

ZOMBIE APOCALYPSE
40,000

ZOMBIES

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40,000

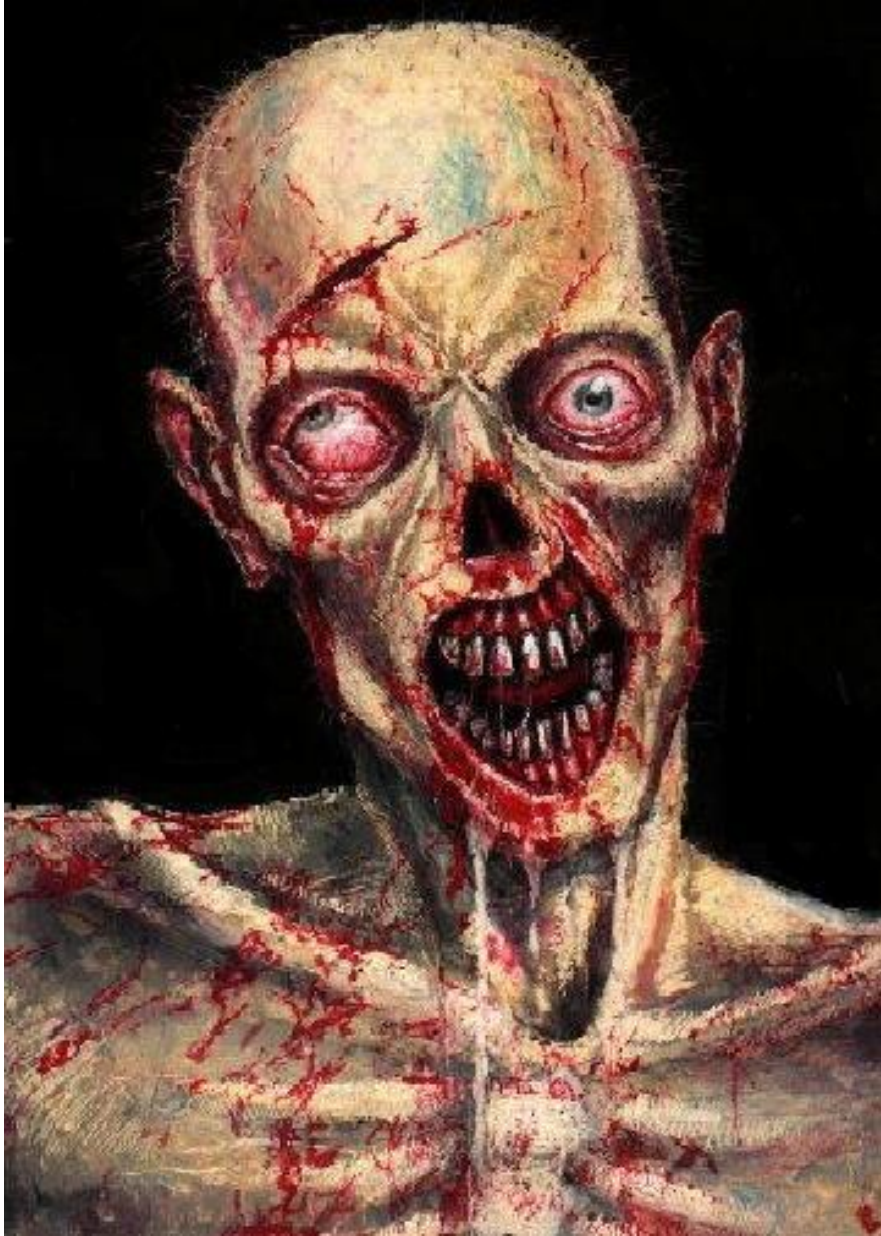
CODEX

ZOMBIE
WORKSHOP



Zombies swarm through an Imperial building

ZOMBIES



By Andrew Green



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Written by: Andrew Green.

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INTRODUCTION

Welcome to the horde of undead! Zombies are foul ferocious creatures, fighting with claws, teeth and whatever was left in their hand when they became zombified. In large numbers they can overrun anyone that is brave, stupid or just unlucky enough to be in their way.

THE ZOMBIE APOCALYPSE GAME

The Zombie Apocalypse 40,000 rulebook contains all the rules you need to fight futuristic battles with your Castle miniatures in the battle-ravaged universe of the 41st Millennium. As you probably know every army has its own Codex book that works with these rules, allowing you to turn your collection of miniatures into a mindless horde of zombies ready for your games of Zombie Apocalypse 40,000. This codex details everything you need to know about the horrific Zombies.

WHY COLLECT A HORDE OF ZOMBIES?

Zombies are the newest of the Imperium's enemies and they will not be prepared for a zombie apocalypse. Evil, hungry and great in numbers, their only purpose in life is to kill. With the element of surprise, the infection will spread rapidly and almost unhindered and eventually mankind will fall.

Zombies are fierce and aggressive monsters and are not mindless brain seeking dead people (well, OK, maybe

some of them are). Their constant hunger means they are forever searching for more skulls to crack open and they see life as one big feast. Hunting not in packs but in hordes with no fear and no mercy, no-one is safe.

Zombies are a truly different and unique fighting force built around a core of mindless roaming undead. One zombie on its own poses very little threat to a well built and equipped army but hoards of zombies working together can cause catastrophic damage. Zombies are fearsome in close combat and their large numbers can swarm and destroy almost any type of warrior in the 41st millennium.

FIND OUT MORE

This Codex offers everything you need to collect and use a horde of Zombies, but there's always more to learn. The monthly magazine *White Zombie* contains articles about all aspects of the Zombie Apocalypse 40,000 hobby, and you can find articles specific to Zombies on our website:

www.the-workshop.com





ZOMBIE INFORMATION

This section of the book details the types of zombies that make up the hordes. Each entry describes the zombie and gives the specific rules that they use. The army list at the back of the book refers to the page numbers of each of these entries, so you can easily check back when you are picking your force or playing a game.

The Zombie Information section is sub-divided into two parts. The first part describes all the zombies that can be used, while the second section, known as the wargear, details their weapons and equipment.

EQUIPMENT

The army list at the back of the book shows all the standard and optional wargear available to a particular model. You will find that some items of

equipment are unique to particular zombies, while others are used by more than one unit. When an item is unique, it is detailed in the following entry for its owner, and where it is not unique, it is detailed in the wargear section.

ZOMBIE SPECIAL RULES

Fearless

Zombies are not afraid of anything, why should they, they are zombies! All zombies have the fearless special rule.

Brains!

All Zombies want are more brains to eat. Zombies must always head towards the nearest non-zombie as fast as they can unless it says otherwise in the unit's profile

Spasm

Sometimes zombies have guns that were left in their hands when they became zombiefied. They cannot fire these weapons voluntarily but sometimes they have spasms and their gun goes off. If a zombie has a gun roll a D6 each player turn, on a roll of a 4+ the zombie has a spasm and the gun goes off. Roll a scatter dice to determine where the shot goes and if there is a model, enemy or not, where the arrow is pointing then they have been shot at. Carry out the shooting as normal after that.





SLOW ONES

The slow ones are called so because, well they are. These are your everyday brainless zombie, there's nothing really special about them (apart from the fact that they are zombies!) All they do is sort of hobble towards people in a hope that they might catch someone in a corner. They make up a large number of the hordes and are the easiest to kill, but in large groups they can cause a great deal of damage to any army or civilization.



	WS	BS	S	T	W	I	A	Ld	Sv
Slow one	4	1	4	5	1	4	2	10	-

SPECIAL RULES

Fearless, Brains!

Slow: To determine how far a Slow One moves roll 2 D6 and the highest result is how far their movement is.



RUNNERS

Runners are the fastest type of zombie, able to move at incredible speeds. One moment they are in the distance then before you know it they'll be upon you, rending and tearing. These are weak zombies though so their speed and climbing abilities are all they have. They are normally in small groups, rushing their targets and using horrible screeches to frighten them.



	WS	BS	S	T	W	I	A	Ld	Sv
Runner	5	1	3	4	1	5	2	10	-

SPECIAL RULES

Fearless, Brains!

Fast: To determine how far a runner moves roll 2 D6 and add them together.

Scream: Runners let out terrifying screams to frighten their prey. Once every turn Runners can scream and any non-zombie within a 12" radius is forced to take a leadership test.

Hard to hit: Runners are so fast that they are very hard to hit. Any attacks made against Runners have a -2 modifier to the hitting result. (Except those from template weapons)

Jump: Runners use their speed to propel themselves over low barriers and walls. Runners are able to jump over terrain up to a maximum of 3" high.

AMBUSHERS

Ambushers are the most cunning of zombies, with a slight intelligence that allows them to think ahead and overcome their hunger. They hide in rubble, buildings and bushes waiting for their dinner to come to them, jumping out on their un-suspecting victims to rip and tear their flesh. They also have incredible climbing abilities, can jump impossible distances and survive falls that would kill a man. This means they can jump off the top of tall buildings onto their target below or reach humans that other zombies could not. These dangerous creatures can wreak havoc on a well fortified army climbing up towers and other fortifications to take out sentries or gun emplacements giving the other zombies a greater chance of reaching their prey.



	WS	BS	S	T	W	I	A	Ld	Sv
Ambusher	5	1	4	5	1	5	4	10	-

SPECIAL RULES

Fearless, Infiltrate

Climb: Ambushers can climb almost anything from walls to buildings. Ambushers may climb buildings or walls, counting it as difficult terrain.

Leap: Ambushers can jump up to a maximum of 6". Roll a D6 and on a 2 – 6 it makes the jump, on a 1 it slips and falls. It can only survive a fall of 10" or less.

Ambush: Before either side deploys the controlling player can choose any piece of terrain where they want the Ambusher to hide. Don't let the opposing player know, write it on a piece of paper and put it somewhere where you can both see if one of you tries to tamper with it. If an enemy unit ends its turn within 6" of the terrain the Ambusher may assault them. The Ambusher may not go back into the terrain.



CRAWLERS

Crawlers are the slowest of all zombies. They are basically Slow Ones with no legs, either blown off, chopped off or ripped off by another zombie or their owner to be used as a club.



	WS	BS	S	T	W	I	A	Ld	Sv
Crawler	4	1	4	5	1	4	2	10	-

SPECIAL RULES

Fearless, Brains!

No Legs: To determine how far a Crawler moves roll a D3.

Crawling: Crawlers get a +1 modifier to their cover saves.

A HORDE OF ZOMBIES

So, where to start? There are so many excellent zombie types available to Zombie players that the sheer choice can be a little bewildering. A good approach is to collect loads of everything so you truly do have a horde of zombies.

I find a great basis for an army is to collect loads of each type of zombie – the Slow Ones, the ambushers, the Brutes, the Runners and the crawlers. This will give you a large variety of zombies to choose from, strong ones cunning ones, fast ones or slow ones.

Once you've got these then you can begin munching some brains.

A great way to make your horde more interesting is to add in some conversions that are different to the others and will allow you to add some personalization to your Horde.

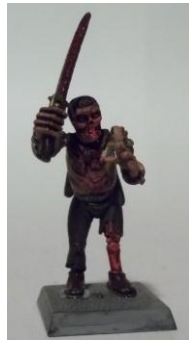
Perhaps some with missing limbs, some skewered with poles or spikes, or some strange, mutated ones. It really is up to you; just don't have any without heads because they won't be much use!



Zombies advance through some craters



Slow ones



Slow ones



Crawlers



Runners



ZOMBIES HORDE LIST

The following army list enables you to field a **Zombie Horde** and hunt humans using the scenarios included in the **Zombie Apocalypse 40,000** rulebook.

USING THE ARMY LIST

The Zombies horde list is split into 4 sections: Elites, Troops, Fast attack and Heavy Support. All of the Zombies in the horde are placed into one of these sections depending on their specialty.

Before you choose a horde, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army

USING A HORDE ORGANISATION CHART

The horde list is used in conjunction with the horde organization chart from a scenario. Each chart is split into four categories that correspond to the sections in the horde list, and each category has one or more boxes. Each grey-toned box indicates that you may take one choice from that section of the horde list, while a dark-toned box indicates a compulsory section.

This horde list is primarily designed for use with the Standard Missions from the **Zombie Apocalypse 40,000** rulebook. We have included the chart used for the standard missions below. This horde list may of course be used in conjunction with other missions and scenarios that use the horde organization charts, allowing you access to different types of horde for a different gaming experience.

HORDE LIST ENTRIES

Each entry in the horde list represents a different unit. More information about

the background and the rules for the zombies can be found in the **Zombie Information** section, while information and examples of **Zombie** miniatures you will need to represent them can be found in the **Horde of Zombies** section.

Each unit entry in the **Zombies horde** list is split into several sections:

Zombie Name: At the start of each horde list entry you will find the name of the unit alongside the points cost of the zombie without any upgrades.

Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken.

Unit Type: This section refers to the **Zombie Apocalypse 40,000** Unit type Rules chapter. For example, a unit may be classed as infantry, vehicle or cavalry, which will subject it to a number of rules regarding, movement, shooting, assault etc. if the **Zombie Type** box includes the word 'Unique' you may only include one of these in your horde.

Special Rules: Any special rules that apply to the zombies are listed here. These special rules are explained in further detail in either the **Zombie Information** or the **Zombie Apocalypse 40,000** rulebook.

Options: This section lists all the upgrades you may add to the unit if you wish alongside the allocated points cost for each.



TROOPS

SLOW ONES.....5 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Slow one	4	1	4	5	1	3	1	10	-

Composition:

- Unlimited

Unit Type:

- Infantry

Special Rules:

- Fearless
- Brains!
- Slow

Options:

- Any Slow One may wear Terminator armor..... 60 points
- If Terminator armor is chosen you may choose **one** of the following:
 - Storm bolter.....20 points
 - Assault cannon.....35 points
 - Power weapon.....30 points
 - Thunder hammer.....30 points
 - Power fist.....30 points
 - Storm shield30 points
- Any Slow One may wear Power armor40 points
- If Power armor is chosen you may choose **one** of the following:
 - Chainsword..... 15 points
 - Boltgun.....20 points
 - Bolt pistol..... 15 points
 - Flamer.....20 points
 - Meltagun.....25 points
 - Plasma gun.....25 points
 - Plasma pistol.....20 points
- Any Slow One may wear Carapace armor.....30 points
- If Carapace armor is chosen you may choose **one** of the following:
 - Hot-shot lasgun.....25 points
 - Hot-shot laspistol.....20 points
 - Lasgun..... 15 points
 - Laspistol.....5 points
 - Shotgun.....5 points
- Any Slow One may wear Flack armor.....25 points
- If Flack armor is chosen you may choose **one** of the following:
 - Lasgun 15 points
 - Laspistol5 points
 - Shotgun.....5 points



TROOPS

CRAWLERS.....2 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Crawler	4	1	4	5	1	3	1	10	-

Composition:

- Unlimited

Unit Type:

- Infantry

Special Rules:

- Fearless
- Brains!
- No Legs
- Crawling

Options:

- Any Crawler may wear Terminator armor..... *60 points*
- If Terminator armor is chosen you may choose **one** of the following:
 - Assault cannon.....*35 points*
 - Power fist.....*30 points*
- Any Crawler may wear Power armor*40 points*
- Any Carawler may wear Carapace armor.....*30 points*
- Any Crawler may wear Flack armor.....*25 points*



ELITES

AMBUSER.....100 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Ambusher	5	1	4	5	1	4	3	10	-

Composition:

- 1 Ambusher

Unit Type:

- Infantry

Special Rules:

- Fearless
- Climb
- Leap
- Ambush
- Fearless
- Infiltrate



FAST ATTACK

RUNNERS.....35 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Runner	5	1	3	4	1	4	2	10	-

Composition:

- Unlimited

Unit Type:

- Infantry

Special Rules:

- Fearless
- Brains!
- Fast
- Scream
- Hard to Hit
- Jump



SUMMARY

ZOMBIE TYPES

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Slow One	4	1	4	5	1	3	1	10	-	
Crawler	4	1	4	5	1	3	1	10	-	
Runner	5	1	3	4	1	4	2	10	-	
Ambusher	5	1	4	5	1	4	3	10	-	

WEAPON TYPES

Weapon	Range	Str.	AP	Type	Page
Assault Cannon	24"	6	4	Heavy 4, Rending	
Boltgun	24"	4	5	Rapid Fire	
Flamer	Template	4	5	Assault 1	
Meltagun	18"	8	1	Assault 1, Melta	
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!	
Plasma Pistol	12"	7	2	Pistol, Gets Hot!	
Storm Bolter	24"	4	5	Assault 2	
Hot-shot Lasgun	18"	3	3	Rapid Fire	
Hot-shot Laspistol	12"	3	3	Pistol	
Lasgun	24"	3	-	Rapid Fire	
Laspistol	12"	3	-	Pistol	
Shotgun	12"	3	-	Assault 2	



Zombies wander around some Imperial ruins



Zombies wander around some wreckage



ZOMBIES™

Zombies are the largest and most dangerous race in the entire galaxy, comprised of countless billions of zombies, all searching for one thing and one thing only, brains! They are every civilization's worst nightmare as they can overrun whole planets, spreading from city to city causing widespread chaos as they go. Anyone unprepared that gets in their way will almost certainly be their next victim.

Codex: Zombies is one of a series of supplements for Zombie Apocalypse 40,000. Each book in the series describes in detail an army, its history and its heroes.

Inside you will find:

- The Zombie Horde. Extensive information about Zombies including recorded sightings of zombies, the methods by which they were dealt with and the effect they had on the planet.
- Types of Zombies. Details of the many and varied zombie types that are available to use in a Zombie horde.
- Zombies of the Horde. Photographs of the extensive Zombie miniatures range, showing a wide selection of different conversions and color schemes.
- Zombie Horde List. An army list that allows you to muster your collection of Zombie miniatures into a horde suitable enough for a good brain munch.



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