare Mythical Creatures & Secrets

Mythical Creatures

Unlockable Outfits

Despite the label, mythical creatures in Undead Nightmare have a weird habit of existing. You can find them by exploring the wilderness, where they have a chance of spawning like any other randomly-generated encounter.

When a mythical creature pops up in your vicinity, it's labeled with a large blue area on your minimap. This area vanishes if the creature leaves it, like if you chase it for a while, or if you lose track of it and it despawns.

A mythical creature does not prevent undead from spawning nearby, so if you're already running from a cougar or something, you may have to let a mythical creature go for now. They appear with reasonable frequency, so don't feel as though they're a one-time-only deal.

The Four Horses of the Apocalypse



You can run into War and Pestilence very early in the game, as far north as Tall Trees. Famine only spawns in Mexico, generally in the neighborhood of Nuevo Paraiso. Once you've found and broken the other three horses, Death reportedly has a chance to appear anywhere in the game; you'll also receive Death automatically for completing On A Pale Horse, so you'll have him to ride around during the post-game free-roam mode if you didn't get him already.

You can rope and break the Horses of the Apocalypse like any other horse, although they're faster and more aggressive than a normal horse would be. War is constantly on fire, and ignites any undead or human you run over, while Pestilence is nearly impossible to kill. (That's not the same as impossible, though. High explosives or long falls will kill Pestilence like any other horse. On the other hand, a cougar can gnaw on Pestilence all damn day and won't really do much damage.) Death automatically "headshots" anything you run down, causing their heads to explode.

What does Famine get? Nothing. It's a horse. Go home.

All Horses of the Apocalypse also have infinite stamina, and do not react when attacked. This makes them great for exploring the wilderness, since an undead cougar won't be able to carve them out from underneath you.

Once you break all four Horses, you'll receive Death's deed and a challenge to run down and explode one of each type of undead—normal, Bolter, Bruiser, and Retcher—while riding Death. Complete it, which pretty much involves riding straight through Jorge's Gap, and you'll receive the deeds to the other three Horses.

Sasquatch

This is more or less a gimme. You're asked to track down and shoot five Sasquatches as part of the Birth of the Conservation Movement survivor mission, which pops up in Tall Trees once you've saved Blackwater at the start of the game.

Chupacabra

The Chupacabra only spawns if you're on the rank 5 Undead Hunter challenge. It appears to be native to eastern Mexico, and frequently shows up around Torquemada.

Unicorn

Once you find and break all four Horses of the Apocalypse and kill the Chupacabra, the Unicorn has a chance of appearing in the same area as the Chupacabra. Unlike other mythical creatures, you will not receive an announcement that the Unicorn has appeared. You just have to follow the rainbow.

[Mythical Creatures](#)

[Unlockable Outfits](#)

There are two secret outfits in Undead Nightmare that you specifically have to unlock. You can get both of them before the end of the game, although it takes a bit of work.

How to Unlock the Undead Hunter Outfit

The Undead Hunter outfit is unlocked by completing a series of five missions.

- Complete Birth of the Conservation Movement.
- Complete Filth and Other Entertainment.
- Rescue a missing person and bring her back to Fort Mercer. You unlock the Missing Souls bounty missions by bringing Nigel West Dickens the herbs he's looking for.
- Rescue a missing person and bring him back to El Presidio.
- Find and break the Unicorn, as above.

How to Unlock the Legend of the Apocalypse Outfit

The Legend of the Apocalypse outfit is unlocked by getting Legendary rank in all four Undead Challenges, which will require you to play up to the point where Mexico has been unlocked.

Red Dead Redemption: Undead Nightmare Achievements / Trophies

This section lists all the Achievements in the game, along with potential Gamerscore/Trophy value, and what you need to do to earn them. We list them alphabetically -- click on an Achievement/Trophy to expand it and

view details or make a tip submission.

All's Right With the World	25G / BRONZE	↓
Complete On A Pale Horse.		
Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!		
Chupathingy	10G / BRONZE	↓
Find and kill a chupacabra.		
Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!		
Fan Service	10G / BRONZE	↓
Find and break a unicorn.		
Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!		
Judge A Man By The...	30G / BRONZE	↓
Complete Cure For Most of What Ails You and Get Back In That Hole, Partner.		
Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!		
Kingpin (Multiplayer)	10G / BRONZE	↓
Fight off eight unique players during Land Grab in Multiplayer Free Roam.		
Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!		
Mad Marston: The Trail Warrior	10G / BRONZE	↓
Attain Rank 5 in all Undead Nightmare Challenges.		

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

Six Years in The Making

10G / BRONZE ↓

Find and kill a sasquatch.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

Smoke that Skinwagon (Multiplayer)

10G / BRONZE ↓

Make it to wave 15 in Undead Overrun.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

Spinning Plates

25G / BRONZE ↓

Have every territory saved at the same time during the Undead Nightmare.

IGN GUIDES SAYS...

You get this Achievement when every town in the game is a safe area at the same time. One complicating factor is that Escadara does not count as a savable town during A Civilized Man.

The Downward Spiral

10G / BRONZE ↓

Complete Curious Tales from Blackwater.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

The Superior Dance

10G / BRONZE ↓

Complete Mother Superior Blues.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

Zed's Dead, Baby

40G / BRONZE ↓

Attain 100% completion for Undead Nightmare.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

