



**WALKER**

**WALKING DEAD**

After an opponent reveals a numbered Order Marker on an Army Card that opponent controls, you may immediately move each Walker you control up to 2 spaces. If a Walker ends this move engaged with one or more enemy figures that he was not engaged with at the beginning of this move, you may immediately choose one figure that Walker is engaged with and roll 1 unblockable attack die against that figure. When moving with Walking Dead, a Walker will take any leaving engagement attacks.

**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**

**RELENTLESS**

**MEDIUM 5**

**1 LIFE**

<b>MOVE</b>	<b>4</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>2</b>
<b>DEFENSE</b>	<b>2</b>

**50**  
POINTS