



PROJECT ZOMBOID · BUILD 42

Faded's The Hive

Player & Server Guide · Version 2.2.0

The Long Hunt. Occupied roosts. Landmark strongholds.
Highway packs. Chorus intel. One quarry a night.

Contents

1. What this mod is — and what it refuses to be
2. A night in Knox County
3. Infected roles
4. Roosts, Deep nests, and landmark strongholds
5. Traversal — climbers, walls, windows, lunges
6. The Long Hunt
7. Hollow Dawn
8. Capture, False Chorus, and Chorus intel
9. Animals, Knoxhounds, and tainted meat
10. World map, wander, and highway corridors
11. Population — the only legal spawn path
12. Optional peers and Java
13. Sandbox reference
14. Landmark appendix
15. Chorus Relay appendix
16. Incompatibles, load order, and FAQ

Read this first

The Hive never dumps a mega-horde on you. It occupies buildings that already have zombies, picks one quarry each night, and coordinates what is already in the world. If a fence, window, or mall feels worse in 2.2.0, that is specialists and strongholds — not extra bodies.

1. What this mod is — and what it refuses to be

Faded's The Hive is a server-authoritative zombie ecology for Project Zomboid Build 42.20.2 and 42.20.4. By day the infected occupy roosts. At night the Chorus marks one survivor (or, optionally, an Echoes of Humanity faction leader) and existing residents hunt that trail. Rare Hollow Dawns keep morning dark so the same hunt continues.

The Hive will not:

- Spawn replacement hordes, raid events, or virtual mega-herds.
- Turn the whole population into sprinters. Burst running is a small, role-gated cap.
- Teleport zombies across the map or dematerialize them into a fake pool.
- Ignore safehouses. A claimed building immediately retires its roost.
- Touch player pets or Echoes faction pets. Wild dogs can take Knoxhound skins when infected.

Mod ID **Faded'sTheHive**. Default hunt window 21:00–05:00. Difficulty presets (Balanced / Predatory / Relentless) scale coordination and recruitment — never spawn counts.

2. A night in Knox County

Sunset is not a siren that dumps zombies on every player. It is a contract.

Phase	What happens
Day / roost	Residents hold occupied buildings. Limited indoor wake. Strongholds leash defenders to the landmark.
Night / Long Hunt	One quarry is selected. Recruited residents path the live position or last-known trail. Roles express.
Hollow Dawn	Rare. Morning stays dark 2–4 extra hours. Same quarry. Roosting is suppressed.
Release	The hunt lets go. Residents return. The world is not emptied.

If you are marked, the HUD says so. Disconnect does not silently retarget — hunters keep the last trail for a grace window. Offline Echo (on by default in MP) can include a recent logout point in the nightly draw. Killing the marked player starts a short corpse search, then the night ends for that contract.

3. Infected roles

Role is what an infected does. Form is what it is (Adult, Crawler, Youth, Animal Vector). Classification is deterministic per resident — reloading the same zombie cannot reroll a worse role. Youth from The Young Died Too stay drones for adult Hive roles.

Role	Default	What it does
Drone	remainder	The body of the roost and the hunt. Vanilla gait unless a tiny burst cap applies.
Caller	3%	Howls. Pulls existing nearby infected. Never spawns an entourage.
Weeper	1%	Indoor agitation. Always the witch dress; the dress is stripped on death and never looted.
Stalker	4%	Holds distance, then reveals into a short chase.
Climber	3%	Crosses tall fences and walls. May lunge if you are close after the landing.
Grasper	3%	Closes for a short burst grab when already near the quarry.
Breacher	2%	Extra structural thump pressure. Smashes unbarricaded windows and climbs through.
Vector	animals	Infected animals. Human quarry always outranks livestock.

Burst Runner Hard Cap defaults to 5%. Most infected keep vanilla speed. Wounds, bleeding, and stumble are part of the same ecology — injured specialists are not immortal.

4. Roosts, Deep nests, and landmark strongholds

A roost is not a waypoint dumped on the map. The server watches loaded zombies in real buildings. Enough residents, observed long enough, and the building becomes Occupied, then Mature, then Deep. Empty it and it decays. Claim it as a safehouse and the roost is retired immediately.

Strongholds (new in 2.2.0)

If a Deep roost sits on one of 36 curated Knox landmarks — the prison, Crossroads Mall, St. Peregrin, the Louisville checkpoint, Mass-Genfac, and the rest listed in the appendix — that roost is promoted to a Stronghold.

- Activation: about 80 tiles. Defenders wake as a group and a short rally sound fires.
- Leash: about 50 tiles. They hold the site instead of wandering off into the woods.
- Draft: nearby unassigned infected already on the cell can be pulled into the defense. Nobody is spawned.
- Night: recruited residents can still join the hunt. A reserve stays home.
- Cleared: when the Deep roost is empty, the landmark stays down. Default refill hours is 0. A non-zero value only allows re-promotion after that many hours if a Deep roost already exists again.

How to take a stronghold

Scout. Barricade. Pull in pieces. Do not treat the prison like a shed. Once it is quiet, it stays quiet unless the world is actually depleted and controlled replenishment is allowed to drip residents back into a living roost — still one at a time, off-screen, after a proven deficit.

5. Traversal — climbers, walls, windows, lunges

Fences and open windows used to stall specialists. In 2.2.0 they do not.

- Climbers face the wall, uncollide, glide one tile, recollide, and repath. Failure still dumps them.
- They prefer the wall they are already beating (thump target) over a blind forward scan.
- Vault style speeds up at high hunt intensity (night / Hollow Dawn) and stays slower by day.
- If the quarry is within about three tiles of a successful climb or vault, the Climber lunges.
- Breachers smash unbarricaded windows once and climb through instead of standing there thumping.
- Barricades, sheets, and locked interiors still work. Youth, captives, and crawlers never do this.

This is role-gated. Default Climber 3%, Breacher 2%. You are not fighting a county of parkour sprinters.

6. The Long Hunt

Every clock night has one Hunt Contract. One quarry. Recruited residents within the regional radius path that live position or the recorded trail. The hard cap (default 180) is assigned hunters — it is not a spawn count.

Setting	Default	Meaning
Hunt start / dawn	21:00 / 05:00	Clock window. Hollow Dawn can extend past dawn.
Recruit radius	240	Only existing infected this far from the quarry may be assigned.
Max assigned	180	Hard cap. Not extra zombies.
Trail interval / nodes	2s / 96	How the last-known path is recorded.
Disconnect grace	10 min	Hunters keep the trail after logout.
Offline Echo	On (MP)	Recent logout points can enter the nightly draw.
May mark Echoes	On	A faction leader can be the quarry. Everyone sees the help call.

Thumping doors and windows builds a local signal that draws existing nearby Hive infected. Optional microphone pressure (off by default) sends only a rate-limited four-level loudness band. The server never receives voice audio.

7. Hollow Dawn

After day 7, a night can roll Hollow Dawn (default 4% on eligible nights, 5-night cooldown). Morning does not come. The same quarry stays marked for two to four extra hours. Climate darkness can apply; the Hive will not fight a detected darkness overhaul.

This is the rare 'the sun is a liar' event. It is not a second hunt and it does not spawn a second army.

8. Capture, False Chorus, and Chorus intel

Specimen capture

- Knock the infected down and weaken it (default at or below 35% of its Hive baseline).
- Have rope, sheet rope, or twine.
- Context menu: Bind Hive Specimen. Server re-checks distance and eligibility.
- Default 8 captives per owner. Opaque IDs; owner records stay on the server.

False Chorus

A charged captive can throw a false hunt endpoint. Nearby assigned packs divert for a few minutes (default 4 minutes, 260 tiles, up to 3 packs, 12-hour owner cooldown). This is the intended 'buy the night' tool — not a kill-switch for the ecology.

Chorus Scanner and Relays (new in 2.2.0)

Craft a Chorus Scanner from a walkie or radio, electronics scrap, wire, and a receiver/transmitter, with a screwdriver. It is a battery radio. Turn it on. While powered, the world map Hive Pressure overlay also shows strongholds and highway packs.

- Help markers (incoming horde on an Echoes leader) stay visible without a scanner.
- Echoes-adjacent pack markers stay on the existing overlay toggle.
- Strongholds and road packs stay hidden unless you have a live scanner or stand near a powered Chorus Relay.
- Eight relays sit on curated radio-station coordinates. Claim, release, or toggle from the world context menu when you are on top of one. They need electricity by default.
- Admins always see intel. Relays never spawn zombies.

9. Animals, Knoxhounds, and tainted meat

- Unassigned residents may attack nearby animals. A human quarry always wins that argument.
- Meat from a Hive kill can inherit a namespaced taint and vanilla poison risk.
- My Only Friend wild dogs can take Knoxhound skins when infected. Player pets and Echoes faction pets are excluded.
- Each infected wild-dog death queues one living replacement so the woods do not go silent.

10. World map, wander, and highway corridors

Open the world map. The Hive Pressure control (toolbar / HIVE) draws server-authored aggregates — never a live GPS ping on one zombie. Bands are Trail, Pack, Swarm, Stronghold, and Help.

Wander Director samples player activity, clusters hotspots, and asks the path scheduler to walk **already-loaded roost members** toward those points. In 2.2.0 those packs prefer the named highway graph (Dixie, Route 44, Ohio River road, Louisville quarantine express, and the rest) instead of crow-flying through forest and water. If one member of a pack spots you, the pack emits a short-range Intruder signal. That is not Onslaught Mode. The Hunt Contract remains the only global 'they come for you.'

11. Population — the only legal spawn path

Hunt, migration, strongholds, reanimation, and encounters never create replacement hordes. The Repopulation Director is the sole authorized zombie-creation boundary.

- A completed loaded-region census must stay below the low-water mark for a grace period (default 6 hours).
- It only replenishes eligible Mature roosts, off-screen, at least 90 tiles from players.
- One resident per successful action, then immediate classification.
- Caps: 6 per hour global, 8 per region per day, 350 loaded safety cap.
- If vanilla respawn is disabled and 'Respect Vanilla Respawn Disabled' is on, The Hive will not replenish.
- A failed or ambiguous creation return quarantines the director until an admin clears it after audit.
- Unloaded world population is unknowable. The census says so.

Corpse reanimation is not a spawn wave

Mature-nest corpses can receive delayed vanilla reanimate timers. That reuses a body that is already in the world. It does not mint a new horde.

12. Optional peers and Java

Peer	What The Hive reads	What it never does
Echoes of Humanity	Colonies, sectors, civilian regions, leaders, faction-pet flag. Nightly hunt may mark a leader; every client gets the help call.	Copy Echoes source, Java, territory saves, or ModData.
My Only Friend	Wild dogs may take Knoxhound skins when infected.	Convert player pets.
The Young Died Too	Public native-youth identity. Youth keep Hive roost/hunt identity with a Hive-owned Youth form.	Copy TYDT models, wardrobe, or ModData. Adult climb/howl roles stay suppressed.
Faded Java Loader 0.2.2+	Optional server-only ecology JAR: diagnostics, bounded indexes, path admission.	Gameplay authority. Clients never need the JAR. Missing Java fails closed to Lua.
ClearView	May adopt the Hive Pressure map button via a pure-Lua presentation contract.	Own Hive behavior or networking.

Java plugin ID **faded.fadedsthehive.ecology** v1.0.2, targets 42.20.2 and 42.20.4. Build with **build-java.ps1**. Dedicated servers that want the accelerator must start Faded Java Loader as a JVM -javaagent. The Hive is complete without it.

13. Sandbox reference

Pages live under Faded's The Hive. Defaults below are Balanced. Predatory and Relentless raise recruitment, Hollow Dawn chance, hunt cap, and stronghold activation range — still no extra spawns.

Page	You are tuning
General	Master enable, difficulty preset, hunt clock, HUD, debug log.
The Long Hunt	Recruit radius, hunter cap, trail, disconnect grace, Echoes mark, thump/mic signals.
Nests & Ecology	Roost thresholds, recruit/reserve, decay, animals, meat, strongholds, leash, refill.
Infected Roles	Role percents, burst cap, climb cross, window smash, climb lunge.
Hollow Dawn	Chance, earliest day, cooldown, extension hours, climate.
Capture & Counterplay	Capture health, captives per owner, False Chorus, scanner, relays, reanimation.
Controlled Repopulation	The only spawn path. Water marks, grace, distance, hourly/region caps.
Hive Pressure	Wander, corridors, water-aware hops, pack awareness, map markers.
Performance	Java toggle, zombie stride, max Hive updates per tick.

Turn off any 2.2.0 pillar independently: Climb Cross, Window Breach, Climb Lunge, Strongholds, Corridor Wander, Pack Awareness, Chorus Scanner, Relays.

14. Landmark appendix

A landmark is only a Stronghold if a real Deep roost already occupies it. Coordinates are building anchors, not spawn points.

Town	Landmark
Muldraugh	Mass-Genfac Warehouse · Sunstar Motel · Police & Clinic
West Point	GigaMart · High School · Police Armory
Rosewood	State Penitentiary · Fire & Police · Courthouse
Riverside	Country Club · Hotel · Boat Club
March Ridge	Military Dorms · Community Center · Cinema Plaza
Fallas Lake	Church · Farm Supply · Police & Clinic
Brandenburg	Grain Elevators · Marina · City Hall
Ekron	Farm Superstore · Church · Barns
Echo Creek	Train Depot · Clinic & Market · Sawmill
Irvington	Rail Terminal · High School · Commercial Hub
Valley Station	Crossroads Mall · Gun Store · Race Track
Louisville	St. Peregrin Hospital · Grand Ohio Mall · Military Checkpoint

15. Chorus Relay appendix

Relay	Approx. XY	Default kHz
Rosewood Secret Military Comms	5560, 12480	142000

Relay	Approx. XY	Default kHz
Brandenburg Radio Relay	1635, 5764	101200
Muldraugh Radio Relay	10275, 8744	89200
Riverside Radio Relay	4843, 6280	91800
Irvington Radio Relay North	2534, 12547	104400
Irvington Radio Relay Southwest	1497, 14848	106600
Rosewood Emergency Broadcast	7721, 11567	91800
East Louisville Emergency Broadcast	14510, 2480	89200

Stand within about 10 tiles and use the world context menu to claim, release, or toggle. Power is required by default. A live relay grants nearby intel the same way a powered scanner does.

16. Incompatibles, load order, and FAQ

Hard incompatible (absorbed or conflicting directors)

Project Horde, Wandering Hordes (all listed variants), Horde Optimizer, Weeping Infected, Whispering Zombies, Screamer Zed, Warlord, Gloc's Knoxhounds, Zombie Animals / Infected, Zombies Eat Animals, Undead Wildlife, Sentient Zeds, NestMP, NoSafeTownMP.

Those workshop works were design references. Their spawn directors, client-owned climb loops, and virtual herds are not in this package. Running them beside The Hive would double-occupy the same ecology.

Load order

- The Hive does not require Echoes, My Only Friend, The Young Died Too, ClearView, or Faded Java Loader.
- Any order with those peers is supported. Hive keeps its own map button if ClearView is absent.
- On a dedicated server, enable Faded'sTheHive in the server Mods list. Clients need the Lua/media package, not the ecology JAR.

FAQ

Why didn't a mall become a stronghold?	It needs a Deep roost first — real residents, observed over time. Empty landmarks stay empty.
Why can I not see highway packs?	Craft and power a Chorus Scanner, or stand near a live relay. Help/Echoes markers do not need it.
A climber played an animation and did not cross.	Only the Climber role crosses, and only if the landing square is valid. Failure is intended. Youth never climb.
The Hive spawned a road horde on me.	It should not. File it. Encounter logic is forbidden from creating zombies. Check you are not also running an incompatible horde mod.
Safehouse still has roosters.	A building claimed as a safehouse retires the roost. Wait one ecology scan if you just claimed it.
FPS tanked on a stronghold.	Defenders are existing loaded zombies on a leash, not a 350-zombie spawn wave. If a vanilla cell is already dense, that density was already there.

2.2.0 at a glance

- Climbers finish wall and fence crosses. Breachers smash unbarricaded windows. Close-range lunge after a successful landing.
- 36 Knox landmarks can become Strongholds if a Deep roost already lives there. Cleared stays cleared by default.
- Off-screen packs prefer highways. Pack awareness is a local Intruder pulse, not Onslaught Mode.
- Chorus Scanner (craft, battery) and eight claimable relays reveal strongholds and road packs. Help markers stay free.
- Hunt cap, replenishment drip, and the no-replacement-horde rule are unchanged. Sentient Zeds, NestMP, and NoSafeTownMP are hard incompatible.

House rule

The Hive occupies. It hunts. It remembers a trail. It does not print zombies because the night is boring. If you want more bodies, raise vanilla population or the replenishment caps — and know you asked for it.

Version 2.2.0 · September 2026 · Author: Faded · Namespace: Faded'sTheHive