



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 opponent's 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.



DOLL

UNIQUE HERO

SLASHER

INSANE

SMALL 3

CHILD'S PLAY

After Chucky or an adjacent figure you control attacks a figure adjacent to Chucky, if the defending figure is not destroyed, you must roll the 20-sided die. Add 3 to the roll if the attacking figure is a Slasher or Tormentor, or instead 6 to the roll if the attacking figure is Chucky. If you roll:

- 6 or lower, the attacking figure receives a wound.
- 7-16, nothing happens.
- 17 or higher, the defending figure receives a wound.

PLAY DEAD

Whenever Chucky receives enough wounds to be destroyed in any way except by this special power, instead of placing those wounds you must roll 1 unblockable attack die against Chucky, and he cannot be targeted for attacks or special powers for the remainder of the current player's turn.



4

LIFE

MOVE 4

RANGE 1

ATTACK 3

DEFENSE 2

85

POINTS