

DEAD ONEZ

DEAD ONEZ RISE

One Dead Onez figure in each Dead Onez squad starts the game destroyed. After moving Evil Ernie or a Hell Lord you control and instead of attacking with that figure, you may roll 1 combat die, or 3 combat dice if that figure was Evil Ernie. For each skull rolled, you may place one previously destroyed Dead Onez figure on any empty space within 2 spaces of that figure.

QUEST FOR MEGADEATH

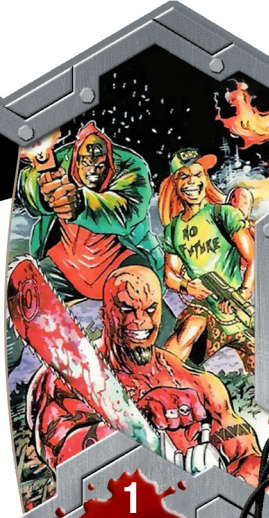
After revealing an Order Marker on the Army Card of Evil Ernie or a Hell Lord you control and taking a turn with that figure, you may take a turn with the Dead Onez. During this turn, the Dead Onez may only attack if you revealed an Order Marker on and attacked with Evil Ernie. You may not take any additional turns with other figures you control.

SALVAGED WEAPONS

SPECIAL ATTACK

Range 4. Attack 3.

After rolling attack dice, if you rolled at least one blank, subtract one skull from whatever was rolled.




UNDEAD
COMMON SQUAD
MINIONS
ENLIGHTENED
MEDIUM 5

1 LIFE
MOVE 5
RANGE 1
ATTACK 2
DEFENSE 3

85
POINTS