



DOLL

UNIQUE HERO

SLASHER

INSANE

SMALL 3



4

LIFE

MOVE	4
RANGE	1
ATTACK	3
DEFENSE	2

85

POINTS





Chucky

CHARLES LEE RAY

BARBIE MODE

After moving a figure you control that started its movement adjacent to Chucky, you may place Chucky on any empty space adjacent to that figure. Chucky is never attacked when leaving engagements. If Chucky has not attacked or inflicted a wound on an enemy figure yet this game, and is not the only figure you control on the battlefield, he cannot be targeted by an enemy figure for attacks or special powers and does not prevent figures engaged with him from attacking non-adjacent figures.

CHILD'S PLAY

After Chucky or an adjacent figure you control attacks a figure adjacent to Chucky and does not destroy it, you must roll the 20-sided die. Add 3 to the roll if the attacking figure is a Slasher or Tormentor. If you roll 6 or lower, the attacking figure receives a wound. If you roll 16 or higher, the defending figure receives a wound.

PLAY DEAD

If Chucky would be destroyed by receiving 2 or more wounds, he instead receives 1 wound and is considered in Barbie Mode for the remainder of this player turn.