



RAD-BEAST
BIZMO KLUX

IRRADIATE

If you roll at least one skull when making a normal attack, leaving engagement attack, or defending against an adjacent normal attack, before placing wounds, inflict a wound on an adjacent figure.



ANDROID

UNIQUE HERO

DEVOURER

CONFUSED

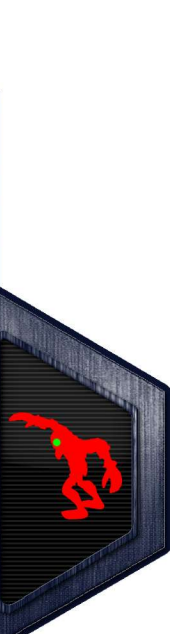
MEDIUM **5**

WALKING DEAD

After an opponent reveals a numbered Order Marker on an Army Card that opponent controls, you may immediately move Rad-Beast up to 2 spaces. If Rad-Beast ends this move engaged with one or more enemy figures that he was not engaged with at the beginning of this move, you may immediately choose one figure Rad-Beast is engaged with and roll 1 unblockable attack die against that figure. When moving with Walking Dead, Rad-Beast will take any leaving engagement attacks.

WEAK-MINDED 2

If any player rolls the 20-sided die to take temporary or permanent control of Rad-Beast, that player may add 2 to the roll.



3

LIFE

MOVE 4

RANGE 1

ATTACK 2

DEFENSE 3

60

POINTS