Obviously a zombie game requires zombies. Not having them would be stupid!

In this game, zombies can sometimes be seen socialising with, doing social activities such as bowling, smoking a cigarette, playing sport, or fighting each other (in a way that does not cause damage for game balance reasons). Any zombie can be any gender, except Super Ultra Incredible Chad Man Guy™.

Normie

No opinions.  
No tastes.  
No nothing.

Just a normal zombie. A good all-rounder, and generally useful for cannon fodder.

Racist

It’s a zombie but racist, so it doesn’t work well with other zombies – even other Racist zombies – and often beats them up. But it has a dramatically increased rate of attack and does some more damage, owing to the fact it called the manager (or the police) every time it saw a black man before the apocalypse.

Notably, one time in Minneapolis it didn’t go so well.

Fatass

The fatass zombie is slow, but *a hard fucker to kill*. All that KFC…it really made him hard to beat. It can be often seen playing video games in the ruins, as the electricity was kept on specially for these types. This guy can also eat you really, really, really fast – he has a ravenous appetite. Normal zombie but white and orange cuz of my fatass cat Squeak. Only works well with other Fatasses.

The Ranged Zombie

This guy generally hangs around wherever he wants and is a good worker with all other zombies. He’s a pretty cool guy, but if you are a human you will soon yourself terminated – not via bite, but by ranged weapon. These fuckers can use *guns*, although not very well (they will pick up guns and use them with more inaccuracy than the player…for game balance reasons), and they will certainly be used by the Director while spawning map enemies. Conspiracy Theorist takes a weird liking to this guy, maybe because of his paranoid love of firearms.

**Special Zombies**

The Mayor

This one’s special because of his remarkable ability to bribe people. A Kenyo-Mauritian with Indian origins.  
**Maybe:** Have this droppable once(?) per game and offer a player an amount of $$$ (which can be used for upgrades) in return for going grass on the others. But how do we do this? Works well with all zombies except the Racist, who however will still be covertly assisted sometimes. The Anarchist hates this guy.

Tank but Literal Tank

L4D tank zombie, but literally a third-generation Russian main battle tank developed from the T-72. It uses a 125 mm 2A46 smoothbore main gun, the 1A45T fire-control system, an upgraded engine, and gunner's thermal sight. Standard protective measures include a blend of steel and composite armour, smoke grenade dischargers, Kontakt-5 explosive reactive armour (ERA) and the Shtora infrared anti-tank guided missile (ATGM) jamming system. With a zombie face.

Additionally, it has a mysterious weakness to blue and yellow flags that causes a 5% health reduction. Further research required.

Centrifugal Speed

One spinny lass whose regret at her future leads to her zombified corpse rotating at centrifugal speed, and I need to think more about this one.