

ZOMBIES

Overview

Role: Zombies are the shambling backbone of the Plague Bearers. Individually weak, slow, and mindless, they become increasingly dangerous as their numbers grow. Driven by an insatiable hunger for the living, Zombies are difficult to control once prey is nearby and can transform their fallen victims into new members of the swarm.

Unlike the Bone Horde, which replenishes its forces by reforming destroyed skeletons, Zombies grow their numbers by consuming the enemy and spreading their infection.

Core Information

Summon Points: 1 (Companion, x4 per slot)

Alignment: Dark

Affiliation: Plague Bearers (Undead Court)

Keywords

- Companion
- Undead
- Plague Bearer
- Zombie

Statistics

- **Health:** 3
- **Armor:** 0
- **Speed:** 4
- **Defense:** 5
- **Dodge:** 4
- **Willpower:** 4

These retain the original Zombie profile.

Universal Rules

This unit gains the following Universal Rules:

- **Undead**

- **Plague**
- **Controlled Unit**

(See Universal Rules.)

Unit Rules

Mindless Dead

Zombies possess little understanding beyond their endless hunger for living flesh.

Zombies **cannot perform Run Actions**.

BRAINS!

The hunger of a Zombie can overpower any attempt to direct it.

If an enemy unit is within **6 inches** of the Zombie unit at the beginning of its activation, the Zombies must use their Movement Action to move toward the **nearest enemy unit**.

If the Zombies can enter Melee combat with that enemy using their Movement Action, they must do so.

If two or more enemy units are equally close, the controlling player chooses which enemy unit the Zombies pursue.

If no enemy unit is within 6 inches at the beginning of the Zombies' activation, they may act normally.

Swarm

The true danger of Zombies is not the creature standing before you. It is what happens to those who fall to them.

When an enemy unit is defeated by a Zombie's **Bite**, place a marker at the location where that enemy unit was defeated.

If the defeated enemy has not been restored to play by the **end of the round**, remove the marker and create **one new Zombie model**.

The new Zombie:

- Is placed at the location where the enemy unit was defeated.
- Immediately becomes part of the Zombie unit that defeated the enemy.
- Does not activate during the round in which it is created.

- Must begin moving toward unit coherency during its next activation if it is outside the normal **Controlled Unit** coherency range.

A Zombie unit begins with **4 Zombie models** but may grow to a maximum of **8 Zombie models** through Swarm.

If the Zombie unit already contains 8 models, no additional Zombie is created.

An enemy unit transformed into a Zombie through **Swarm** **cannot subsequently be resurrected or otherwise returned to play.**

Abilities

Bite

Type: Melee (M)

Mechanic: Fate vs. Defense

Damage: Light Damage

Zombies claw at their victims and sink their rotting teeth into exposed flesh, driven entirely by an uncontrollable desire to feed.

Special Rules:

- If Bite successfully deals damage, gain **1 Fate Token**.
- The Zombie unit may generate a maximum of **1 Fate Token each round** from Bite.

Tactics and Strategies

Zombies are an inexpensive horde unit whose threat increases as the battle continues. A starting group of four Zombies is individually unimpressive, but allowing them to defeat enemy units can cause the swarm to grow rapidly.

Their **BRAINS!** rule is both an advantage and a weakness. Once an enemy comes within 6 inches, the Zombies become fixated upon the nearest available prey. This can pressure nearby enemies, but an experienced opponent may deliberately use expendable or durable units to lure the Zombies away from more important areas.

Because Zombies cannot Run, their initial advance is slow. Players should use positioning and other Plague Bearer units to create opportunities for the Zombies rather than expecting them to chase fast opponents across the battlefield.

Swarm is their defining mechanic. Every enemy defeated by Bite has the potential to become another Zombie, allowing a four-model unit to eventually grow into an eight-model horde.

Opponents therefore have an incentive to rescue or restore fallen allies before the end of the round rather than simply allowing the Zombies to claim them.

The **Plague** Universal Rule further reinforces their place within the Plague Bearers, while **Undead** represents what Zombies actually are.

The longer Zombies are allowed to feed, the more difficult the infestation becomes to contain.