

•ZOMBIES•

Zombies are the walking dead and are commonly known throughout the Old World. These rules are an expansion on the existing Zombie rules.

	Zombie
Wounds	5
Move	4
Weapon Skill	2
Ballistic Skill	-
Strength	3
Toughness	3
Armour	-
Initiative	1
Attacks	1
Damage	1D6
Gold	60

Zombie
Fear 3.

When a new Zombie is placed on the board roll 1D6 on the following table. You may choose to do this for each Zombie separately or for the entire group.

- 1 The Zombie is especially fat and bloated with maggots spilling from a split in his belly. He has +2 Starting Wounds and +1 Strength.
- 2 Not freshly dead, this Zombie reeks of a strong decay and a pungent stench fills the air around him. Any Warrior adjacent to the Zombie must roll 1D6 at the start of each turn. On a 1-2 they suffer -1 To Hit from nausea for the remainder for the turn.
- 3 Rusted plates hang from this Zombies body, obviously the walking corpse of a knight long

since vanquished. His deteriorated plate armour gives him +1 Armour.

- 4 The Zombie is treated as normal.
- 5 The Zombie is scrawnier than most, his sunken flesh clinging tightly to his bones, soft and grey. He starts with -2 Starting Wounds.
- 6 The Zombie has lost an arm; a stump twitches at his side. He is at -1 Weapon Skill.

To keep track of these alterations you can place a small dice next to each Zombie to represent the type they are.

•ZOMBIE ATTACKS•

When a Zombie hits his opponent roll on the following table. Roll 2D6.

2 Maul

The Zombie lurches at the Warrior and bites at his neck for 1D3+Strength Wounds. Then both the Zombie and the Warrior roll 1D6 each and add their Strength. If the Zombie's score is equal to or greater than the Warrior's roll it pushes him to the ground where it continues to maul at the Warrior's face and neck causing a further 1D3+Strength Wounds. It will do this each turn until the Warrior can make a higher Strength roll than the Zombie as stated above. This can be attempted at the start of the Warriors turn. While being mauled the Warrior cannot perform any actions or be attacked by any other Monster.

3 Moan

As well as finishing a normal attack the Zombie lets out a low moan. Bugs and worms fall from its mouth as it calls out. The call has brought forth another Zombie from a shallow grave nearby. It gets placed adjacent to a random Warrior in the same board section, where it pulls itself out of the ground and attacks this round. If the floor cannot be used in this manner it shambles in from a side door from the shadows.

4 Rancid Bite

The Zombie latches onto the Warrior's arm with its sickly yellow and jiggered teeth. The bite inflicts 1D6+1 Wounds. If the bite wounds the Warrior roll 1D6. On a 1-3 the Warrior has caught a disease carried by the Zombie. For the remainder of the combat he is at -1 To Hit. This effect is cumulative as the disease can grow severity.

5 Pustulant Puke

Bringing fourth a greenly while flow of rotting bile, the Zombie vomits over the Warrior causing 1D3+1 unmodified Wounds, and an unpleasant stench.

6 Rotting Breath

Opening it's jaw until it almost falls off the Zombie breathes forth a cloud of vapour from deep in it's rotted out gut. The Warrior immediately takes 2 unmodified Wounds and must roll 1D6. On a 1-3 he is also affected by nausea and is at -1 To Hit next turn until he can clear his head.

7-8 Zombie Attack

The Zombie swings it's weapon at the Warrior hitting him for 1D6+Strength damage.

9 Strangle

The Zombie's gnarled hands come forward grasping the Warrior neck. Roll 1D6 and add the Warriors Toughness. Now roll 1D6 and add the Zombie's Strength. If the Warrior's total was higher then he throws off the foul Zombie. If the Zombie's total was equal or higher then it has choked the Warrior for 1D3+1 unmodified damage before it is thrown off.

10 Continuous Blow

The Zombie swings it's weapon at the Warrior hitting him for 1D6+Strength damage. If his attack kills the Warrior it swings onto another adjacent Warrior in a manner similar to a death blow. If that Warrior dies it can keep going, and so on.

11 Loose Chunks

As the Zombie swings at the Warrior some loose chunks of flesh fall from it's body, weakening it's attack. Calculate damage as normal only with a minus 2 modifier.

12 Leprous Limb

When the Zombie goes to swing at the Warrior it's arm tears from it's socket and is flung across the floor. The Zombie looks at this for a moment and then continues attacking. He is at -1 Weapon Skill for this combat. If the Zombie has no arms left he is at 1 Weapon Skill. Also when attacking, the Zombie can only succeed with To Hit rolls of 4-6. Any other roll is wasted as the Zombie realises it has no arms when it goes to attack.