

**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

