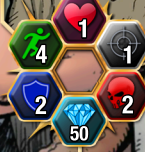


WALKER

WALKING DEAD 2

At the start of each opponent's turn, you may maneuver each Walker up to 2 spaces. If a Walker ends this maneuver adjacent to 1+ enemies that it was not adjacent to at the start of this maneuver, you may choose 1 enemy that Walker is adjacent to and roll 1 damage die against that enemy.

COMMON HERO
ZOMBIE
DEVOURER
RELENTLESS
MEDIUM 5



VIRAL INFECTION

When a Medium enemy without the Inorganic or Undead keyword is defeated, revive a Common Zombie Devourer on your team and replace the defeated enemy with it.

IMAGE • Undead

