



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
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Fresh Meat	†10"	6	Wp	-	1
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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
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Return of the Living Dead	6"	0	-	4	-
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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	-
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Target heals 2. For each raise this action receives, the target heals an additional +2.

Necromatic Rituals: <i>Kill a friendly Mindless Zombie within 2" of the target.</i> When resolving, the target heals +2.	-	-	-	-	-
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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.