

MARVEL

ZOMBIE
SIMON GARTH

DAMBALLAH CONTROL

At the start of the game, place a Glyph of Amulet of Damballah on the card of a Unique Hero you control. If the Glyph of Amulet of Damballah is on a card that activates Zombie, add 1 to Zombie's Attack number for that turn. Before taking a turn with Zombie, if the Glyph of Amulet of Damballah is in play and not equipped by a figure you control, roll the 20-sided die. If you roll 14 or lower, Zombie's turn immediately ends. An opponent that does not control a figure equipped with the Glyph of Amulet of Damballah may never take temporary or permanent control of Zombie.

WALKING DEAD

After an opponent reveals a numbered Order Marker on an Army Card that opponent controls, you may immediately move Zombie up to 2 spaces. If Zombie 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 Zombie is engaged with and roll 1 unblockable attack die against that figure. When moving with Walking Dead, Zombie will take any leaving engagement attacks.

HEALING FACTOR

After taking a turn with Zombie, remove 1 Wound Marker from this Army Card.



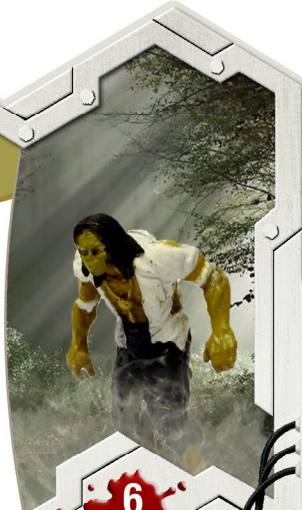
UNDEAD

UNIQUE HERO

MINION

VENGEFUL

MEDIUM 5



6 LIFE

MOVE	4
RANGE	1
ATTACK	4
DEFENSE	3

120 POINTS