

Zombie Rules

Staggering

Zombies always move 2D6" in a straight line towards the nearest enemy, including hidden models (the Zombies can sniff them out). Zombies always move 2D6 inches and should this move allow a Zombie to engage a model in close combat, then the Zombie counts as charging. Zombies are permitted to move around other Zombies in order to engage a model in combat and surround him. As there is no Zombie player, players simply take turns moving one Zombie each until all Zombies have moved. There is a Zombie turn between each player turn! Zombies can move in water with 1D6 if they accidentally fell into it.

Braindead

Zombies ignore pinning, ignore flesh wounds, and count as passing any leadership results they are called upon to take.

Dumb

There's no hand-eye coordination for Zombies. They cannot climb walls. They have a pitiful time doing anything involving complex, and thus when going up ladders, running and the like are exceptionally difficult. When climbing a ladder roll the movement dice and pick the lowest one. If they do not reach the top of the ladder, then they fall off again. Zombies cannot jump. Instead they will fall off of the ledge automatically, ending their turn immediately.

Endless Horde

Undead scenarios represent a last stand against an endless horde of Zombies. Any Zombie taken down or out of action is immediately removed from the board and replaced within 6" of any board edge (chosen by the player responsible for the Zombie's removal).

Fresh Flesh

Should a model taken out of action by a plague Zombie survive the battle, then there is still a chance he comes down with the disease. After all serious injuries have been resolved; roll a D6 for the model taken OOA by a Zombie.

4 – 6	Braaaains! The model is now infected. Roll a D6: on a roll 4-6 the new Zombie wanders off to stumble around the hive with other Zombies or what have you. On a roll of 1-3 the new Zombie attacks! Immediately resolve a combat between a random gang member and the new Zombie. The Zombie shuffles off never to be seen again should he take his opponent OOA.
3	Not me! The infected ganger shoots himself in the head, suffering a fatal injury and dies.
1 – 2	Mild Symptoms. The victim feels ill and misses the next game.

Against the Zombies

Some weapons work differently on zombies than on living targets.

Flamers, Hot Shot shotgun rounds, Fire Bombs, Exterminators and Hand Flamers

If a zombie is wounded by a weapon that uses a flame template then roll a D6. On the roll of a 4 or more the Zombie catches fire and takes an additional wound. Roll again in the next turn. Continue this until a 3 or less is rolled or until the zombie dies. This has no effect on Red Zombies.

Needle Rifle/Pistol and High Impact weapons

These weapons cause a head shot on a roll of 5 or 6 when rolling on the Injury Table and counts as Out Of Action.

Collective Fear

A veteran Zombie fighter is unlikely to be scared of one Zombie but when charged by 3 or 4 will not be so confident. If the total WS of a group of Zombies in a base-to-base combat is greater than that of their opponents then the Zombies cause fear for that combat phase.

Zombie Profiles

Zombie

(value: 50 Credits)

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	4	1	1	1	5

Zombies are assumed to be armed with teeth, claws, etc... This counts as a single knife.

Zombie Animal

Animals are not immune to the effects of zombification and will attack in a similar manner to human zombies, except they attack faster and can smell the living from further away. This profile represents zombie dogs, sheep, cows and any other medium sized four legged zombie.

Maximum 25% of a Zombie pack can be made up of Zombie Animals.

M	WS	BS	S	T	W	I	A	Ld
4D6	2	0	4	4	1	2	2	5

Zombies Animals are assumed to be armed with teeth, claws, etc... This counts as a single knife.

Zombie Abomination

M	WS	BS	S	T	W	I	A	Ld
3D6	5	0	5	4	5	5	4	5

If a world is left to its own devices for too long it can slip into dark and evil practices. This includes the heretical art of Genetic Engineering. Sometimes a scientist will decide to create a super being that will be greater than all others. By exposing normal creatures to 'controlled' bursts of chaos energy and radiation the creature is mutated so that it is stronger and more powerful than others of this kind. Some stop at this point and all is well. But many continue on with their experiments. At this point both the creature and creator are completely insane from over exposure to radiation and dark power. Eventually the creature mutates too much and dies from its genetic changes. On Sepulchre this was timed with the start of the Zombie Plague. Mutated Abominations that should have stayed buried rose again to feed on the living. Ugly and strong beyond mortal boundaries they roam the genetics labs of their creation hunting those who enter their lairs. Unlike most zombies they are agile and nimble rather than lumbering and slow. This makes them dangerous to face as they slither forward as a solid mass of chitin, claws and pure evil.

Unnatural Armour

The Abomination has a 3+ Save.

The Horror

Zombie Abominations cause terror.