

MARVEL

VAMPIRE MINIONS

PHANTOM WALK

Vampire Minions can move through all figures and are never attacked when leaving an engagement.

BLOODTHIRSTY 15

When a Vampire Minion inflicts one or more wounds with a normal attack, roll the 20-sided die. If you roll 15 or higher, that Vampire Minion may attack again.

STEALTH DODGE

When a Vampire Minion rolls defense dice against an attacking figure who is not adjacent, one shield will block all damage.



UNDEAD

COMMON SQUAD

MINIONS

SUBSERVIENT

MEDIUM

5

1
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 3

90

POINTS

