



Men of medicine say the zombie curse is some kind of disease, likely an unknown form of rabies. Priests, on the other hand, call it divine punishment for the lust for gold. ...and playing poker. Regardless, all of them were freaked to discover the long-dead rising from their graves, or the desert sands, or from whatever place they fell and were forgotten...

These ancient nightmares are made of dry skin and bones that creak and crack with every move. Bullets punch straight through these risen horrors. Might as well shoot at bundles of dead sticks.

That means we have to tear them apart, up close and personal-like. Sorry to punch your great-grandpa, pardner, but he tried ta bite me!

Getting Long-Dead Walkers into your Zombicide games is easy. Simply add the corresponding Zombie cards to the Zombie deck during setup. Then, shuffle it.

Long-Dead Walkers follow these rules:

**Damage dealt:** 1

**To eliminate:** Damage 1

**Adrenaline provided:** 1 point

**Special rules:**

- Long-Dead Walkers have the same Targeting Priority Order as Walkers and are affected by Walkers' Extra Activations.
- Long-Dead Walkers are **immune to Ranged Actions**. They are still affected by game effects eliminating all Zombies in the Zone, like Dynamite.