



The image shows a game card for a character named 'LURKER'. The card is shaped like a cross with a hexagonal top and bottom. At the top, there is a yellow icon of a person with a glowing head and the name 'LURKER'. Below this is a section titled 'LYING IN WAIT' with a paragraph of text. To the right of this text is a large illustration of a zombie-like character with a glowing head and outstretched hands. Below the illustration is a smaller icon of a zombie head with a red splatter and the number '1' above it, followed by the word 'LIFE'. To the left of the main text area is a vertical list of categories: 'UNDEAD', 'COMMON HERO', 'DEVOURER', 'MINDLESS', and 'MEDIUM 3'. Below the 'LIFE' icon is a table of stats: 'MOVE 3', 'RANGE 1', 'ATTACK 2', and 'DEFENSE 1'. At the bottom of the card is a green box with the number '25' and the word 'POINTS' below it. The background of the card features a hexagonal grid pattern.

**LURKER**

**LYING IN WAIT**  
At the start of the game, before rolling for initiative, place each Lurker in your army on an empty space so that it is unengaged, and not in a Start Zone.

**ZOMBIE APOCALYPSE**  
After revealing an Order Marker on this card and taking a turn with a Lurker, you may take a turn with up to 5 other common Undead Devourers you control.

**VIRAL INFECTION**  
When an opponent's medium figure that is not an Android, Construct, or Undead is destroyed, replace that figure, if possible, with any previously destroyed common Undead Devourer in your army.

**UNDEAD**  
**COMMON HERO**  
**DEVOURER**  
**MINDLESS**  
**MEDIUM 3**

**1 LIFE**

<b>MOVE</b>	<b>3</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>2</b>
<b>DEFENSE</b>	<b>1</b>

**25**  
POINTS