

ZOMBIE



Undead Court



SUMMON SLOTS:  
X3 = 1  
ALIGNMENT: DARK  
COMPANION

DEFENSE: 6 DODGE: 3 WILLPOWER: 4

SPECIAL: UNDEAD, CANT DIE!

BITE:



INFECTION:



BRAAAINS:



QUEST  
スーパーヒーロークエスト

V0.2.7

ZOMBIE:

THERE IS NOTHING MORE TERRIFYING THAN A HORDE OF UNDEAD BRAINLESS MONSTERS WHO'S ONLY PURPOSE IS TO EAT YOU.. THE VAMPIRE QUEEN USES THESE MONSTER TO THERE FULL INTENT.

QUOTE:

GRRR...BRAINS...



**ABILITY DESCRIPTION**

**SPECIAL:**

**UNDEAD:** A ZOMBIE IS UNDEAD AND THUS TAKES A **1** VS HOLY DAMAGE

**CANT DIE:** A ZOMBIE CANT DIE, UNLESS YOU DESTROY THE HEAD. WHEN A ZOMBIE REACHED 0 HEALTH TURN THE FACE DOWN. THEY CAN BE ATTACKED AND MUST TAKE MORE MORE POINT OF DAMAGE OR THEY WILL RIZE AGAIN THE FOLLOWING ROUND AT FULL HEALTH.

**BITE:**

THE ZOMBIE WILL CONTINUE TO ATTACK ITS OPPONENT, BITING AND CLAWING AT THEM UNTIL THEY ARE DOWN. A ZOMBIE CAN NOT GENERATE A **FATE TOKEN**.

**INFECTION:**

IF A ZOMBIE DEFEATS AN OPPONENT AND THAT OPPONENT IS NOT HEALED, PAY **1 FATE TOKEN** AND THEY ARE INFECTED. REPLACE THE FALLEN OPPONENT WITH ANOTHER ZOMBIE MINIATURE, THIS ZOMBIE JOINS THE CURRENT ZOMBIE SQUAD WITH THE ZOMBIE STATS AND ACTS AS A ZOMBIE. THIS CAN ONLY BE USED ON LIVING BIOLOGICAL TARGETS.

**BRAAAINS:**

UNLIKE OTHER SUMMONED CREATURES, ZOMBIES DO NOT HAVE TO STAY NEAR THEIR CONTROLLER. IF ZOMBIES ARE SUMMONED, ON THEIR CONTROLLER'S TURN, THEY WILL MOVE TOWARDS THE CLOSEST LIVING OPPONENT, RUNNING IF THEY HAVE TO AND ATTEMPT TO ATTACK THEM IN MELEE COMBAT. IF NOT SUMMONED, ZOMBIES WILL MOVE TOWARDS THE CLOSEST LIVING OPPONENT AND ATTEMPT TO ATTACK THEM.

**MINIATURE INFO:**

**LINE:** SUPER CHIBI QUEST

**SCALE:** 30MM

**BASE SIZE:** 25MM

**SKIN:** DEFAULT

