



EVIL ERNIE
ERNEST FAIRCHILD

BEST FRIEND SMILEY

Start the game with the Glyph of Smiley the Psychotic Button on this card. Evil Ernie may equip that glyph as if he was a Unique Hero and only loses that glyph if he receives two or more wounds from a single attack or special power or is destroyed. At the end of the round, if that glyph is on the battlefield, you may place it up to four spaces from its current placement on either an empty space or a space occupied by Evil Ernie.

ARCANE BOND

At the start of the game, you may choose a Hell Lord you control to be Evil Ernie's Beloved. When placing Order Markers for the round, you may place an additional Order Marker 1 on his Beloved's card as long as you place at least one Order Marker normally on your turn instead of your other Order Marker 1.

DEAD MIND

Evil Ernie's Beloved and all other Undead you control within 6 spaces of Evil Ernie add 1 to their:

- Move number if you control at least 4 Undead figures,
- Defense number if you control at least 6 Undead figures, and
- Attack number if you control at least 8 Undead figures.



UNDEAD

EVENT HERO

DESTROYER

DEPRAVED

MEDIUM

5



8
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 6

380

POINTS

