



ASH WILLIAMS

EVIL DEAD

Begin the game with 6 black Deadite Markers. Any Unique Hero with a Deadite Marker on its card has the species of Demon in addition to what is listed on its card, even if Ash is destroyed. When Ash attacks a Demon, Slasher, or Undead figure with a normal or special attack, that figure rolls 1 fewer defense and he may attack one additional time.



HUMAN

UNIQUE HERO

SAVIOR

ARROGANT

MEDIUM

5

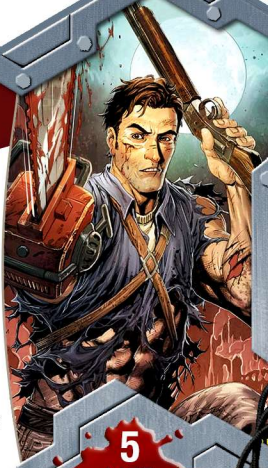
CHAINSAW SPECIAL ATTACK

Range 1. Attack 3.

When attacking with this special attack, if no blanks are rolled, all shields rolled count as extra skulls.

ARMY OF DARKNESS

At the end of the round, you must roll the 20-sided die. If you roll 9 or lower, place a Deadite Marker on the Army Card of an enemy Unique Hero within 6 spaces of Ash, if possible. The player that controls that Unique Hero must then choose a destroyed Unique Hero in your army, if possible. Place a Deadite Marker on the chosen destroyed Hero's card, give control of the destroyed Hero and its card to that opponent, place or remove Wound Markers until the Hero has up to 2 Life remaining, and place the Hero on an empty space within 6 spaces of Ash.



5

LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 4

150

POINTS

