



# EZEKIEL

7  
COST

5  
DF

6  
SP

5  
WP

1  
SZ



*Unique, Living, Versatile*

**Protected (Undead):** After an enemy model targets this model, this model may discard a card. If it does so, a friendly undead model within 2" suffers any effects generated by that action.

**Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

**Trample:** This model can move through other models.

# EZEKIEL

## Attack Actions

Rg Skl Rst TN Dmg

### Fresh Meat

‡10" 6 Wp - 1

A friendly undead model in LoS of the target may move up to 5" toward the target.

☞ **Clawed to Pieces:** When resolving, if the target is within 1" of a Mindless Zombie, this action deals +1 damage to it.

☞ **Resurrect:** *Enemy only.* Summon a Mindless Zombie in base contact with the target.

## Tactical Actions

Rg Skl Rst TN Dmg

### Return of the Living Dead

6" 0 - 4 -

*This action has a raise value of 3.* Summon one Mindless Zombie within range. For each raise this action receives, summon an additional Mindless Zombie within range.

### Healing Energy

8" 0 - 4 -

Target heals 2. For each raise this action receives, the target heals an additional +2.

☞ **Necromatic Rituals:** *Kill a friendly Mindless Zombie within 2" of the target.* When resolving, the target heals +2.

### Intuition

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*Once per turn.* Look at the top three cards of your fate deck and then return them in any order.