



# Zombies



+ + + EMERGENCY + + +  
CALL FOR REINFORCEMENTS CANCELLED + + + REQUEST IMMEDIATE EXTERMINATUS  
+ + + ALL IS LOST + + + WE WILL TRY TO HOLD OUT AND TO TAKE AS MANY OF  
THE BASTARDS WITH US AS WE CAN + + + MAY THE EMPEROR HAVE MERCY WITH  
OUR SOULS + + +

Warhammer 40000: Zombies  
*A tabletop zombies inspired horde survival game set in the 40k universe.*

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Thanks to the numerous Dakkanaughts who made their own small (and larger) contributions

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*Signed, Michael Shiggins (Tactica Imperialis/MitraneKh the Omniscient)*

Disclaimer

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## Basics

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### Introduction:

By: Wolfmerc

“Warhammer 40,000: Zombies” is pretty much a game based on an idea. Since you are reading you must be interested. “Warhammer 40,000: Zombies” or “40k: Zombies” as I call it is pretty much a table top board game version of either Call of Duty Zombies or Dawn of War 2 Last Stand. The idea for the game is pointed to a poster on DakkaDakka.com called Mitranekh the Omniscient and that idea has grown into something you can now hold in your hand and play.

### Getting started:

How this game is ideally played is with 2-5 (try 8+gm for two competing teams of survivors) players. The game is made up of 2 sides, the Survivors: the humans or Xenos defending themselves, and the Zombies: a never-ending horde death, disease and plague. For a decent sized game you would need:

1. A clear **4'x4' area** with lots of terrain or cover. The more terrain you have the better the game (maybe).
2. You will need a copy of the **Warhammer 40,000 rulebook**, any edition you'd like, but mind you, this game was adapted to the 6<sup>th</sup> edition rules and has been edited to work alongside 7<sup>th</sup> Edition as well.
3. You will also require **dice** obviously.
4. Lastly you would need **Pencil and paper** to keep track of your specific Character or team. Alternatively, a spreadsheet can allow you to keep on top of everything, and can allow the Zombies player to take a role of Games Master if desired.

### Models:

Warhammer 40,000: Zombies is a game primarily used with Warhammer 40,000 rules and models, The Survivor faction can use models varying from guardsmen, to Fire Warriors, but you can adapt different models to fit the role.

The zombie faction should primarily be plague zombies of Nurgle (you can get cool cheap nazi zombies here: <http://www.studiominiatures.com/shop/germans.html>, you're welcome; Dunx) or some other equally fitting miniature.

### Unit organisation:

All zombies are treated as individual models that operate 'alone'. If moving and rolling for every zombie becomes tedious, feel free to organise them into loose 'squads' of 2-5 models depending on the rounds you are playing to.

The Survivor faction contains independent characters meaning each Survivor moves and acts separately from the other survivors.

## **The Story of 40k Zombies**

*The Great Game of the Gods of Chaos rages on within the Warp. With plans that may last hours or aeons, the Ruinous Powers vie for ascendancy over each other.*

*Grandfather Nurgle has become tired of the schemes of his arch-enemy Tzeentch and sets out to wipe humanity of its' mind and willpower, binding both to the Plaguefather for eternity and allowing for his virulent ways to spread like wildfire across the galaxy. His weapon: the now infamous Zombie Plague. Until now bound solely to Typhus of the Death Guard Legion, Nurgle and his master creators manage to bind an even more infectious strain into a single Nurgling, to the point that the merest touch with the creature would condemn the unfortunate victim to undeath within hours, with the sole goal to infect and 'kill' all those around him.*

*And so, on the hive world of Varkix Prime, a world teeming with over 5 billion Imperial souls, a lone Nurgling arrives through a hidden weakness in the fabric of reality. It takes less than a day for the tiny Daemon to latch on to the hand of a disgruntled labourer set to address his co-workers for a ceremonial event. Although he doesn't know it, every hand he shakes in the upcoming event is the hand of a zombie-in-waiting like himself. That night, over 1,000 zombified men women and children rise to attack all who they find. Entire districts fall within the next few hours, and soon the entire city of Noibar is overrun with the undead who flood the streets and overspill into the countryside, searching for fresh victims.*

*Nurgle and his cronies are very impressed with the effectiveness of the new plague. However, in the Impossible Fortress, a counter plan is being formed. Through the foresight of Kairos Fateweaver, Tzeentch became aware of the Zombie attack long before it began. Originally, the Architect of Fate planned to stop the infection before it even began, but in a bout of curiosity has decided to fight the undead using small groups of humans instead. This way he can assess the strength of his enemy's newest concoction, and can begin the conversion of another world to his cause (assuming the zombies do not overrun it, but every prediction shows minimal chance of this).*

*Using only his most trusted and intelligent advisors, Tzeentch contacts members of Chaos cults, the Planetary Defence Force and even elements of the regular citizenry, telling them to arm themselves and be ready for what is coming. Thus, when the infection begins, small groups of survivors are able to escape from the zombies, banding together into teams to aid each other. Tzeentch then plays his trump card: weapons and devices forged of pure sorcery and capable of things deemed impossible by all logic and science. He implants knowledge of the local area to the survivors, enabling them to further defend themselves using mechanical traps. It is foreseen that these measures should give the survivors (or at least some of them) the right tools to defeat the zombies and allow Tzeentch to better prepare for any future incursions with invaluable knowledge.*

*There is one flaw in the plans of the Great Deceiver. Intrigue is rife within the Impossible Fortress, and before long word reaches the Plaguefather of Tzeentch's intervention. Thus begins a clash of both body and mind between these two Gods of Chaos, played out in the crowded streets of Tarvix Prime between the survivors and the zombies. Whoever wins will determine not only the fate of the world and its' remaining inhabitants, but also for the system and possibly the wider galaxy: a victory for Nurgle will see the Zombie Plague unleashed with impunity time and time again, whereas a Tzeentchian triumph will at the very least delay the next infection and weaken Nurgle's influence greatly within the Great Game in relation to Tzeentch.*

*It is into this crucible of horror that you are thrust. Will you join the Architect of Fate in protecting what remains of humanity on this world? Or will you side with the Plaguefather in overrunning what resistance survives? The choice is yours. The fate of worlds lies with you...*

## Core Concepts

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*A selection of the most important concepts to learn before progressing*

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### Action Points:

What your survivor can do is measured in action points (AP). Movement, shooting, assaulting, Lifting heavy doors etc. all use AP. Survivors have 5 AP. Zombies do not use AP, they act as explained in the appropriate areas.

### Points:

After waves of killing zombies or wounding Survivors, each side requires currency to buy upgrades, mutations, or areas to get the upper hand upon the foe:

Survivors will primarily score points by killing zombies. Each zombie kill is worth 1 point to the player who killed the zombie. If a '6' is rolled to wound without modifiers (known as a natural 6) the kill is instead worth 3 points (treat these as 'headshots' if you will). Melee kills are worth 2 points. Survivors can also score points by repairing barriers; 1 point is awarded for each Hull Point (HP) repaired, meaning a barrier is worth up to 3 points when fully fixed.

Zombies receive points differently than Survivors. Since killing the Survivors is more difficult, zombies acquire points from wounding Survivors (NOT Counting saved wounds) and destroying barricades and bonuses for finally killing players. Wounds are 5 points, barriers are 3 points if fully destroyed, and kills are 10 points.

**Example:** Roboute is in close combat with 2 Zombies. Since Roboute's initiative is higher than the zombies, he strikes first, killing one. Now the remaining zombie gets to attack, with 2 attacks the zombie gets 1 wound on Roboute. Roboute rolls a D6 to save the wound but does not save the wound. The Zombies have 5 points and Roboute gets 2 points because 1 zombie has been killed in melee (points cannot be passed between survivors).

### Ammunition:

Weapons have finite levels of ammunition, this is represented by the number in brackets after the weapon's name, called its magazine. Each weapon costs 1 AP to be fired, and no more than 2 AP can be expended per turn on shooting. Each time the weapon is fired its magazine decreases by one, regardless of how many shots are actually fired (so rapid fire weapons don't drain twice as much ammo rapid firing). When it reaches 0 it is out of ammunition and cannot be fired anymore. Weapons with no ammo can be refilled if they are a 'wall weapon' by buying ammo at the place the weapon was bought from, and all weapons will be fully reloaded if a Max Ammo is picked up by the players.

**Example:** When Ferrus fires his Lasgun with 2 action points he fires the regular amount of shots (2 if in rapid fire) twice resulting in 4 shots.

### Grenades

Grenades have their own special slots. Each player has two explosives slots. Each slot can hold 2 grenades or 1 demo charge. Players start each game with 2 frag grenades. At the end of each

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round/wave the number of grenades increases by 1 (to a maximum of 4), allowing survivors to use grenades and still have reserves for getting out of a jam.

### Inventory slots:

Survivors can carry 2 weapons alongside their melee weapon. These two slots will only hold one weapon each regardless of size (for example a pistol fills one slot, as does an assault cannon, despite the assault cannon being a much larger weapon). The survivor can also carry 1 melee/close combat weapon that does not use up an inventory slot e.g. a chainsword which can be wielded alongside a pistol to gain +1 Attack in close combat as per the Warhammer 40,000 rules.

## Gameplay

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### Moving

Moving is the same as a standard game of Warhammer 40k: a player may move 6" per AP spent, and the usual penalties for terrain apply. The only difference is that players have the Move Through Cover special rule and may re-roll failed Dangerous Terrain tests. Movement costs 1 AP, and a survivor may spend up to 2 AP on movement per turn. If a second AP is spent, the Survivor may only move D6" as though making a Run move, although this has no additional effect on any subsequent shooting. Zombies simply move D6" towards the nearest visible survivor, but cannot run unless they purchase the upgrade mid game.

### Shooting

Shooting costs 1 AP, and only 2 AP may be expended per turn on shooting. The standard rules for firing heavy weapons after moving apply (any shots made after moving are resolved at BS1), but if a second AP is spent on shooting the same weapon these penalties are discounted for the second shot and it is resolved at normal BS.

### Assaulting

Assault moves are resolved for survivors in the same way as for a standard game of Warhammer 40,000. Assaulting a zombie squad costs 1 AP, regardless of whether the charge is successful, and does not count towards the number of AP that may be expended on movement that turn. Fighting an assault does not cost AP on the turn a survivor charges or is charged, but every subsequent round of melee will cost 1 AP.

Zombies are slower than survivors, and all assault moves are a maximum of D6". Survivors may fire Overwatch in the standard way at BS1, and other survivors may also fire Overwatch as long as there are no other zombies within 6" of them. Only one weapon may be fired on Overwatch per survivor, and a survivor may not shoot into an assault containing another survivor (the risk of losing a valuable ally is too great!)

### Evading an assault

The survivor faction has the special rule Evade. If the current round of assault is over and a survivor is engaged in melee with a zombie, the survivor and the zombies roll off adding the result to their initiative, if the Survivor has the higher result he consolidates d3 from the assault, if he has the lower, he does not evade. If the result is a tie, the player successfully evades.



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### Interacting

Many objects may be interacted with during a game. Every interaction costs 1 AP e.g. opening a door, reviving survivors, buying weapons etc. although some do not (these will be explained where appropriate).

### 'Going down'

If a survivor is reduced to 0 wounds (which in high rounds is very likely), they 'go down'. If you have a suitable model for this, replace the survivor model with it. If not, simply lie the survivor model down. The standard issue (starting) ranged weapon (the laspistol, or bolt pistol if you fancy a more relaxing start) becomes available and your other weapons become unavailable, including grenades or consumables. This means you only have a laspistol/bolt pistol for the period your player is down. Downed survivors may move 1d6 per turn and fire their weapon once per turn. They may not move whilst they are being revived by another survivor (see 'Healing' below). If the other survivors fail to revive them within 5 turns they "die"; remove the model as a casualty. After the wave ends, any dead survivors respawn in the starting room, reducing their points by the round number (to a minimum of 0: if you have less points than the amount you would lose, you simply respawn with 0 points). Respawned survivors have their starting equipment (laspistol, melee weapon and 2 frag grenades) and may purchase 1 lost perk if they have enough remaining points (perks will be explained later)

### Healing/reviving

Healing costs all of your Survivor's remaining AP (bringing someone from the brink is not a simple task, after all!). To begin reviving a downed survivor, move to within 3" of them and roll a D6. Increase the result by 1 if there are no zombies within 6" of you of the downed player, but decrease it by 1 if there is a zombie within 3" of you. On a 4+, the downed player is revived and may act as normal for the turn, with the weapons and equipment they had when they went down, but without perks and -1AP for the current turn.

Example: Roboute has gone down, and Jaghtai has decided to revive him. He spends 1 AP to move within 3", spends his AP in a revival attempt and rolls a 3, meaning that Roboute remains down. Seeing that Jaghtai has failed, Ferrus moves into range, shooting the nearby zombie to make the revival attempt easier. He then spends his remaining AP and rolls a 5, meaning Roboute is revived and may act as normal, though Jaghtai and Ferrus cannot act for the remainder of the turn because they are out of AP.

### Victory Conditions

If at any point all Survivors are either 'down' or have died, the zombies have overrun them and the game is treated as a victory for Nurgle. Currently there is no win condition for survivors: they must simply last as long as they can. If you wish, you can set a target round number for the Survivors to reach in order to win (especially when time is a factor), or you can create objectives to be completed.



## Environment:

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*Throughout the game the players will need to interact with certain objects to either eradicate their foe or to prolong their survival.*

### Exploration:

Exploration is an important part of certain Plague modes, your survival may depend on your ability to access and control certain weapons, mystery boxes, vantage points or choke points.

Either to advance to a different area or receive a variety of different weapons, the Survivor players will need to first purchase a locked area, one player either during or in-between a wave will move to the locked door and unlock it with points collected from zombie kills. Unlockable areas are only unlockable to Survivor players, but by unlocking an area you also unlock more zombie spawn points.

**Example:** Leman kills 4 zombies with shooting including 2 headshots, then kills two in melee, giving him 12 points, he wants to unlock an area so he can buy advanced weapons for later in the game. Leman moves his model to the locked door and unlocks it for 5 points, opening up the new area. Leman can advance but now only has 5 points left.

### Mystery Box:

This box offers an assortment of guns to aid the Survivors in defeating the zombies, but the item you get out of one is always unpredictable; such is the fickle nature of Tzeentch. To use the mystery box, move the survivor you wish to use the box to within 3", spend 1 AP and pay 12 points (the Gods of Chaos demand a tithe after all, better points than your soul). If you have one, roll 3D6 and consult the chart at the end of the book. Whatever weapon you receive replaces one of your weapons (you choose). Unless you received a weapon which is also a wall weapon, it is impossible to refill ammo for this weapon without a Max Ammo.

### Wall slots:

There will be some point during the game in which you might want to purchase different, more powerful weapons (unless you want to go the whole game with a laspistol and chainsword, we dare you..). Wall weapons are readily available at the start of the game, typically the selection is small but useful for those earlier waves. The price varies from weapon to weapon, so if you cannot buy one weapon on the wall that does not necessarily mean you can't buy all weapons on the walls. Purchasing a weapon from the wall costs 1 AP. To purchase a wall weapon, move to within 3" of the weapon and pay the cost listed at the end of the book. As with weapons from the Mystery box, this weapon replaces one of your other weapons. If your weapon runs out of ammo, you may return to the wall slot and pay half the initial cost of the weapon to refill your ammo, again at the cost of 1 AP.

### Barricades:

To repair a barricade you need only be within 3". Repairing a barricade costs 1AP. The amount of Hull Points restored is equal to the roll of a D3. Each HP restored is worth 1 point to the survivor, and the total number of HP per barrier cannot exceed 3.

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### The Power

Sometimes in Warhammer 40,000; Zombies, there will be a power switch at a point on the map. Turning on the power costs no AP (flicking a switch is not difficult, after all). Once the power is on, it cannot be switched off. Once the power is on, one thus-far unopened door (if any) is opened at random on the turn the switch is pulled. If you do not wish to use the Power Switch, simply treat the power as being on for the duration of the game

### Player Traps

Players can scavenge parts from the environment to create traps of their own, to provide respite and a blockade, or simply to add to the mayhem. The parts are scattered throughout each map, always in different locations (see 'Setting up Maps'). The buildable traps are:

The flinger trap causes any zombie passing within 3" to be flung back the way they came. Any zombie who moves within 3" of the trap takes a S6 AP- hit with the Knockback special rule (see Wonder Weapons). After 5 turns, the trap breaks and must be replaced with a new one (note that this doesn't mean finding the parts again)

The Saw Trap swings an oversized chainblade in a pendulum motion. Any Zombie passing within 4" is killed on a 3+. This trap will break after 4 turns.

In order to construct the trap after all the parts are collected, simply bring the players with the parts together (within 3"). Any player can then collect this trap, but only one trap may be held per player and once placed cannot be moved. After it breaks, a new one is added to your inventory automatically.

There are also 2 door traps, activated for 15pts by the player once the power is on and if the player is within 3" of the mechanism, and placed by the zombie player. The Electric Trap causes an S8 AP- hit on anyone passing through the door (even the survivors!) and lasts 3 turns. The acid trap wounds anyone passing on a 2+ (including survivors) and also lasts for 3 Turns. After they have been activated, the traps cannot be activated for 3 turns after they finish.

Please note that zombies killed by traps DO NOT add points to the Survivor's score under any circumstance; they are there to aid the player, not do their job for them.

## The Legends of Battle

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*The Warriors who decide history are few, scattered, and fighting to avoid ultimate destruction.*

## Survivors

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*The Survivors are represented by four models, each a capable warrior in his or her own right. Each player plays as his or her own Survivor taking control of their every action in the game, but remember: teamwork is important to combat the zombie menace.*

Survivors all use the following profile:

WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
3	4	3	3	2	3	1	9	4+	Infantry (Character)	1 Survivor

Wargear: Carapace Armour, Laspistol, close combat weapon, 2 frag grenades

Special Rules: Move Through Cover, Evade, It Will Not Die (except in melee, the survivors need to be disengaged before IWND can be rolled for)

Tzeentch's Plaything: This rule allows players to respawn after dying as explained under 'Going Down'. It also helps to explain why the survivors are able to carry more weapons than 'normal' humans, and are able to tolerate the obviously heretical and arcane events around them without a mental collapse; the Architect of Fate has ensured his pawns are able to withstand his ways and combat the Plaguefather's undead hordes.

If you wish for an easier game (e.g. you wish to relax after a hard day, or are new to the game (though we still recommend the standard mode for new players)), you can use the following profile instead:

WS	BS	S	T	W	I	A	Ld	Sv	Type	Composition
4	4	3	3	2	3	2	9	3+	Infantry	1 Survivor

Wargear: Power Armour, Bolt Pistol, Close Combat Weapon, 2 Frag Grenades

Special Rules: Move Through Cover, Evade, It Will Not Die (you may roll in melee for IWND), Tzeentch's Plaything,

## Zombies:

*The Zombies are one large fighting force, usually outnumbering the Survivors by unbeatable odds, to be able to play as the zombies effectively the player/s will need to bring a high number of models fit for the role from 10-50 zombies for a long lasting game, or maybe even more!*

### Zombie : Troop

Ws	Bs	S	T	W	I	A	Ld	Sv	Unit type	Unit composition
2	0	3	3	1	1	1	9	6+	Infantry	1-5 Zombies

Mutations: Necrotic flesh, 2 ccw,

Special Rules: Feel no pain (6+), Fearless, Shambling (all charges are D6")

Mutation slots: 2

### Fast Zombie : Troop

Ws	Bs	S	T	W	I	A	Ld	Sv	Unit type	Unit composition
3	0	3	3	1	3	1	9	6+	Infantry	1-5 Fast Zombies

Mutations: Necrotic flesh, 2 ccw,

Special rules: Feel no pain (6+), Fearless, Lunging Charge (may charge 2D6-3" instead of D6" and may run D3" per turn)

Mutation slots: 2

Fast Zombies are an optional unit that can be hard to keep track of: if you don't wish to use them your shuffling hordes are still a major threat on their own. It is best to mark them on the base or with a different model. A maximum of 1 in 3 zombies may be Fast per wave.

### PlagueBearer : HQ

Ws	Bs	S	T	W	I	A	Ld	Sv	Unit type	Unit composition
3	3	3	4	2	2	2	10	-	Infantry (character)	1 Plaguebearer

Mutations: Plague sword (poisoned 4+)

Special Rules: Feel no pain (5+), Fearless, Fear

Mutation slots: 3

Plaguebearers are rarely seen during a zombie plague, preferring to toy with the living rather than the undead. As a result, 1 Plaguebearer will spawn on round 5 alongside the zombies, 2 on round 10, and so on. Plaguebearers always drop a Max Ammo when killed.

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### Plague Modes

*Choice is the spice of life, and Nurgle's wrath comes in two yummy flavours.*

#### Last Stand

In last stand you are the last few survivors barely holding out against ever more impossible odds, with no hope of rescue, will you fight amongst yourselves and perish, or will you band together to survive?

Last Stand is the basic 40k Zombies Game Mode, following all the rules detailed in this book. This is also the most customizable, so feel free to add in house rules such as side missions/objectives etc. (any long winded Easter Eggs a la Cod: Zombies would be hilarious: if you make one let us know!)

#### Nurgle's Playground

Enter the Immaterium and the chaos of the Warp and try to hold out in Nurgle's personal playground.

Nurgle's Playground is set up in the same way as a Last Stand map. However, there are a few in-game rules that change:

- In rounds involving Plaguebearers, the Plaguebearers gain the Deep Strike special rule (as Daemons, they are able to materialize very easily within the Warp). However, they cannot move, run or assault the turn they arrive via Deep Strike. Additionally, D6 zombies may Deep Strike per wave instead of D3.
- The mystery box can be teleported more directly once the power is on. Each wave after the power is activated, roll 2D6. On a 7 (Nurgle's number) the zombie player moves the box to any unlocked room that can hold the box. On a 9 (Tzeentch's number) the survivors can move it. On a 2, turn the power off as the arcane energies overload. The power remains off for the duration of the wave, after which it can be turned back on in the usual way (if playing without the power, lock the box for the remainder of the wave). The box still teleports randomly at the start of every set.
- The survivors lose Move Through Cover because the terrain is constantly changing around them
- All perks and the mystery box are 5pts cheaper as Tzeentch tries desperately to stop the survivors being overrun

## Setting up and playing

### *A quick guide to preparing a board for a game of 40k Zombies*

#### Setting up maps

The zombie player sets up the map in the following way:

- First, set up a number of rooms chosen by the players (if you own a Zone Mortalis board this is ideal). In the room at least 3 doors from the start, mount a lever or marker on the wall; this is the power switch (optional).
- Then, mark in 6 rooms except the starting one, a possible location for the mystery box, then randomize where it will appear using a D6 or similar method.
- Place the perk machines/dispensers. Up to one machine may be placed in each room, and none may go in the starting room. A square base clearly marked with the name of the perk or a symbol for it is ideal. (We ask you do not simply place all the machines in the most obscure locations to make them near inaccessible: a non-Win-at-all-Costs attitude is advised)
- Place approximately D3 barricades around each room; these are the zombie spawn points
- Place the wall weapons. The starting room will contain two weapons on opposite walls. The next room(s) will also contain two weapons. The final (power) room contains 3, mounted on the walls that the power switch isn't on.
- (Optional) Mark on 2 doorways where the player-activated door traps are. One is an electric trap, one is an acid spray trap.
- (Optional) Place the parts for the player-built traps. Use a base or other suitable marker, and mark on one side which trap the part is for, or mark with an X to show the part is useless. There are 3 parts for the launcher/flinger and 3 for the Saw. We recommend you also place 2 'dud' markers as well. Then place the markers spread roughly evenly across all rooms.
- Finally, add any extra terrain or debris into the rooms, but don't overdo it.

#### Setting up units

When the map and traps are set up, the survivors are deployed within 12" of the centre of the starting room.

The zombies are deployed behind the barricades in any unlocked room. The number deployed is equivalent to D6 multiplied by the set number (a set is 5 rounds, so set 1 is rounds 1-5, set 2 is rounds 6-10, etc), then added to set number multiplied by number of players. For example, if Roboute, Leman, Jaghtai and Ferrus are playing, in round 1-5 the number of zombies will be  $1D6+4$ . In rounds 6-10 it will be  $2D6+8$ , meaning the number of zombies will be massive in high rounds.

Zombies have to break through the barriers to attack players. Barriers all have 3 Hull Points. For every zombie behind a barrier, roll a D6, on a 5+ a HP is lost. Each Hull Point removed is worth 1 point to the zombies score. When all HP are gone, the zombies can move through to get at the survivors. Survivors are allowed to shoot through barricades, but be warned; if you miss and the barrier is broken, be ready to run. Beyond round 5, D3 multiplied by set number are also permitted to enter the board via Deep Strike, but may not act for the remainder of that turn (these zombies do not have to arrive on the first turn of the round, so can be used as harassment or blockers later on). These zombies only scatter D6" rather than the usual 2D6", and do not mishap: adjust the distance until they can be placed (like a Drop Pod)

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### Mutations:

Between rounds the zombie player can spend any accumulated points on mutations to improve their necrotic horde, each unit can only take a finite number of mutations before it loses all physical consistency and becomes necrotic goop. The number of slots a zombie can take is denoted in its entry. The list of mutations are

Inured to Pain; The zombies all have +1 to their Feel No Pain. Cost; 45points

Bloodlust; The zombies have the ability to run D3". Cost: 60pts

Plague-Encrusted Claws; All Zombie attacks now have the Rending special rule. Cost; 75pts

## Armory

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*Weapons that you can find and use in WH40K Zombies*

### Weapon List

Exitus pistol	(15)
Missile Launcher	(10)
Exitus rifle	(20)
Power maul	(unique: melee-a power maul doesn't have ammo and can't break)
Plasma gun	(15)
Heavy Bolter	(20)
Krak Grenades	(unique: 2: may only be used in 1 grenade slot)
Bolter	(15)
Hotshot lasgun	(25)
Bolt pistol	(15)
Shotgun	(16)
Flamer	(10)
Storm bolter	(15)
Hotshot laspistol	(25)
Plasma pistol	(15)
Heavy Flamer	(15)
Sniper rifle	(20)
Grenade launcher	(10)
Assault cannon	(15)
Multi-Laser	(15)
Heavy Stubber	(20)



**Warhammer 40000: Zombies**  
*A tabletop zombies inspired horde survival game set in the 40k universe.*

### Power-ups

Power ups spawn randomly on the death of a zombie. When half the zombies in a round have been killed, roll 2D6 and subtract the set number. On a 7 or less, a Power-Up will be dropped where that zombie died (if he is behind a barrier, tough luck). Roll a further D3 to determine which power-up it is. To collect a power-up, a survivor must move over it.

1. Insta-Kill: Any successful hit on a zombie count as a kill, do not roll to wound or for FNP. This lasts for 5 turns. Plaguebearers take an automatic wound instead of being killed outright.

2. Nuke; Roll a D6 for each zombie on the board. On a 2+ the zombie is killed (Plaguebearers are wounded on a 2+ with no saves and dies on a 4+). Regardless of the amount of zombies killed, each player gains 5pts

3. Double Points; All players (not zombies) score double points for 5 turns.

Max Ammo: Refill all weapons for all players. Max Ammo will drop on the death of a Plaguebearer or if the 2D6 is 4 or less without modifiers.

### Mystery box spawn table

	NAME	RANGE	S	AP	NOTES
<b>3</b>	Warpstorm Channeling Device	Template	7	3	Assault 1, Rending, Knockback
<b>4</b>	Heavy Flamer	Template	5	4	Assault 1
<b>5</b>	Sniper Rifle	36"	X	6	Heavy 1, Sniper
<b>6</b>	Grenade Launcher	24"	3	6	Assault 1, Blast
<b>7</b>	Flamer	Template	4	5	Assault 1
<b>8</b>	Exitus Pistol	12"	X	2	Pistol, Sniper
<b>9</b>	Plasma Pistol	12"	7	2	Pistol, Gets Hot
<b>10</b>	Missile Launcher	48"	4	6	Heavy 1, Blast
<b>11</b>	Storm Bolter	24"	4	5	Assault 2
<b>12</b>	Plasma Gun	24"	7	2	Rapid Fire, Gets Hot
<b>13</b>	Cryogenic Beamer	18"	5	5	Assault 2, Absolute Zero
<b>14</b>	Heavy Bolter	36"	5	4	Heavy 3
<b>15</b>	Bolt Pistol	12"	4	6	Pistol
<b>16</b>	Multi-Laser	36"	6	-	Heavy 3
<b>17</b>	Doombolt Transmitter	24"	6	4	Assault 1, Coruscating Beam
<b>18</b>	Assault Cannon	24"	6	4	Heavy 4, Rending

## Wall weapons

Room 1 (start): Bolter, Shotgun (Cost 7 pts each)

Room 2 (may be repeated, select 2/3 at random): Grenade Launcher, Sniper Rifle, Hotshot Lasgun.  
(SR and HSL cost 10 pts, GL costs 15)

Room 3 (may be in multiple rooms, select 2/3 at random for each room); Multi-laser, Flamer, Plasma gun (plasma costs 20pts, flamer 20, ML 30)

Room 4 (3/4 selected at random); Krak grenades, Power Maul, heavy bolter, Heavy Stubber.  
(grenades cost 10pts, Maul 20, HB 35, HS 25)

## Perks

Jugger-Nog (20pts): The survivor gains +1 Toughness and +1 Wound

Double Tap (15pts): The survivor's weapons are now twin-linked

Quick Revive (10pts): The survivor has +1 Initiative and can attempt to revive from 6" away instead of 3"

Stamin-Up (15pts): The survivor gains +1 Attack and can move an additional D6" per turn (this does not cost any AP)

Mule Kick (30pts): The survivor has 3 weapon slots instead of 2

## Wonder Weapons

Doombolt Transmitter (12)

Range 24" S6 AP4 assault 1, Coruscating Beam

Coruscating Beam: The Doombolt Transmitter always hits all zombies in a squad as lightning arcs between them. After resolving the attack, roll a D6. On a 2+, the lightning 'jumps' to the nearest zombie squad within 6". It can arc an infinite number of times, but the roll increases by 1 each time (the second arc is on a 3+, the 3<sup>rd</sup> a 4+, and so on up to a maximum of 6+) and cannot jump back to a previous target. If there are no viable targets, do not roll for Arc.

Warpstorm Channelling Device (10)

Range Template S7 AP3 Assault 1, Rending, Knockback

Knockback: Any zombie hit but not killed by a WCD is sent flying backwards 2D6" by the force of the blast. If they collide with another zombie, both take a S4 AP- hit. If they hit terrain, they take a S6 AP- hit and aren't knocked back any further

Cryogenic Beamer (18)

Range 18" S5 AP5 Assault 2, Absolute Zero

Absolute Zero: Any zombie hit but not killed by a Cryogenic Beamer rolls a D6. On a 1 they are unaffected and act as normal next turn. On a 2-5 they move at half speed next turn, and on a 6 they cannot move as their body has been frozen!