



ROAMER

UNDYING HUNGER
Before moving, choose an opponent's figure on the battlefield that is not an Android, Construct, or Undead. Add 1 to this Roamer's Move number for each Wound Marker on the chosen figure's card, up to a maximum of +2, if this Roamer ends its move engaged with the chosen figure.

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

RAVENOUS

MEDIUM 5



1 LIFE

MOVE 4

RANGE 1

ATTACK 3

DEFENSE 2

20

POINTS