

Welcome to Zombies Expansion! Zombies Expansion is a Garry's Mod Addon that adds new zombies to your spawnmenu!

In this document I'm going to list all the zombies, tell their abilities, how to counter them and talk how I made them.

You can also use the weapon-tool that is in your "Other" category in the "Weapons" Spawnmenu's tab.

Combo = Zombies that go well together

Bad Combo = Zombies that don't go well together

Name: Standard Zombie

Abilities: Nothing

Counter: Anything

Combo: In group

DEV: "Everything actually started from editing Antlion guards, but then they were boring so I went to edit zombies instead."

Strategy: This zombie alone is really easy to kill, but in groups is better to use explosive weapons, or run and kill them slowly with the crowbar using a technique (attack, make him attack, run away, return, repeat).

Name: Flower Pot Zombie

Armor: 100

Counter: Fast shooting weapons

DEV: "I wanted to recreate the roadcone zombie from Plants VS Zombies, but the head pops out from the cone, so I made something similiar."

Strategy: Same as the Standard Zombie, but this one takes more crowbar hits.

Name: Bucket Zombie

Armor: 150

Counter: Fast shooting weapons

DEV: "This one was the first zombie that I ever created. It's really easy now that I use him as a base for other headed zombies."

Strategy: Same as Flower Pot Zombie.

Name: Lil'Zombie

Health info: -50% health (25 hp)

Speed info: +100 units

Counter: Anything

DEV: "This is the imp zombie from Plants vs Zombies. I called him differently to not be so similiar to the game"

Strategy: This only takes a crowbar hit, but it's faster and really easy to miss, so be aware to always point at a down angle.

Name: Explosive barrel Zombie

Abilities: Explodes on death or with attacks

Counter: Attack from range

DEV: "Came in mind once."

Strategy: Attacking it from distant is a really good idea, since when he dies he can damage you, but also his friend zombies.

Name: Crate Zombie

Abilities: Creates two lil' zombies on death or with attacks

Counter: Fast shooting weapons or explosives

DEV: "It's the barrel roller zombie from PVZ2, in a different manner."

Strategy: Using explosives in a group of these isn't a good idea, since you will have the little zombies still alive.

Name: Pogo Zombie

Abilities: Jumps on heads to deal damage

Counter: Fast shooting weapons or explosives

DEV: "I changed the model of him since in the first game it's actually different."

Strategy: This zombie is great because he can damage other zombies, even the boss. To use him, try to bring him to a big group of zombies, then kill him alone.

Name: Lil'Pogo Zombie

Abilities: Jumps on heads to deal damage

Health info: -50% health (25 hp)

Counter: Fast shooting weapons or explosives

DEV: "It's a request from my brother, and it's not even op!"

Strategy: Same thing.

Name: Newspaper Zombie

Abilities: Goes faster when his newspaper is destroyed

Counter: Give him a newspaper to calm him down

DEV: "I made him become purple to show that he's enraged. Different from PVZ, he doesn't stop on the destruction of the newspaper."

Strategy: Try shooting the zombie itself, not the newspaper. Explosives aren't a good idea, since the zombie can survive (in case you miss) and the newspaper would be gone.

Name: Balloon Zombie

Abilities: Flies above

Counter: Destroy the balloon

DEV: "This one was the first difficult zombie that I made, the physics are so bad for npcs!"

Strategy: This zombie is really difficult to handle as it moves constantly, shooting his balloon or going near it would make his balloon pop, making easy to kill him.

Name: Zombie King

Abilities: Gives buckets to zombies

Counter: Make zombies go away from him to not get the bucket.

DEV: "Since I didn't do the knight zombie, I made him give buckets instead."

Strategy: It's really a bad idea to take out the zombies first, as these have more health and armor than the king himself. Try using explosives or try kill the king as fast as possible.

Name: Soldier Zombie

Abilities: Throws explosive melons from distance

Health info: +900% health (500 hp)

Counter: Objects

Bad Combo: Fat zombie, reflect zombie and plasma shield zombie

DEV: "I called him at first "melon thrower zombie", but it didn't make that much sense."

Strategy: This zombie is really easy at a near combat, since when you're distant he tries to instant kill you with his bombs. Using the crowbar many times can be a good counter for him. Props and other zombies can be useful too as they make as a barrier.

Name: Summoner Zombie

Abilities: Creates zombies

Health info: +1900% health (1000 hp)

Counter: Try to kill him before he spawns too many zombies

Bad Combo: Fat zombie, reflect zombie, plasma shield zombie, car zombie

DEV: "It's another request from my brother. This popped out from trying to make the giant zombie (gargantuar)."

Strategy: This is the master, the boss of the zombies, attacking the boss first will make the fight a bit easier, but all of that depends of luck: zombies spawn randomly.

Name: Pusher Zombie

Abilities: Pushes zombies

Counter: Fast shooting weapons

DEV: "I love the breakdancer zombie. So I made a copy!"

Strategy: This zombie is really useful when you're on an high place or on a cliff, since he can push zombies off the cliff. He can be a really bad zombie since he can push really powerful zombies, like king zombie, to other zombies, making the fight more difficult. Try master the damage to the pusher.

Name: Computer Zombie

Abilities: Regenerates armor

Armor: +10% armor per second

Counter: Fast shooting weapons

DEV: "It's practically me zombiefied."

Strategy: Killing this zombie is a really easy task if you have a fast shooting weapon or a crowbar, as they do more/quicker damage to stop giving the zombie the advantage.

Name: Post-Zombie

Abilities: Throws newspaper to zombies

Armor: 50

Counter: Fast shooting weapons

Bad Combo: Fat zombie, reflect zombie and plasma shield zombie

DEV: "This was a job that I wanted to do since I was a kid. Seriously."

Strategy: It's a really difficult zombie to manage with, as it can transform every zombie into newspaper zombie, but it can be helpful too: he can calm the newspaper zombies with new newspaper. Killing him is the best way to not die from newspapers.

Name: Reflect Zombie

Abilities: Reflects projectiles

Counter: Bullets

Health info: -80% health (10 hp)

DEV: "It's the jester zombie from PVZ2. How much I hate that guy."

Strategy: Melee and bullet combat are the main counter for him, as he can only send back physical projectiles.

Name: Barrier Zombie

Abilities: Is protected from frontal attacks

Counter: Attacks from above or behind

DEV: "This was my first zombie that used a different technique, through scripted entities."

Strategy: Attacking him from the top, from the sides or from the back can be an advantage as he is not protected from these point of views.

Name: Car Zombie

Abilities: Can crush stuff in front of him

Counter: Fast shooting weapons

Bad Combo: Explosive barrel zombies

DEV: "This was the most dangerous zombie that I ever made: it would crash cuz the car would disappear because of the bad physics."

Strategy: If there is a big mass of zombies, try using this special zombie to kill all of them, as he can squash them. To beat him, try running distant from the car and attack it with explosives or fast shooting weapons, as it can be killed very quickly.

Name: Digger Zombie

Abilities: Goes behind his enemy

Counter: Kill him before he goes underground

DEV: "I added a magic touch to it."

Strategy: Before he hides underground, try dealing as much damage as possible: melee combat isn't a good idea as it might take a lot of time before you can reach him before he hides.

Name: Plasma Shield Zombie

Abilities: Creates a shield

Counter: Kill him before he protects

Bad Combo: Pogo and car zombies

DEV: "The Protector zombie from PVZ2, with a round shield instead."

Strategy: Kill him as quickly as possible. Do not use physical projectiles, melee is the best counter for the shield.

Name: Rocket Zombie

Abilities: Flies to then explode

Counter: Kill him before he flies

Bad Combo: Plasma shield zombie

DEV: "This was inspired from another game, which I don't remember."

Strategy: It's a good zombie as he can kill an huge mass of simple zombies most of them without armor, but it can be a pain if you're stuck.

Name: Hook Zombie

Abilities: Pulls enemies near him

Counter: Run away when you get hooked

Bad Combo: Zombies in front of him

DEV: "You know what is this from."

Strategy: This is also a good zombie, as he can pull zombies that you don't wanna have in front of you, like king zombie. To finish him, try getting hooked, jump, and kill him with fast weapons, you can only get some fall damage, but it's better than dying.

Name: Invisible Zombie

Abilities: Goes invisible and becomes faster

Counter: Shoot him to make visible blood when he's invisible

DEV: "It's based from a zombie of the Chinese version of PVZ2."

Strategy: Shooting him will make blood visible on his body, trying to get attacked and running a way it's a good idea to keeping eye on him. Most of his movements are frontal or with a half circle rotation.

Name: Disco Zombie

Abilities: Makes zombies faster

Counter: Kill him instead of other zombies

Bad Combo: Car zombie

DEV: "This is actually based from the T-Rex dinosaur from Jurassic March. It speeds up zombies in it's line."

Strategy: He can be a pain for powerful zombies, like raging newspaper zombie, as he can get and insane speed boost because of the disco zombie. Try killing him before others.

Name: Bird Zombie

Abilities: Flies above

Counter: Fast shooting weapons

DEV: "It's a more difficult balloon zombie."

Strategy: Like the balloon zombie but it's easier to hit, try to aim at the bird as the hitboxes are bugged cuz the game is bad.

Name: Box-head Zombie

Armor: 120

Counter: Fast shooting weapons
DEV: "Being bored makes me be creative. Sometimes."
Strategy: ...Repeat Bucket Zombie.

Name: Flamenco Zombie
Abilities: Dodges projectiles by going left and right
Counter: Fast shooting weapons
DEV: "I wanted to do a flamenco zombie."
Strategy: Explosives for him are an easy thing to dodge, as grenades and rockets can miss him entirely. Going on a wall may stop him from going to a specific direction, then have that chance to kill him.

Name: Dupe Zombie
Abilities: Doubles
Counter: Kill the original one to kill all of them!
Bad Combo: Car Zombie
DEV: "It's inspired from Impfinity from PVZ Heroes."
Strategy: Attacking the main copy is the best way to finish all of them.

Name: Copier Zombie
Abilities: Copies zombie giving them 1 hp
Counter: Kill nearby zombies to not make him do copies
DEV: "Another thing inspired from Clash Royale."
Strategy: Since it's copies have 1 hp are easy to deal with, but not if these have armor, as they require to finish the armor first then it's easy to kill them.

Name: Mutated Zombie
Health info: +400% health (250 hp)
Damage info: +50% damage (75 dmg)
Counter: Explosives
DEV: "Making zombies from limited content is really hard. Be creative with your model picks."
Strategy: Bucket Zombie Strategy.

Name: Food fight Zombie
Armor: 200
Counter: Fast shooting weapons
DEV: "What can be a food fight zombie with a different costume?"
Strategy: Same.

Name: Hologram Zombie
Abilities: Cannot get hit
Counter: Destroy the truck under him!
DEV: "We have info-nut, so why not info-zombie (bad name)?"
Strategy: This zombie can give view from his corpse, cause it's transparent. Shooting him is useless, destroy the emitter below him.

Name: Fat Zombie

Abilities: Eats projectiles

Counter: Bullets

DEV: "My brother wants him to eat the player and npcs too."

Strategy: Same as reflect zombie.

Name: Wheel Barrow Zombie

Abilities: Gives flower pots to two zombies

Counter: Fast shooting weapons

DEV: "A different edition of the king zombie."

Strategy: King zombie.

Name: Crawl Zombie

Abilities: Climbs walls

Counter: Explosives

DEV: "This came as a random idea."

Strategy: With the climbing ability he can reach place that normal zombies cannot reach normally. Tho dropping down when the zombie is on top of the place will make him stuck.

Name: Skull Zombie

Armor: 300

Counter: Fast shooting weapons

DEV: "Inspired from Jurassic March."

Strategy: Bucket Zombie.

Name: Grave Zombie

Abilities: Creates gravestones

Counter: Fast shooting weapons

DEV: "Another one from PVZ2."

Strategy: Gravestones spawn zombies, standard, with flower pots or buckets. Easy to kill, since it spawns only one gravestone and these are limited to 10 zombies.

Name: Stone Zombie

Health info: +1500% health (800 hp)

Counter: Fast shooting weapons

DEV: "He does resist to 3 rockets."

Strategy: Bucket Zombie.

Name: Twirl Zombie

Abilities: Deals damage when near

Counter: Fast shooting weapons

DEV: "It's a pogo zombie that deals damage to near enemies."

Strategy: Pogo zombie without friendly fire.

Name: Acid Zombie

Damage info: 25 damage + 10 * 3

Counter: Ranged attacks

DEV: "From Heroes, the Acid zombie was my favorite for his ability to destroy any plant that it hurt."

Strategy: Getting hit isn't a good idea: will deal massive damage that can kill you if you aren't healed. Staying distant can make stuff easier.

Name: Cooking pot Zombie

Armor: 225

Counter: Fast shooting weapons

DEV: "It's a more resistant bucket zombie. This was made after the Powerful zombies update of PVZ2."

Strategy: Bucket.

Name: Big Crate Zombie

Abilities: Creates twelve lil' zombies on death

Counter: Fast shooting weapons or area of effect weapons

DEV: "This was practically the third powerful copy of the crate zombie while the second had six zombies inside."

Strategy: This zombie is a real pain: Killing him will release 12 lil' zombies, but kill them with an explosive, it's easy then.

Name: Lil' Horse Rider Zombie

Health info: -50% health (25 hp)

Counter: Fast shooting weapons

DEV: "Don't ask, I got this inspiration from another GMod modder. (colorful horses 18+)"

Strategy: This zombie can also get protection if the bullet/crowbar hit touched the balloon. Other than that it's just a normal lil' zombie.

Name: Dancer Zombie

Abilities: Summons 4 regular zombies near him

Counter: Fast shooting weapons or area of effect weapons

DEV: "I didn't know how to make the PVZ1's Dancer Zombie different, so I gave it an afro, like the one that the new zombie has."

Strategy: Zombies spawned from him die when he dies, so maining damage to the dancer zombie can make stuff easier.

Name: Heal Zombie

Abilities: Heals other zombies by 5 hp.

Counter: Fast shooting weapons or area of effect weapons

DEV: "A support class is always necessary in a videogame. Tho this isn't a class based game."

Strategy: Try to keep him occupied from staying near other zombies.

Name: Ghost Zombie

Abilities: Respawns once with more health.

Counter: Low damage weapons for his first form, High damage for his second form.

DEV: "Zombies are undead, but... how can they have a ghost?"

Strategy: Using instant kills or explosives won't resolve anything. Kill him normally, twice.

Name: Robber Zombie

Abilities: Catches enemies to throw them in air.

Counter: Fast shooting weapons

DEV: "My brother suggested to make the bungee zombie throw the player in air, instead of "stealing" the plants."

Strategy: Using a crowbar is the best way to not take damage from him.

Name: Gun Stealer Zombie

Abilities: Takes the active weapon of his enemy.

Counter: Distant attacks

DEV: "Fans suggested this. Tho they wanted to take the entire weaponry..."

Strategy: Going near him isn't a good idea, since he takes your currently held weapon, but it gives an advantage as he goes away from you.

Name: Headcannon Zombie

Abilities: Shoots cannon balls to his enemy, from distance.

Counter: Fast shooting weapons

DEV: "Based on Zombotany from the first game."

Strategy: Strafe. That's all.

Name: EMP Zombie

Abilities: Does a stun explosion on first attack or death.

Counter: Distant attacks

DEV: "I thought to make a "Future" zombie like Heroes' upcoming zombies are."

Strategy: Going into melee isn't a good idea, as this stuns you for a little period. Can be really mortal if you've a giant wave of zombies near you.

Name: Bomb Head Zombie

Abilities: Explodes after a while.

Speed info: +190 units

Counter: Distant attacks

DEV: "I thought to make a "Future" zombie like Heroes' upcoming zombies are."

Strategy: Running is the best strategy.

Name: Police Zombie

Abilities: Stuns when attacks.

Armor: 175

Counter: Distant attacks

DEV: "Suggestion by the fans."

Strategy: Near attacks are really not good. Try being distant from him.

Name: Brick Zombie

Abilities: Creates walls.

Armor: 750

Counter: Higher damage possible

DEV: "Two suggestion that merged into one."

Strategy: Walls protects zombies from being hit, but try to do damage to the zombies, not the walls.
