



FREDDY KRUEGER

NEVER SLEEP AGAIN

Freddy Krueger starts the game on this card instead of on the battlefield. While Freddy is on this card and not destroyed, you may still place and reveal Order Markers on this card and take turns with Freddy, during which he cannot move or attack. After revealing an Order Marker on this card, remove a Wound Marker from this card and, if Freddy is unengaged, you may place Freddy on this card.



DEMON

UNIQUE HERO

SLASHER

SADISTIC

MEDIUM 5

FREDDY'S COMING FOR YOU

After taking a turn with Freddy, if he started his turn on this card, you may choose a figure on the battlefield without the Mental Shield special power that has not been moved or that has not attacked this round and roll one unblockable attack die against the chosen figure. A blank rolled counts as 2 skulls. After using this special power, if the chosen figure did not receive at least one wound, place Freddy adjacent to the chosen figure, if possible.

SPRINGWOOD SLASHER

After Freddy destroys a figure, you may place Freddy on this card. When placing Freddy on this card, he will not take any leaving engagement attacks.



6

LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 3

175

POINTS