

BOOM!

PINHEAD

ELLIOTT SPENCER

DENIZENS OF HELL

After revealing an Order Marker on a Slasher or Tormentor card in your army, instead of taking a turn with that card, you may roll 3 combat dice. Take a turn with up to X Slasher or Tormentor figures in your army. X equals the number of skulls rolled. You may not take any additional turns with other figures you control.

HELLRAISER

When a Unique Slasher Hero in your army is destroyed, begin your next turn with a total amount of Wound Markers on that Slasher's card equal to their Life number. Each time any other figure within 4 spaces of Pinhead receives one or more wounds, if it is not an Android, destructible object, or Construct, remove a Wound Marker from the card of a destroyed Unique Slasher Hero in your army. When the last Wound Marker is removed, you may immediately place that Slasher on a space adjacent to Pinhead.

HOOKED CHAINS MUTILATION

Instead of moving and attacking, you may choose a figure within 4 clear sight spaces of Pinhead. Roll the 20-sided die. Subtract the figure's remaining Life number from the roll. If you roll 9 or higher, the figure receives one wound. You may continue rolling for Hooked Chains Mutilation until you do not roll 9 or higher.

6 LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 6

335 POINTS

DEMON

UNIQUE HERO

TORMENTOR

SADISTIC

MEDIUM 5

6