

## Zombie, Basic

These zombies are the stereotypical horror-movie zombie that moves slowly but single-mindedly towards their prey. Once they attack, they always use the Wild Attack (-2 Parry, +2 Fighting). The only sure way to kill them is to destroy their brain.

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Intimidation d6, Notice d6+2

**Pace:** 4, **Parry:** 2, **Toughness:** 7

### Special Abilities

- **Bite/Claw:** Str+d4
- **Dead Body:** Zombies do not heal from their wounds.
- **Equal Senses:** Zombies have heightened smell and hearing. They receive a +2 to Notice.
- **Fear (-1):** Zombies are terrible to behold and cause a Spirit check at -1.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Hardy:** When a zombie receives a wound, roll on the Injury table to determine the nature of the injury. While some injuries may slow a zombie down, only head wounds can stop a zombie.
- **Infectious Bite:** Anyone that suffers at least 1 wound (after Soaking) from a zombie bite must determine whether or not they were infected.
  - Make a Vigor roll for every wound.
  - Failure on any Vigor roll results in contraction of disease.
  - Roll 1d6 to determine how many hours before the disease takes effect.
  - Every hour after the disease takes effect, make a Vigor check or lose 1 level of Fatigue.
  - A character cannot recover from this fatigue.
  - Once a character is Incapacitated, roll 1d4 for the number of minutes until they rise as a zombie.
- **Living Dead:** Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease (other than the disease that caused them to be undead) or poison; +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Slow:** Zombies are dealt 2 Action cards and act on the lower. Zombies never run.
- **Survivability:** Zombies cannot become Incapacitated or “killed” except through damage caused to their weakness.
- **Tireless:** Zombies do not suffer from Fatigue.
- **Weakness (Head):** Zombies suffer normal damage and wound modifiers from a called shot to the head.



## Zombie, Hardy

These zombies are the stereotypical horror-movie zombie that moves slowly but single-mindedly towards their prey. Once they attack, they always use the Wild Attack (-2 Parry, +2 Fighting). The only sure way to kill them is to destroy their brain. A Hardy Zombie is a zombie from a person who was a little more fit, athletic, or had some level of combat skills before turning. Because of this, they are a little better at fighting and are a little faster.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

**Skills:** Fighting d4, Intimidation d6, Notice d6+2

**Pace:** 5, **Parry:** 4, **Toughness:** 8

### **Special Abilities**

- **Bite/Claw:** Str+d4
- **Dead Body:** Zombies do not heal from their wounds.
- **Equal Senses:** Zombies have heightened smell and hearing. They receive a +2 to Notice.
- **Fear (-1):** Zombies are terrible to behold and cause a Spirit check at -1.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Hardy:** When a zombie receives a wound, roll on the Injury table to determine the nature of the injury. While some injuries may slow a zombie down, only head wounds can stop a zombie.
- **Infectious Bite:** Anyone that suffers at least 1 wound (after Soaking) from a zombie bite must determine whether or not they were infected.
  - Make a Vigor roll for every wound.
  - Failure on any Vigor roll results in contraction of disease.
  - Roll 1d6 to determine how many hours before the disease takes effect.
  - Every hour after the disease takes effect, make a Vigor check or lose 1 level of Fatigue.
  - A character cannot recover from this fatigue.
  - Once a character is Incapacitated, roll 1d4 for the number of minutes until they rise as a zombie.
- **Living Dead:** Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease (other than the disease that caused them to be undead) or poison; +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Slow:** Hardy Zombies are dealt 1 Action card as normal. They still can't run.
- **Survivability:** Zombies cannot become Incapacitated or "killed" except through damage caused to their weakness.
- **Tireless:** Zombies do not suffer from Fatigue.
- **Weakness (Head):** Zombies suffer normal damage and wound modifiers from a called shot to the head.

## **[WC] Zombie, Frenzied (Mutated)**

A Frenzied Zombie is a zombie that has mutated the ability to be faster and more aggressive than the average zombie. A Frenzied zombie doesn't fight using Wild Attack. Instead they use Improved Frenzy as a normal attack.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

**Skills:** Climbing d6, Fighting d6, Intimidation d6, Notice d6+2

**Pace:** 6, **Parry:** 5, **Toughness:** 8

### **Special Abilities**

- **Bite/Claw:** Str+d4
- **Dead Body:** Zombies do not heal from their wounds.
- **Equal Senses:** Zombies have heightened smell and hearing. They receive a +2 to Notice.
- **Fear (-1):** Zombies are terrible to behold and cause a Spirit check at -1.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Hardy:** When a zombie receives a wound, roll on the Injury table to determine the nature of the injury. While some injuries may slow a zombie down, only head wounds can stop a zombie.
- **Improved Frenzy:** Can attack 2 times in one action.
- **Infectious Bite:** Anyone that suffers at least 1 wound (after Soaking) from a zombie bite must determine whether or not they were infected.
  - Make a Vigor roll for every wound.
  - Failure on any Vigor roll results in contraction of disease.
  - Roll 1d6 to determine how many hours before the disease takes effect.
  - Every hour after the disease takes effect, make a Vigor check or lose 1 level of Fatigue.
  - A character cannot recover from this fatigue.
  - Once a character is Incapacitated, roll 1d4 for the number of minutes until they rise as a zombie.
- **Level Headed:** Frenzied Zombies draw 2 Action cards and act on the better of the 2. They run on a 1d6.
- **Living Dead:** Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease (other than the disease that caused them to be undead) or poison; +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Survivability:** Zombies cannot become Incapacitated or "killed" except through damage caused to their weakness.
- **Tireless:** Zombies do not suffer from Fatigue.
- **Weakness (Head):** Zombies suffer normal damage and wound modifiers from a called shot to the head.



### **[WC] Zombie, Slimer (Mutated)**

Some zombies mutate and can spread disease through their fetid, nauseous body fluids that ooze and stink. They still use the Wild Attack (-2 Parry, +2 Fighting) when attacking.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

**Skills:** Fighting d4, Intimidation d6, Notice d6+2

**Pace:** 5, **Parry:** 4, **Toughness:** 8

#### **Special Abilities**

- **Airborne Infection:** A Slimer secretes disease. Anyone within a SBT must make a Vigor roll at -2 every turn that they are within the infectious zone. Failure results in the steps of a bite.
- **Bite/Claw:** Str+d4
- **Dead Body:** Zombies do not heal from their wounds.
- **Equal Senses:** Zombies have heightened smell and hearing. They receive a +2 to Notice.
- **Fear (-2):** Zombies are terrible to behold, but Slimers and Chubbos are even more repulsive and cause a Spirit check at -2.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Hardy:** When a zombie receives a wound, roll on the Injury table to determine the nature of the injury. While some injuries may slow a zombie down, only head wounds can stop a zombie.
- **Infectious Bite:** Anyone that suffers at least 1 wound (after Soaking) from a zombie bite must determine whether or not they were infected.
  - Make a Vigor roll for every wound.
  - Failure on any Vigor roll results in contraction of disease.
  - Roll 1d6 to determine how many hours before the disease takes effect.

- Every hour after the disease takes effect, make a Vigor check or lose 1 level of Fatigue.
- A character cannot recover from this fatigue.
- Once a character is Incapacitated, roll 1d4 for the number of minutes until they rise as a zombie.
- **Living Dead:** Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease (other than the disease that caused them to be undead) or poison; +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Slow:** Hardy Zombies are dealt 1 Action card as normal. They still can't run.
- **Survivability:** Zombies cannot become Incapacitated or "killed" except through damage caused to their weakness.
- **Tireless:** Zombies do not suffer from Fatigue.
- **Weakness (Head):** Zombies suffer normal damage and wound modifiers from a called shot to the head.

### [WC] Zombie, Chubbo (Mutated)

A Chubbo is a Slimer Zombie that has become bloated with disease. Because of the bloating, they are slower than when they are a Slimer. Chubbos still use the Wild Attack (-2 Parry, +2 Fighting) when attacking.

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Intimidation d6, Notice d6+2

**Pace:** 4, **Parry:** 2, **Toughness:** 7

#### **Special Abilities**

- **Airborne Infection:** A Chubbo secretes disease. Anyone within a MBT must make a Vigor roll at -2 every turn that they are within the infectious zone. With every wound a Chubbo receives, there is a chance that it will explode. For every wound the Chubbo makes a Vigor roll. On a failed roll, the Chubbo explodes using a LBT. No damage is caused but anyone affected in the range must make a Vigor roll at -2. Characters do not get a chance to evade as with thrown Area Effect weapons. Failure results in the steps of a bite.
- **Bite/Claw:** Str+d4
- **Dead Body:** Zombies do not heal from their wounds.
- **Equal Senses:** Zombies have heightened smell and hearing. They receive a +2 to Notice.
- **Fear (-2):** Zombies are terrible to behold, but Slimers and Chubbos are even more repulsive and cause a Spirit check at -2.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Hardy:** When a zombie receives a wound, roll on the Injury table to determine the nature of the injury. While some injuries may slow a zombie down, only head wounds can stop a zombie.
- **Infectious Bite:** Anyone that suffers at least 1 wound (after Soaking) from a zombie bite must determine whether or not they were infected.
  - Make a Vigor roll for every wound.

- Failure on any Vigor roll results in contraction of disease.
- Roll 1d6 to determine how many hours before the disease takes effect.
- Every hour after the disease takes effect, make a Vigor check or lose 1 level of Fatigue.
- A character cannot recover from this fatigue.
- Once a character is Incapacitated, roll 1d4 for the number of minutes until they rise as a zombie.
- **Living Dead:** Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease (other than the disease that caused them to be undead) or poison; +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Slow:** Zombies are dealt 2 Action cards and act on the lower. Zombies never run.
- **Survivability:** Zombies cannot become Incapacitated or “killed” except through damage caused to their weakness.
- **Tireless:** Zombies do not suffer from Fatigue.
- **Weakness (Head):** Zombies suffer normal damage and wound modifiers from a called shot to the head.

### [WC] Zombie, Wailer (Mutated)

These zombies are the stereotypical horror-movie zombie that moves slowly but single-mindedly towards their prey. Once they attack, they always use the Wild Attack (-2 Parry, +2 Fighting). The only sure way to kill them is to destroy their brain. In addition, these zombies emit an unsettling wail that attracts other zombies.

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Intimidation d6, Notice d6+2

**Pace:** 4, **Parry:** 2, **Toughness:** 7

#### **Special Abilities**

- **Bite/Claw:** Str+d4
- **Dead Body:** Zombies do not heal from their wounds.
- **Equal Senses:** Zombies have heightened smell and hearing. They receive a +2 to Notice.
- **Fear (-1):** Zombies are terrible to behold and cause a Spirit check at -1.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Hardy:** When a zombie receives a wound, roll on the Injury table to determine the nature of the injury. While some injuries may slow a zombie down, only head wounds can stop a zombie.
- **Infectious Bite:** Anyone that suffers at least 1 wound (after Soaking) from a zombie bite must determine whether or not they were infected.
  - Make a Vigor roll for every wound.
  - Failure on any Vigor roll results in contraction of disease.



- Roll 1d6 to determine how many hours before the disease takes effect.
- Every hour after the disease takes effect, make a Vigor check or lose 1 level of Fatigue.
- A character cannot recover from this fatigue.
- Once a character is Incapacitated, roll 1d4 for the number of minutes until they rise as a zombie.
- **Living Dead:** Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease (other than the disease that caused them to be undead) or poison; +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Slow:** Zombies are dealt 2 Action cards and act on the lower. Zombies never run.
- **Survivability:** Zombies cannot become Incapacitated or “killed” except through damage caused to their weakness.
- **Tireless:** Zombies do not suffer from Fatigue.
- **Wail:** The cry that a Wailer emits is loud and highly unsettling. The cry attracts the attention of zombies and will increase the numbers as the GM sees fit. The wail also causes everyone in a LBT to suffer a -2 to their Spirit rolls.
- **Weakness (Head):** Zombies suffer normal damage and wound modifiers from a called shot to the head.

### [WC] Zombie, Big Boss (Mutated)

Big Boss is a Frenzied Zombie who was a huge, SWAT team captain before he turned. He still uses Improved Frenzy as a normal attack, but he wields the arm or leg of either a victim or another zombie to subdue his victims before he bites them.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

**Skills:** Climbing d6, Fighting d8, Intimidation d6, Notice d6+2

**Pace:** 6, **Parry:** 6 (8 with shield), **Toughness:** 8 (10 unless called shot to head or shield)

#### **Gear**

- **Riot Helmet:** +3
- **Kevlar Vest:** +2/+4, negate 4 points of Armor Piercing.
- **Riot Shield:** +2 Parry, +2 Armor to ranged shots that hit shield side of body.
- **Appendage:** Str+d4

#### **Special Abilities**

- **Bite/Claw:** Str+d4
- **Dead Body:** Zombies do not heal from their wounds.
- **Equal Senses:** Zombies have heightened smell and hearing. They receive a +2 to Notice.
- **Fear (-2):** Big Boss is a mean looking zombie that incurs a Fear roll at -2.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Hardy:** When a zombie receives a wound, roll on the Injury table to determine the nature of the injury. While some injuries may slow a zombie down, only head wounds can stop a zombie.
- **Improved Frenzy:** Can attack 2 times in one action.

- **Infectious Bite:** Anyone that suffers at least 1 wound (after Soaking) from a zombie bite must determine whether or not they were infected.
  - Make a Vigor roll for every wound.
  - Failure on any Vigor roll results in contraction of disease.
  - Roll 1d6 to determine how many hours before the disease takes effect.
  - Every hour after the disease takes effect, make a Vigor check or lose 1 level of Fatigue.
  - A character cannot recover from this fatigue.
  - Once a character is Incapacitated, roll 1d4 for the number of minutes until they rise as a zombie.
- **Level Headed:** Frenzied Zombies draw 2 Action cards and act on the better of the 2. They run on a 1d6.
- **Living Dead:** Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease (other than the disease that caused them to be undead) or poison; +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Survivability:** Zombies cannot become Incapacitated or “killed” except through damage caused to their weakness.
- **Tireless:** Zombies do not suffer from Fatigue.
- **Weakness (Head):** Zombies suffer normal damage and wound modifiers from a called shot to the head.

### [WC] Zombie, Frank Von Stein’s Zombie (Mutated/Altered)

Dr. Von Stein has experimented with zombies to turn them into fierce fighters. His prized creature has been equipped with huge claws on each hand.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

**Skills:** Climbing d6, Fighting d10, Intimidation d8, Notice d6+2

**Pace:** 6, **Parry:** 7, **Toughness:** 8

#### **Special Abilities**

- **Ambidextrous:** No Off-Hand penalty
- **Bite:** Str+d4
- **Claws:** Steel Claws Str+d6; +1 Reach; does not infect victim.
- **Dead Body:** Zombies do not heal from their wounds.
- **Equal Senses:** Zombies have heightened smell and hearing. They receive a +2 to Notice.
- **Fear (-2):** Frank Von Stein’s Zombie is a huge, frightening zombie and incurs a Fear roll at -2.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Hardy:** When a zombie receives a wound, roll on the Injury table to determine the nature of the injury. While some injuries may slow a zombie down, only head wounds can stop a zombie.
- **Infectious Bite:** Anyone that suffers at least 1 wound (after Soaking) from a zombie bite must determine whether or not they were infected.



- Make a Vigor roll for every wound.
  - Failure on any Vigor roll results in contraction of disease.
  - Roll 1d6 to determine how many hours before the disease takes effect.
  - Every hour after the disease takes effect, make a Vigor check or lose 1 level of Fatigue.
  - A character cannot recover from this fatigue.
  - Once a character is Incapacitated, roll 1d4 for the number of minutes until they rise as a zombie.
- **Level Headed:** Frenzied Zombies draw 2 Action cards and act on the better of the 2. They run on a 1d6.
  - **Living Dead:** Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease (other than the disease that caused them to be undead) or poison; +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
  - **Survivability:** Zombies cannot become Incapacitated or “killed” except through damage caused to their weakness.
  - **Tireless:** Zombies do not suffer from Fatigue.
  - **Two-Fisted:** No Multi-Action penalty.
  - **Weakness (Head):** Zombies suffer normal damage and wound modifiers from a called shot to the head.

