



## ZOMBIES OF MORINDAN

UTGAR

### HORDE MOVEMENT

You may move up to 6 Zombies of Morindan that you control each turn. However, you may attack with only 3 Zombies of Morindan. You may attack with any 3 Zombies of Morindan, even Zombies of Morindan that you did not move this turn.

### ZOMBIE ONSLAUGHT SPECIAL ATTACK

Range 1. Attack 6.

Three Zombies of Morindan on the same level may combine their attacks and roll their attack dice as one attack. All Zombies of Morindan in the attack must be engaged to the targeted figure.

### ZOMBIES RISE AGAIN

If a Zombie of Morindan that you control destroys an opponent's small or medium figure, replace that figure immediately, if possible, with one of your own previously destroyed Zombies of Morindan. Newly placed Zombies of Morindan cannot attack this turn. Undead are not affected by Zombies Rise Again.



1

LIFE

MOVE

4  
SPACES

RANGE

1  
SPACE

ATTACK

2  
DICE

DEFENSE

3  
DICE

60

POINTS

UNDEAD

COMMON SQUAD

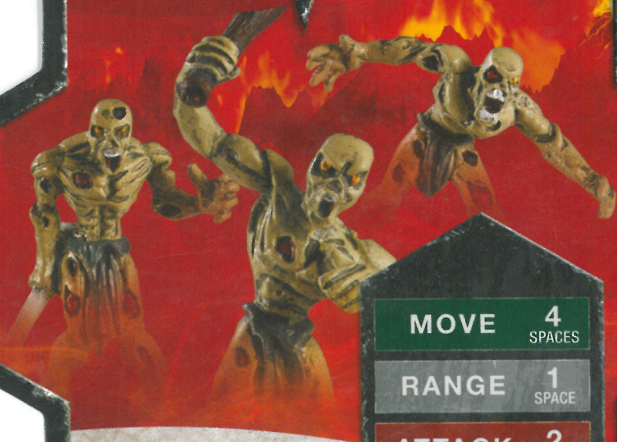
SAVAGES

TERRIFYING

MEDIUM 5



## ZOMBIES OF MORINDAN



**Feylund**  
Dawn of Darkness  
14, 15, 16/21

**MOVE** 4  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 2  
DICE

**DEFENSE** 3  
DICE

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