

# DEADWALKER ZOMBIES

Deadwalker Zombies are the resurrected corpses of the recently slain. Though individually weak, in great numbers, they can overwhelm even the mightiest warriors – and those whom they slay are liable to rise as Deadwalkers themselves.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crude Weapons and Infectious Bites	1"	1	5+	5+	-	1

## DESCRIPTION

A unit of Deadwalker Zombies has any number of models, each armed with Crude Weapons and Infectious Bites.

## ABILITIES

**Dragged Down and Torn Apart:** *Though Deadwalker Zombies are clumsy and slow, they should never be underestimated, for when the foe is near, they can move with an ungainly but disturbingly determined gait.*

This unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.

**The Newly Dead:** *Those who fall to a zombie's bite soon rise to join the unliving horde.*

If the unmodified hit roll for an attack made by this unit is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends. In addition, at the end of the combat phase, you can roll a dice for each enemy model that was slain by wounds inflicted by this unit's attacks in that phase. For each 2+, you can add 1 **DEADWALKER ZOMBIE** model to this unit.

## KEYWORDS

DEATH, SOULBLIGHT GRAVELORDS, DEADWALKERS, SUMMONABLE, DEADWALKER ZOMBIES