

ZOMBIES



I'm sorry, but the Extraordinary Zoology department is closed at this time. I say, can you hear me, sir? Why are you acting so strange? My word, something's bitten you! Stay back! Lynus, fetch me my bola!

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	7
SPEED	SPD	4
STRENGTH	STR	6
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	3
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3



BITE		
MAT	POW	P+S
6	3	9

Abilities: Each time a living character suffers damage from this weapon he receives one bite token and suffers the effects below. A character can have up to three bite tokens at a time. The Game Master can spend bite tokens currently on a character to force him to reroll a successful attack or skill roll.

1 Bite Token: The character is confused and his speech is slurred. He suffers a -1 penalty to DEF and non-attack skill rolls.

2 Bite Tokens: The character is virtually impossible to understand and can communicate only through grunts. He suffers a -2 penalty to DEF and non-attack skill rolls and automatically fails non-Intimidation social skill rolls.

3 Bite Tokens: The character is nearly a zombie. He cannot use any skills other than Detection and Unarmed Combat but has boosted attack and damage rolls. If the character is incapacitated while he has three bite tokens, he rises as a zombie in d3 turns. At the Game Master's discretion, he may rise as a zombie with any of the available creature templates.

INITIATIVE	INIT	11
DEFENSE	DEF	10
ARMOR	ARM	13
	(NATURAL ARMOR +6)	
WILLPOWER	WIL	8

VITALITY: 5

COMMAND RANGE: 1

BASE SIZE: TINY

ENCOUNTER POINTS: 2

DESCRIPTION

Zombies are an unusual strain of undead some gobber guttersnipes of Corvis claim to have recently encountered. Most reported sightings of these zombies occur in or around the many scrapyards of the Industrial Bourg. The gobbers who have encountered them vividly recount having to hastily build barricades and weaponry from the scrap materials at hand to fend off waves of these mindless undead. For their part, the zombies seem to enjoy nothing more than breaking through carefully laid barricades and feasting on the living within.

The gobbers have described a number of different varieties among the zombies. Whether these varieties are different strains of the undead or if such zombies simply manifest qualities they had in life is currently unknown. At least four unique kinds of zombies have been reported, ranging from large and powerful brutes to stealthy creepers. Each strain has unique capabilities not shared by the others

and seems to have a preferred approach to breaking through barriers in its quest to feed.

Zombies are quite durable and physically impressive, but they are quite slow. They move at a plodding pace, shambling toward a creature slyly. In ordinary circumstances

ABILITIES:

Headshot – A critical hit made against a zombie that deals damage automatically destroys the zombie hit.

Shamble – Zombies cannot run, and a zombie that charges a target only moves its base SPD.

Shove – Zombies don't like being too close together. Once per round, a zombie can shove one zombie within its melee range. The shoved zombie is pushed d3' directly away from the zombie that shoved it.

Undead – A zombie is not a living character and never flees.

ZOMBIE TEMPLATES:

Brute, Creeper, Leaper, Runner

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	5
Unarmed Combat	PRW	2	6

this lack of speed would be to their disadvantage, but zombies seem to dislike being too near each other. When too many zombies are in close proximity, they violently push each other away to avoid being too closely gathered. With a shove, a zombie propels those in front of it closer to their shared goal, far enough to entirely mitigate their slowness.

Once a pack of zombies is aware of a meal, they ceaselessly try to get at this prey. They pile over low barricades and pull apart structures with their bare hands. Some climb over walls—or each other—and can leap great heights, while others slink toward dark and forgotten entry points and try to break in through unprotected doors. When zombies work in concert, a group of defenders must be tireless in the construction and repair of defenses, or the zombies will inevitably break through.

The undeath of zombies is transmitted through their bite. Initially the victim of a *uurg* zombie's bite is confused and slurs his speech, but additional bites *BARHGHAZ aZmHA bagh* seem to have a *grrah* cumulative effect. Those who have been bitten more than once are doomed to turn into a *graazz gra uuuuuuurg RAHRNM...*

COMBAT

Zombies have only one goal: break down any barrier between them and a living meal. A zombie shambles toward any living creature to take a bite out of it. Runners, the most common form of zombie, simply move directly toward a creature teeth first. Other types of zombies rely on their special talents to get closer. Brutes smash through any barricades (or buildings) in the way, creepers stick to shadows and cover in order to sneak up on victims, and leapers jump to gain access through unprotected upper doors and windows. Zombies come in massive waves, and the only way to survive an encounter is to make sure the Zombies. *Keep. Out.*

LORE

A character can make a Lore (undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

10: There is a rumor in Corvis about a new kind of undead that has been harassing the local gobber population. Called zombies, they are described as waves of mindless undead.

12: There are several different strains of zombie, each with its own unique capabilities. Some are stealthy and sneak around, some are exceptionally powerful, and some can even leap a great distance.

13: The bite of a zombie causes a strange sort of infection, gradually stripping away the victim's ability to speak, think, and act normally. If someone who has been bitten by a zombie dies, he might rise as a zombie himself!

USING

ZOMBIES KEEP OUT

Game Masters are encouraged to use *Zombies Keep Out* figures and bite tokens to represent the strange little zombies and track the number of bite tokens on an affected character. The base of a *Zombies Keep Out* figure is much smaller than a normal character's, but treat the figure as if it were small-based for resolving rules and effects that mention base size.



Figures

Bite Tokens

ZOMBIES

KEEP OUT



ZOMBIE TEMPLATES

The following templates allow you to include each strange and fascinating type of zombie from the game *Zombies Keep Out* in your games of *Iron Kingdoms Full Metal Fantasy*.

Using Templates

A template modifies a creature by modifying its stats, abilities, and/or skills. Templates that can be added to a creature are listed in its main entry.

Anatomy of a Template

The following describes a template in the game:

Name: The name of the template.

Description: A brief description of the template.

Stat Modifiers: Lists any modifiers to the creature's primary, secondary, or derived stats. Note: no stats can be reduced below 1. Stat modifiers apply only to the listed stats. If a primary or secondary stat is modified, the modifiers are not applied to a derived stat unless the template also specifically modifies it. Skills are affected by primary and secondary stat increases normally.

Ability Modifiers: Lists any abilities gained or modified by the template.

Skill Modifiers: Lists any skills modified by the template. Note: no skill can be increased above 4 or reduced below 0.

EP Modifier: Modifies the creature's EP value.

Notes: Contains any additional information.

BRUTE

Description: Brutes are the largest and strongest of the zombies. They can withstand much more punishment than other types of zombies, and they hit like the proverbial ton of bricks. Brute zombies are particularly talented at smashing down any barricades between them and a tasty meal.

Stat Modifiers: +2 STR, +1 ARM

Ability Modifiers: This creature gains the Tough Mighty archetype benefit and the Brute Force and I HATE BARRICADES! abilities.

Brute Force – This creature rolls an additional damage die on melee attacks.

I HATE BARRICADES! – This creature may choose to suffer 1 damage point to reroll a damage roll that failed to deal damage to an object.

Tough – When this creature is disabled roll a d6. On a roll of 5 or 6 the character heals 1 vitality point, is no longer disabled, and is knocked down.

Skill Modifiers: None.

EP Modifier: +4 EP

Notes: A zombie cannot have this template and any other template.

CREEPER

Description: Creepers are just . . . *creepy*. They often have unpleasant mustaches and like to lurk in shadows, basements, and other dark and musty places. Creepers are the sneakiest of all zombies—though they still groan, even when they're skulking around. They tend to target forgotten entrances, such as basement doors and unwatched windows.

Stat Modifiers: +1 AGL, +1 DEF

Ability Modifiers: This creature gains the Creep and Prowl abilities.

Creep – This creature gains concealment on turns it does not move.

Prowl – This creature gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Skill Modifiers: Sneak +2

EP Modifier: +2 EP

Notes: A zombie cannot have this template and any other template.

LEAPER

Description: Some zombies possess the ability to jump an impressive distance. Creatively named "leapers" by the gobbers, these zombies can spring from a standstill. Cheaters.

Stat Modifiers: +2 PHY

Ability Modifiers: This creature gains the Leap ability.

Leap – This creature adds six feet (1") to the distance it jumps vertically and twelve feet (2") to the distance it jumps horizontally. Additionally, a Leaper always jumps as a quick action and does not need to make a full advance.

Skill Modifiers: Jumping +2

EP Modifier: +1 EP

Notes: A zombie cannot have this template and any other template.

RUNNER

Description: Undeath has left the zombies slow and stupid, but runners are still able to move with surprising speed (for guys with half their legs hanging off, anyway). Runners aren't particularly creative, though, and are the most prone to simply make a beeline toward the nearest meal. Runners tend to be fairly straightforward. They don't go for any weak points or special entrances: they simply jog forward as fast as their rotting legs will carry them.

Stat Modifiers: +1 SPD, -1 ARM

Ability Modifiers: This creature gains the Cross Country and Pathfinder abilities.

Cross Country – This creature can run and charge normally.

Pathfinder – This creature can move through rough terrain without penalty.

Skill Modifiers: None.

EP Modifier: +1 EP

Notes: A zombie cannot have this template and any other template.

NO TRESPASSING

WANTED: A group of individuals to assist in the defense of Mag's Scrapyard and Ironworks of Corvis. Must be proficient in the fabrication and maintenance of improvised barricades and the use of diverse weaponry, and/or have proven experience dispatching strange and horrible creatures. Pay scale is negotiable. Interested parties should contact Chief Mechanik Mag at their earliest convenience.

—CORVIS CHRONICLE ADVERTISEMENT, CINTEN 6, 608 AR

FOR THE GAME MASTER

No Trespassing is a short encounter for the *Iron Kingdoms Full Metal Fantasy Roleplaying Game* that pits the player characters against waves of zombies. It is set in the Industrial Bourg of Corvis, but the Game Master is free to adjust the encounter to suit the current setting of his campaign.

No Trespassing takes place over the course of a single night. Starting at sundown, a scrapyard owned by a family of gobbers comes under attack by a pack of unfamiliar undead called zombies. The zombies have only a single goal: break through any barricades in their way and feast upon any living thing within the scrapyard's main building. The zombies attack in three waves, each one larger and more powerful than the one before it.

No Trespassing can also be played as a stand-alone encounter for a single night of Iron Kingdoms mayhem. If played as a stand-alone game, it is recommended the Game Master have the players use the pregenerated characters provided.

MAG'S SCRAPYARD

Mag's scrapyard is laid out in a long rectangle 144 feet (24') long and 96 feet (16") wide. The main building sits at the north end of the scrapyard.

Main Building – The main building of the scrapyard is a simple two-story building roughly 54 feet (9") on each side. There is a rolling door 18 feet (3") wide on the building's south face flanked by small windows as well as a standard door on the southeast corner. All four sides of the second story have a dormer window, though some of the panes have been broken out and replaced with sheets of scrap tin. The interior of the building is filled with an ample supply of scrap metal, empty wooden crates and barrels, and spare parts for steamjacks, steam engines, and other miscellaneous equipment. A balcony runs the entire perimeter of the second story, with a ladder on the southwest corner to reach the ground. Below are the armor and damage capacity of each section of the buildings:

- **Rusty Metal Door:** The rolling door is made of rusted metal. It has ARM 18 and can withstand 15 damage points.
- **Side Door:** The side door is made of reinforced wood. It has ARM 16 and can withstand 10 damage points before collapsing.
- **Walls:** The walls are made of patchwork wood and metal. Each wall has ARM 16 and can withstand 10 damage points per 6 feet (1").
- **Windows:** The windows are grimy and cracked. Each window has ARM 12 and can withstand 1 damage point before breaking.

Scrap Heaps – The fenced yard contains two tall piles of scrap metal, partially disassembled laborjacks, and other miscellaneous spare parts. Scrap heaps block LOS and cannot be moved over normally. A character can attempt to climb atop a pile of scrap by making a Climbing skill roll against a target number of 12. If the roll succeeds he can move his SPD atop the scrap heap. If the roll fails he is pushed to the nearest edge of the scrap heap and is knocked down.



KEEPING THE ZOMBIES OUT

Keeping the zombies from getting in and having a bite to eat is concern number one. There are a number of different things that can be done, beyond just attacking the zombies, to help keep them out.

Barricades

Barricades are vital to keeping the zombies from breaking into the scrapyards warehouse. Barricades can be built to cover the vulnerable windows, to replace destroyed doors, and to patch broken sections of the walls. A character cannot move through a barricade, but he can make a ranged attack or see through one. Characters behind barricades do not suffer blast damage if the point of origin is on the other side of the barricade.

Constructing Barricades – On his turn, a character can spend a full action to construct a barricade provided he has access to scrap metal, wood, or heavy objects. A barricade can be built to replace a broken door, block a window, or fix holes in the walls. The character makes a Craft (metalworking) or Craft (woodworking) skill roll against a target number of 10. If he succeeds, he constructs 1" of barricade (or one wide enough to block a single door, window, or gap in the wall) with an ARM of 14 that can withstand damage equal to his Craft skill \times 10.

TRACKING DAMAGE TO BARRICADES

If you have *Zombies Keep Out*, use the boards (barricade tokens) from the game to track the remaining vitality on a door or barricade. Place one board for every 5 points of damage a door or barricade can withstand. The boards let your players determine where their defenses are weakest and are great for helping them know how much time they have left before the zombies break through.

Repairing Barricades – A character can spend a full action to repair a barricade or door by stacking extra material in front of it. Each character repairing a barricade or door repairs 5 damage points. Repairing barricades does not require a roll.

Build a Weapon

In the main building of Mag's there is an excess of random spare parts and scrap material the characters can use to bodge together a large weapon.

A character can spend a full action and a Mechanical Engineering skill roll to work on the construction of a makeshift weapon from the spare parts littered around the main building's interior. Building the weapon requires a series

UNTRAINED BARRICADE CONSTRUCTION

A character without training in an appropriate craft skill can still attempt to build a barricade by making an INT roll against a target number of 10. If successful, he constructs a barricade that has ARM 14 and can withstand 5 damage points before collapsing.

of skill rolls, one for each major component of the weapon's construction, but multiple characters can work together to help move it toward completion. A character without training in the Mechanical Engineering skill can spend a full action as an assistant to provide another character a +1 to his roll.

A weapon must have the first three components of a weapon ready before it can be fired, with the finishing touches as a final optional addition. Represent the weapon in play as a medium-based object.

This improvised weapon can be fired only once per round. A character can move the improvised weapon by being in base contact with it and spending a full action. A character moving the weapon can move only up to his base SPD.

The components of a weapon and their target numbers are given below:

Housing (Mechanical Engineering TN 12): The housing of the weapon determines its POW, the appropriate Military skill, and its attack modifier. Roll a d6.

ROLL	COMPONENT TYPE
1–2	Hand Cannon (POW 12 weapon using the Pistol skill)
3–4	Light Cannon (POW 13 weapon using the Light Artillery skill)
5–6	Cannon (POW 14 weapon using the Heavy Artillery skill)

Ammunition (Mechanical Engineering TN 10): The ammunition of the weapon determines its damage type and critical effects. Roll a d6.

ROLL	COMPONENT TYPE
1–2	Heavy Shot (A character directly hit by heavy shot is slammed d6" directly away from the attacking character. The POW of the slam damage is equal to the POW of the weapon. The POW of collateral damage is 10.)
3–4	Incendiary Ammo (The weapon causes fire damage. On a critical hit the target suffers the Fire continuous effect.)
5–6	Corrosive Ammo (The weapon causes corrosion damage. On a critical hit the target suffers the Corrosion continuous effect.)

Barrel (Mechanical Engineering TN 10): The barrel of the weapon determines its range and AOE, if any. Roll a d6.

ROLL	COMPONENT TYPE
1-2	Long Barrel (The weapon's RNG is 14.)
3-4	Flanged Barrel (The weapon's RNG is SP 8.)
5-6	Cannon Barrel (The weapon's RNG is 10 and it has AOE 3.)

Finishing Touches (Optional, Mechanical Engineering TN 12): Bodging together miscellaneous components you find in a scrapyard can often have unintended (and unusual) side effects. Roll a d6.

ROLL	COMPONENT TYPE
1-2	Flare (When the weapon is fired, the attacking character can place a 5" AOE anywhere completely within the weapon's range and the character's LOS. The AOE is bright light and remains in play for one round.)
3-4	Mechanical Repair Arm (The mechanical repair arm automatically repairs one adjacent barricade per the rules for "Repairing Barricades.")
5-6	Rumbler Mortar (When the weapon is fired, center a 3" AOE on the target hit or the point of origin of a blast. The AOE is rough terrain that remains in play for one round.)

Scavenging Ammunition

A character can salvage ammunition for himself or the improvised weapon from the supplies in the main building by spending a quick action and making a successful Detection roll against a target number of 8. If successful the character finds d3 rounds of ammunition for his personal weapon, or one shot for the improvised weapon.

ENCOUNTERS

No Trespassing is a single encounter broken into three distinct waves. When half of the initial amount of zombies from a wave are destroyed, the next wave is immediately added to the encounter at the south edge of the scrapyard. The three waves are as follows.

ZOMBIE WAVE ONE: DEAD ON ARRIVAL

Hero-Level Combat Encounter

Adversaries: Zombie runners (2 × number of PCs), zombie brutes (equal to half the number of PCs).



Read Aloud or Paraphrase

As the sun begins to set, there is a strange noise at the edge of Mag's scrapyard. A low chorus of moans rumbles across the yard, followed by the rattle and bang of a section of fence crashing down. Within moments, shadowy shapes shamble from between the piled stacks of rusting metal. Withered arms outstretched, a small mob shuffles slowly toward you. Other than the weapons you carry and a warehouse full of miscellaneous parts, you have few resources to keep them out.

Description: The zombies have broken through the outer fence of the scrapyard and are looking to feast on some unwitting gobber mechaniks. They have created a hole in the south edge of the scrapyard fence and begin piling through. Too stupid to follow any kind of tactics, the zombies simply shuffle or run forward toward the main building as quickly as they can. The zombies of this wave try to bash their way through the main and side doors. If they break through, they enter the main building and attack the closest targets.

Special Rules: The encounter includes the following special rules.

Twilight – The sun is beginning to set, deepening the shadows of the yard. Characters with cover or concealment gain an additional +1 DEF.

Followup – At the end of each round, place d3 + 1 extra zombie runners at the south edge of the scrapyard.

If you do not have enough zombie figures to place the type of zombie spawned, do not place a zombie.

ZOMBIE WAVE TWO: THE WEIRD ONES ALWAYS COME OUT AT NIGHT

Hero-Level Combat Encounter

Adversaries: Zombie runners (equal to the number of PCs), 2 zombie creepers, 2 zombie leapers, 2 zombie brutes

Read Aloud or Paraphrase

The last light of the sun bleeds away, leaving the scrapyard shrouded in darkness. With only the cast light of the workshop windows, you can barely make out more shuffling shapes moving into the yard. They are much stranger than the ones before, some hunched and creeping forward while others leap high over the bodies of the fallen.

Description: Two new types of zombies are added to the second wave. The creepers move along the sides of the yard, relying on the darkness and their natural stealth to protect them as they move toward the side door and first-story windows. The leapers run and jump forward to increase their speed, and when they reach the main building they attempt to jump up to the balcony.

Special Rules: The encounter includes the following special rules.

Night – The sun has just gone down, casting the scrapyard in deep shadow. Only the glow of the moons and stars illuminate the yard. Characters more than 36 feet (6") from the main building are in dim light.

Followup – At the end of each round, place d3 + 1 extra zombie runners at the south edge of the scrapyard.

If you do not have enough zombie figures to place the type of zombie spawned, do not place a zombie.

ZOMBIE WAVE THREE: DEAD TIDE

Hero-Level Combat Encounter

Adversaries: Zombie runners (equal to the number of PCs), 3 zombie creepers, 3 zombie leapers, 3 zombie brutes

Read Aloud or Paraphrase

As you cut down one zombie after the next, their numbers still seem to swell. Stumbling dead trip over the bodies lying on the ground, filling the scrapyard with a small crowd. After a moment of pause, one of the brutes among them lets out an angry growl and the mob surges forward.

Description: This is the last, all-out rush of the undead toward their objective. Zombies continue their normal behavior (creepers creep, leapers leap, and brutes and runners make a beeline for the building) until the last of them has been destroyed.

Special Rules: The encounter includes the following special rules.

Night – The sun has just gone down, casting the scrapyard in deep shadow. Only the glow of the moons and stars illuminates the yard. Characters more than 36 feet (6") from the main building are in dim light.

Zombie Throng – At the end of each turn, roll a d6 and consult the table below. A zombie of the type spawned is placed at the south edge of the scrapyard.

ROLL	ZOMBIE SPAWNED
1	Brute
2	Creepers
3	Leaper
4–6	2 Runners

If you do not have enough zombie figures to place the type of zombie spawned, do not place a zombie.

Dead Tide – When a zombie runner is killed, it is returned to the south edge of the scrapyard at the start of the zombies' next turn. Dead Tide ends when all the zombie brutes, creepers, and leapers are destroyed.

Aftermath

The encounter is complete when the PCs have defeated the final wave of zombies—or been turned into zombies themselves! If they've managed to make it through the night undefeated, the PCs hired to protect Mag's scrapyard are rewarded with 25 gc apiece and are allowed to take anything interesting they may have built to defend it. If the players used the pregenerated gobber PCs, they have an interesting story to share and a new contraption they can use to defend their comrades should the zombies ever return.

Enjoy even more zombie mayhem. Play *Zombies Keep Out!*

