



WFRP2 - The Walking Dead: Skeletons and Zombies

by Jackdays

This document is completely unofficial and in no way endorsed by **Games Workshop Limited**.

Warhammer Fantasy Roleplay, the Warhammer Fantasy Roleplay logo, WFRP, Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Darkblade, 'Eavy Metal, Forge World, Games Workshop, Games Workshop logo, Golden Demon, Great Unclean One, GW, the Hammer of Sigmar logo, Horned Rat logo, Keeper of Secrets, Khemri, Khorne, the Khorne logo, Lord of Change, Nurgle, the Nurgle logo, Skaven, the Skaven symbol device, Slaanesh, the Slaanesh logo, Tomb Kings, Tzeentch, the Tzeentch logo, Warhammer, Warhammer World logo, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, artefacts, illustrations and images from the Warhammer world are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2016, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.



Table of Contents

Table of Contents	2
THE WALKING DEAD	3
The Legions of the Tomb Kings	3
PARTIAL WALKING DEAD	4
SPELLS TO SUMMON THE WALKING DEAD	4
SPECIAL TALENTS & TRAITS	5
<i>Bones (Trait)</i>	5
<i>Cloud of Flies (Trait)</i>	5
<i>Dray Animal (Trait)</i>	5
<i>Hideous Strength (Trait)</i>	5
<i>Mindless (Trait)</i>	5
<i>Natural Weapons - Optional (Trait)</i>	5
<i>Not All There (Trait)</i>	5
<i>Scales (Trait)</i>	5
<i>Shambling (Trait)</i>	5
<i>Thick Skin (Trait)</i>	5
<i>Undead - Revised (Trait)</i>	6
<i>Unstoppable Blows (Trait)</i>	6
<i>Very Small Attacks (Trait)</i>	6
SKELETONS	7
ZOMBIES	10



The Walking Dead

The Walking Dead name is used here to call the most numerous and common of all the Restless Dead, the Skeletons and Zombies. They are the animated bones/bodies of the dead, mindless automatons that obey the orders of their evil masters. Skeletons and Zombies are most trusted foot soldiers of necromancers, Vampires, Liches and dreaded Tomb Kings. The world is full of fields of past slaughters, graveyards and other places of death that can be used to raise the Undead.

The Walking Dead are soldiers that require no rations or sleep, are not troubled by cold or heat, are not slowed by wounds, suffer no exhaustion or fatigue, nor pine for the comforts of home. They cannot be frightened, confused, drowned, poisoned, cannot get sick or be distracted. They do not need to be paid and their morale will not fail. They have no intelligence, no thought, and no desire to improvise. Skeletons are commonly more agile and fast, because the remaining flesh slows the Zombies. But the flesh also makes Zombies more durable and strong.

The raising of the Walking Dead is the easiest of dark spells. Anyone with any experience in necromancy can achieve it; the only variation is the number of corpses that can be raised with each casting. Experienced necromancers think nothing of creating a dozen or more - assuming sufficient corpses are available to be raised. It is this reason that Zombies are more commonly seen than Skeletons, as they freshly dead are more easily located and closer to the surface.

The Walking Dead make excellent servants and guardsmen away from the battlefields and are so easily summoned that necromancers are rarely without them. Their only limitations are that they can follow only simple orders, such as march, guard, protect, or attack, and they must remain close to their commander - and should his magic ever falter, they fall to pieces. The necromancer must always guard himself with his Undead legions to prevent this destruction, but it is hardly a problem because each and every time his troops are cut down, he can bring them back in but a moment.

The Legions of the Tomb Kings

The Skeletons of Nehekhara are not mindless automatons slaved to the will of an evil necromancers. They are instead animated by the souls of their former bodies. The incantations of the Liche Priests summon the spirits of long-dead soldiers from the Realm of Souls and bind them into corporeal forms. However, without the extensive mummification lavished upon their lords and betters, the spirits of these warriors do not retain the full memory of their former existens. Upon awakening from their death-sleep, the only things that every one of these Undead soldiers can recall with perfect clarity is their unswerving loyalty to their king and the ways of war that were drilled into them in life.

Skeleton Warriors of the Tomb Kings gain following bonuses (knowledge from their former life):

- ❖ Any *Specialist Weapon Group* talent. Commonly *Specialist Weapon Group (Great Weapons)* or *Specialist Weapon Group (Long Bow)*. Also, various fighting skills & talents (if they had them when they were living): *Dodge Blow, Strike to Stun, Strike to Injure, Strike Mighty Blow, Mighty Shot*. These warriors will not gain all their former skills & talents.
- ❖ Ability to shoot hundreds of yards.
- ❖ *Ride* and *Drive* skills (if they had them). And ability to handle Undead steeds and chariots (living animals will not accept Undead riders or drivers).
- ❖ *Sail* and *Row* skills (if they had them). These are very rare among the Nehekhara and in the lands of Araby. But there were former rivermen and even seaman in the ancient Nehekhara too. If they are resurrected, then they can continue in their trade if needed. *Navigation* skill is still needed and this must be provided by the reanimator, which would be Liche Priest or Tomb King (or their Champion).
- ❖ These Skeletons gain a +10 bonus to their **Agility**. Also, they have minor **Intelligence** (20) and **Will Power** (35) left too from their former person. This also takes away *Mindless* trait.
- ❖ **GM decision**: Elite warriors (those that were in an advanced combat-oriented career, like Veterans, Sergeants, Captains, Champions...) gain a +15 bonus to their **Weapon Skill** and **Ballistic Skill**. And also +1 **Attack**.

Partial Walking Dead

It is very much possible that both Zombies and especially Skeletons are missing few body parts (or bones). To raise the Walking Dead most of the body/remains should be found. Fresh bodies (Zombies) are usually well "connected", but old bones could have shattered, yet the dark magic of animation will have connected them together if they are just found close to each other. Even if you have huge pile of various bones all mixed up, the right ones will connect with each other and form bodies of creatures they belonged.

- ❖ **Missing Head:** The Walking Dead do not need their head to see or sense. They basically "feel" the living and their surroundings in about 100ft range. Also, the orders their masters are sensed through the magic. If the Walking Dead is missing head subtract following amount from the **Wounds**: Tiny 1, Small 2, Medium 2, Large 3, Very Large 4, Huge 6, Gigantic 6. GM decision: If head is needed, then it is also the weak point of the Walking Dead, because if they lose just head they will collapse.
- ❖ **Missing Body:** The Walking Dead needs its body to connected the other pieces, but some parts/bones can always be missing there. You can reduce **Wounds** by 1-3 if some parts/bones are missing.
- ❖ **Missing Hand:** If the Walking Dead is missing a hand it can't use second weapon (or shield) or Great Weapon. If both hands, then it can only attack by biting. If skeleton is missing limbs reduce following amount from the **Wounds** per limb: Tiny 1, Small 1, Medium 1, Large 2, Very Large 4, Huge 5, Gigantic 6.
- ❖ **Missing Leg (creature has two legs):** Legs reduce **Movement**. Those with two legs half their **Movement** from first leg and drop Movement to 1 after last leg (can now only crawl). If the Walking Dead is missing limbs reduce following number of **Wounds** per limb: Tiny 1, Small 1, Medium 1, Large 2, Very Large 4, Huge 5, Gigantic 6.
- ❖ **Missing Leg (creature has four legs):** Legs reduce **Movement**. Those with four legs lose quarter per leg from first two legs. After that the **Movement** become zero (four legged creatures usually do not have arms and cannot drag themselves). If the Walking Dead is missing limbs reduce following number of **Wounds** per limb: Tiny 1, Small 1, Medium 1, Large 2, Very Large 4, Huge 5, Gigantic 6.
- ❖ **Missing Tail:** If creature has long tail and it is missing this can make the creature clumsier. If GM chooses add a -10 penalty to creatures **Agility**. Some creatures may use their tail as weapon. Missing tail may subtract one **Attack** (again GM decision).
- ❖ **Missing Wing:** The Skeletons shouldn't be able to fly, because they do not have any skin on their wings. So, wings are really useless. But, Zombies may still have this ability (or reduce it to *Hoverer*). It is very much possible that partly magical creatures, like Dragon, may have their flying ability even dead.

Spells to Summon the Walking Dead

Every spell or Ritual to summon the Walking Dead creates a number of them equal to necromancers **Magic** characteristic or number rolled by some combination of dice. You can divide them following way by size of the Walking Dead (see below). This means how much different sizes "cost" to create the Walking Dead (Example: Warlock uses Re-Animate spell and has **Magic** characteristic of 2. Warlock can create either one Large, two Medium, four Small or twenty Tiny Walking Dead):

- ❖ Tiny 0,1
- ❖ Small 0,5
- ❖ Medium 1
- ❖ Large 2
- ❖ Very Large 4
- ❖ Huge 8
- ❖ Gigantic 16

Special Talents & Traits

Bones (Trait)

Description: Because there is no flesh (or anything else) around the Skeleton it is actually harder to hit it. Most missiles, the small ones (arrows, bolts, bullets, sling stones...etc.) have a -10 penalty to hit (they just go easier through the bones). Also, bludgeoning weapons, such as a hammer or a club (or *Pummelling* quality), can more easily shatter a Skeleton into pieces. Add a +1 to damage.

Cloud of Flies (Trait)

Description: The creature is constantly surrounded by a black cloud of flies that buzz incessantly. When fighting, the cloud flies into the eyes, mouth, and nostrils of their opponents. This terrible distraction causes anyone in melee combat with this creature to take a -10 to their **Weapon Skill**.

Note! All Zombies and their dead rotting flesh attracts flies, but only the bigger carcasses (large or bigger) are so surrounded by the flies, that it gives this trait.

Dray Animal (Trait)

Description: Used commonly as dray animal. Creature can handle larger loads and may handle encumbrance values equal to their Strength characteristic x 30.

Hideous Strength (Trait)

Description: A creatures with this trait attacks count as having the *Armour Piercing* and *Impact* qualities (claws, fangs...etc.).

Or

A creature with this trait attacks count as having the *Impact* quality (normal unarmed).

Mindless (Trait)

Description: These creatures are animated flesh and bones with no mind or spirit of their own. They have no **Intelligence**, **Will Power**, or **Fellowship**, and can never take or fail tests based on these characteristics.

Natural Weapons - Optional (Trait)

Description: If the creature had *Natural Weapons* (fangs, claws, horns...etc.), when it was living being, then it has those also as Undead. This changes the Unarmed attack damage and also takes AP value penalty away. Huge and Gigantic size creatures have automaticly Natural Weapons, because their size.

Not All There (Trait)

Description: The creature is incomplete or does not have a normal anatomy. Use rules for *Sudden Death Critical Hits* to see if the Walking Dead just collapses. But if you want to use variant Criticals, then check hit location also before the Sudden Death. If it is head or body, then Undead just collapses. If arm or leg, then Undead loses that limb.

Scales (Trait)

Description: The creature has tough scales that protect it like armour. This trait provides the creature with a number of Armour Points on all locations equal to the number noted in parenthesis.

Shambling (Trait)

Description: The creature is relentless but slow. It cannot take the run action.

Thick Skin (Trait)

Description: Due to their unusually thick skin, reduce the Critical Values of Critical Hits against them by 1.



Undead ~ Revised (Trait)

Description: Creature is one of the undead, hideously reanimated by necromantic magic. It is immune to Fear, Terror, stunning, poison, disease, suffocation/drowning, heat, cold, fatigue and all spells, skills, and effects that involve the manipulation of emotions and the mind. It doesn't need sleep or any normal rest. It is never affected by normal hunger or thirst. Also Undead are commonly missing all or most of their insides and outsides, like for example eyes, and can sense without their eyes, ears, nose...etc. They "feel" the living and their surroundings in an about 100ft range. Most of these Undead cannot speak, because they do not have working lungs, tongues...etc. But it is possible that the spirit, keeping the remains alive, may speak depending on magic used to create the Undead creature.

Unstoppable Blows (Trait)

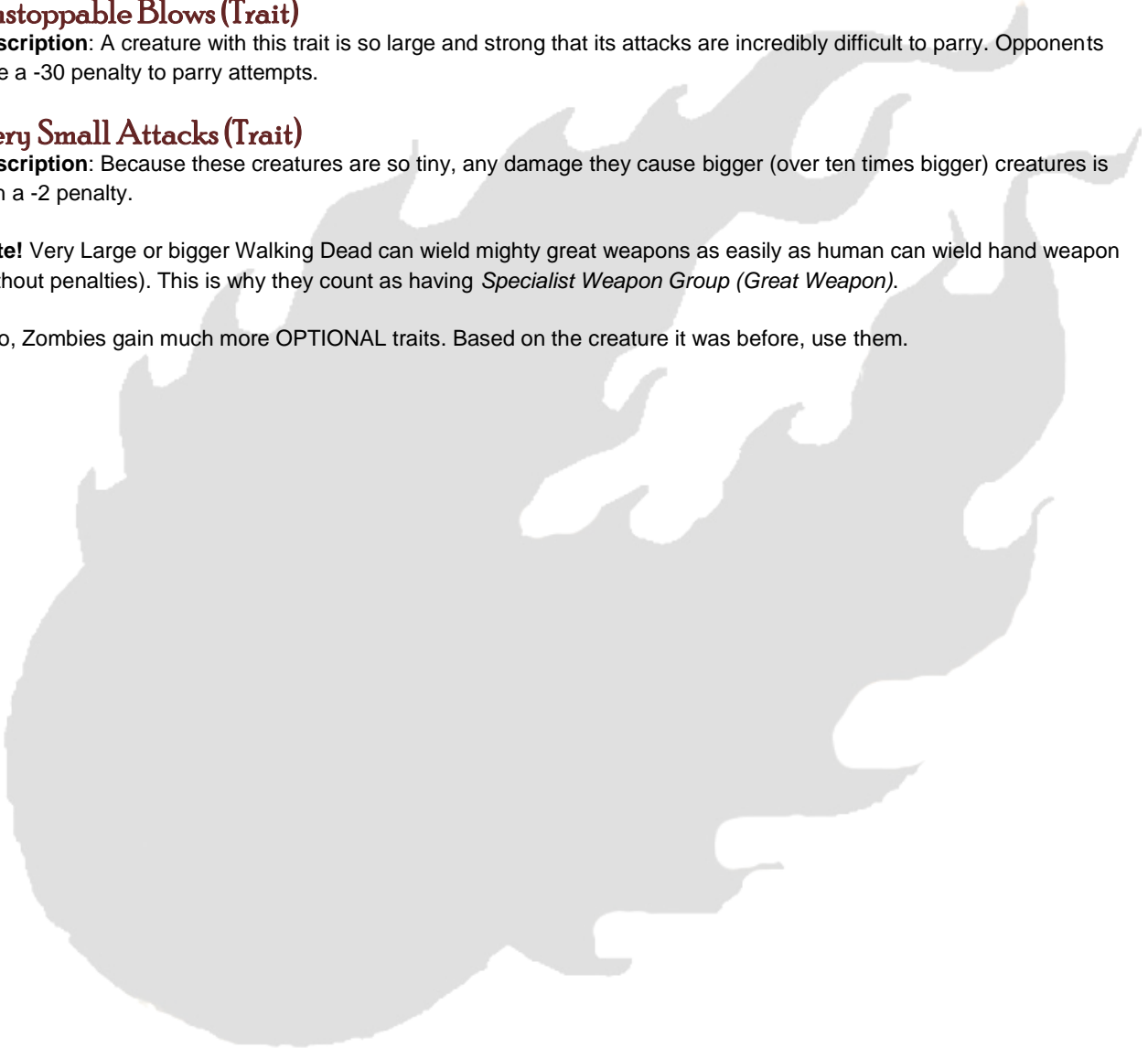
Description: A creature with this trait is so large and strong that its attacks are incredibly difficult to parry. Opponents take a -30 penalty to parry attempts.

Very Small Attacks (Trait)

Description: Because these creatures are so tiny, any damage they cause bigger (over ten times bigger) creatures is with a -2 penalty.

Note! Very Large or bigger Walking Dead can wield mighty great weapons as easily as human can wield hand weapon (without penalties). This is why they count as having *Specialist Weapon Group (Great Weapon)*.

Also, Zombies gain much more OPTIONAL traits. Based on the creature it was before, use them.



Skeletons

Skeleton is a set of animated and magically connected bones, with empty eye sockets.

Type: Undead (Corporal)

Size: Tiny (Snotling...)

Slaughter Marginal: Very Easy

- Skeleton, Tiny Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
15	20 / 0	10 (1)	10 (1)	25	-	-	-

Skills: -

Talents: -

Traits: Bones, Mindless, Not All There, Shambling, Undead, Unsettling, Very Small Attack*; OPTIONAL: Dray Animal, Natural Weapons (varies)

Combat

Attacks: 1; **Movement:** 1 (or as before); **Wounds:** 5

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10-5*; double AP value) or (1d10-1*), Small Weapon (1d10-3*)

Type: Undead (Corporal)

Size: Small (Goblin, Halfling...)

Slaughter Marginal: Easy

- Skeleton, Small Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	20 / 0	20 (2)	20 (2)	25	-	-	-

Skills: -

Talents: -

Traits: Bones, Frightening, Mindless, Not All There, Shambling, Undead; OPTIONAL: Dray Animal, Natural Weapons (varies)

Combat

Attacks: 1; **Movement:** 2 (or as before); **Wounds:** 8

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10-2; double AP value) or (1d10+2), Hand Weapon (1d10+2)

Type: Undead (Corporal)

Size: Medium (Human, Dwarf...)

Slaughter Marginal: Routine

- Skeleton, Medium Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	20 / 0	30 (3)	30 (3)	25	-	-	-

Skills: -

Talents: -

Traits: Bones, Frightening, Mindless, Not All There, Shambling, Undead; OPTIONAL: Dray Animal, Natural Weapons (varies)

Combat

Attacks: 1; **Movement:** 3 (or as before); **Wounds:** 10

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10-1; double AP value) or (1d10+3), Hand Weapon (1d10+3)



Type: Undead (Corporal)

Size: Large (Black Orc, Centigor, Minotaur...)

Slaughter Marginal: Average

- Skeleton, Large Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	20 / 0	40 (4)	40 (4)	25	-	-	-

Skills: -

Talents: -

Traits: Bones, Frightening, Mindless, Not All There, Shambling, Undead; OPTIONAL: Dray Animal, Natural Weapons (varies)

Combat

Attacks: 1; **Movement:** 4 (or as before); **Wounds:** 16

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10; double AP value) or (1d10+4), Hand Weapon (1d10+4)

Type: Undead (Corporal)

Size: Very Large (Ogre, Rat Ogre, Troll...)

Slaughter Marginal: Hard

- Skeleton, Very Large Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	20 / 0	50 (5)	50 (5)	25	-	-	-

Skills: -

Talents: Specialist Weapon Group (Great Weapon)

Traits: Bones, Frightening, Mindless, Not All There, Shambling, Undead; OPTIONAL: Dray Animal, Natural Weapons (varies)

Combat

Attacks: 2; **Movement:** 5 (or as before); **Wounds:** 26

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10+1; double AP value) or (1d10+5), Hand Weapon (1d10+5), Great Weapon (1d10+5; Impact, Slow)

Type: Undead (Corporal)

Size: Huge (Griffon, Manticore, Wyvern...)

Slaughter Marginal: Hard

- Skeleton, Huge Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40	20 / 0	60 (6)	60 (6)	25	-	-	-

Skills: -

Talents: Specialist Weapon Group (Great Weapon)

Traits: Bones, Mindless, Not All There, Shambling, Terrifying, Undead; OPTIONAL: Dray Animal, Natural Weapons (varies)

Combat

Attacks: 3; **Movement:** 6 (or as before); **Wounds:** 36

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10+6), Giant-sized Hand Weapon (1d10+6; Impact), Giant-sized Great Weapon (1d10+7; Impact, Slow)





Type: Undead (Corporal)

Size: Gigantic (Dragon, Giant, Hydra...)

Slaughter Marginal: Very Hard

- Skeleton, Gigantic Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45	20 / 0	70 (7)	70 (7)	25	-	-	-

Skills: -

Talents: Specialist Weapon Group (Great Weapon)

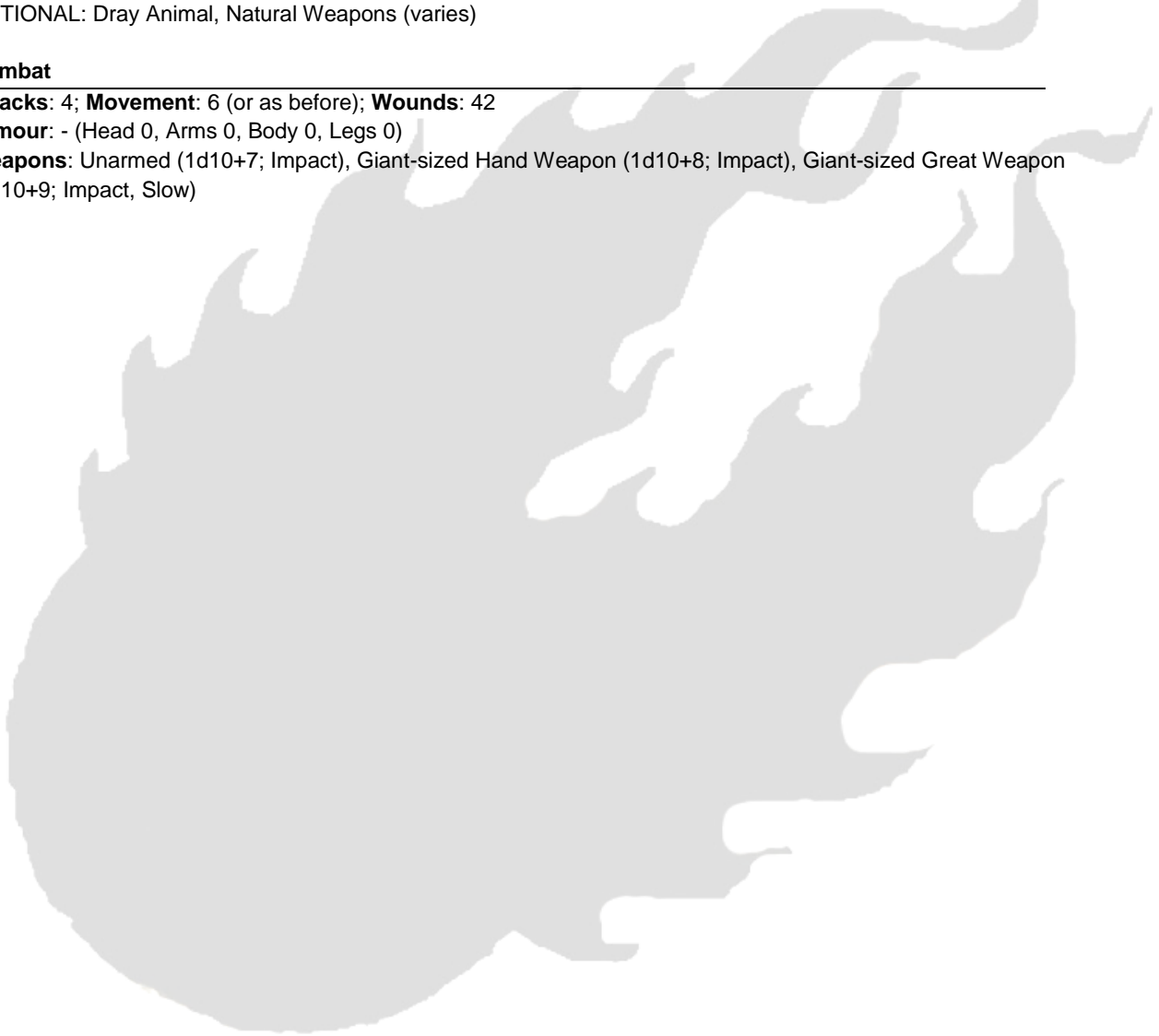
Traits: Bones, Hideous Strength, Mindless, Not All There, Shambling, Terrifying, Undead, Unstoppable Blows;
OPTIONAL: Dray Animal, Natural Weapons (varies)

Combat

Attacks: 4; **Movement:** 6 (or as before); **Wounds:** 42

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10+7; Impact), Giant-sized Hand Weapon (1d10+8; Impact), Giant-sized Great Weapon (1d10+9; Impact, Slow)



Zombies

Zombies are not pleasant to look upon. Drawn from their graves, half decayed and partially consumed by worms, they wear the tattered remains of their burial clothes. A rank odor of death hangs heavy in the air around them. Some creatures that naturally have thick hides or scales may have them still as Zombies. Those with wings may have enough flesh to regain their flying ability or they may become hoverers.

Type: Undead (Corporal)

Size: Tiny (Snotling...)

Slaughter Marginal: Very Easy

- Zombie, Tiny Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
15	20 / 0	15 (1)	15 (1)	10	-	-	-

Skills: -

Talents: -

Traits: Mindless, Not All There, Shambling, Undead, Unsettling, Very Small Attack*; OPTIONAL: Dray Animal, Flier or Hoverer, Natural Weapons (varies), Thick Skin, Scales

Combat

Attacks: 1; **Movement:** 1; **Wounds:** 7

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10-5*; double AP value) or (1d10-1*), Small Weapon (1d10-3*)

Type: Undead (Corporal)

Size: Small (Goblin, Halfling...)

Slaughter Marginal: Easy

- Zombie, Small Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	20 / 0	25 (2)	25 (2)	10	-	-	-

Skills: -

Talents: -

Traits: Frightening, Mindless, Not All There, Shambling, Undead; OPTIONAL: Dray Animal, Flier or Hoverer, Natural Weapons (varies), Thick Skin, Scales

Combat

Attacks: 1; **Movement:** 2; **Wounds:** 10

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10-2; double AP value) or (1d10+2), Hand Weapon (1d10+2)



Type: Undead (Corporal)

Size: Medium (Human, Dwarf...)

Slaughter Marginal: Routine

- Zombie, Medium Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	20 / 0	35 (3)	35 (3)	10	-	-	-

Skills: -

Talents: -

Traits: Frightening, Mindless, Not All There, Shambling, Undead; OPTIONAL: Dray Animal, Flier or Hoverer, Natural Weapons (varies), Thick Skin, Scales

Combat

Attacks: 1; **Movement:** 3; **Wounds:** 12

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10-1; double AP value) or (1d10+3), Hand Weapon (1d10+3)

Type: Undead (Corporal)

Size: Large (Black Orc, Centigor, Minotaur...)

Slaughter Marginal: Average

- Zombie, Large Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	20 / 0	45 (4)	45 (4)	10	-	-	-

Skills: -

Talents: -

Traits: Cloud of Files, Frightening, Mindless, Not All There, Shambling, Undead; OPTIONAL: Dray Animal, Flier or Hoverer, Natural Weapons (varies), Thick Skin, Scales

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 18

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10; double AP value) or (1d10+4), Hand Weapon (1d10+4)

Type: Undead (Corporal)

Size: Very Large (Ogre, Rat Ogre, Troll...)

Slaughter Marginal: Hard

- Zombie, Very Large Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	20 / 0	55 (5)	55 (5)	10	-	-	-

Skills: -

Talents: Specialist Weapon Group (Great Weapon)

Traits: Cloud of Files, Frightening, Mindless, Not All There, Shambling, Undead; OPTIONAL: Dray Animal, Flier or Hoverer, Natural Weapons (varies), Thick Skin, Scales

Combat

Attacks: 2; **Movement:** 5; **Wounds:** 28

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10+1; double AP value) or (1d10+5), Hand Weapon (1d10+5), Great Weapon (1d10+5; Impact, Slow)





Type: Undead (Corporal)

Size: Huge (Griffon, Manticore, Wyvern...)

Slaughter Marginal: Hard

- Zombie, Huge Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40	20 / 0	65 (6)	65 (6)	10	-	-	-

Skills: -

Talents: Specialist Weapon Group (Great Weapon)

Traits: Cloud of Flies, Mindless, Not All There, Shambling, Terrifying, Undead; OPTIONAL: Dray Animal, Flier or Hoverer, Natural Weapons (varies), Thick Skin, Scales

Combat

Attacks: 3; **Movement:** 6 or fly 8; **Wounds:** 40

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10+6), Giant-sized Hand Weapon (1d10+6; Impact), Giant-sized Great Weapon (1d10+7; Impact, Slow)

Type: Undead (Corporal)

Size: Gigantic (Dragon, Giant, Hydra...)

Slaughter Marginal: Very Hard

- Zombie, Gigantic Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45	20 / 0	75 (7)	75 (7)	10	-	-	-

Skills: -

Talents: Specialist Weapon Group (Great Weapon)

Traits: Cloud of Flies, Hideous Strenght, Mindless, Not All There, Shambling, Terrifying, Undead, Unstoppable Blows; OPTIONAL: Dray Animal, Flier or Hoverer, Natural Weapons (varies), Thick Skin, Scales

Combat

Attacks: 4; **Movement:** 6 or fly 8; **Wounds:** 48

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Unarmed (1d10+7; Impact), Giant-sized Hand Weapon (1d10+8; Impact), Giant-sized Great Weapon (1d10+9; Impact, Slow)

