







ASH WILLIAMS x2











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YNA

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ACKSMITH UPGRADE

Change Ash's Hand into the next form. Draw 2 cards. ASH WILLIAMS x2

ASH WILLIAMS x2

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HE PIT

Deal 2 Damage to two different fighters,

THE PIT

eave their space for the rest of the turn.

Gain 1 action

also the to damaged fighters can not

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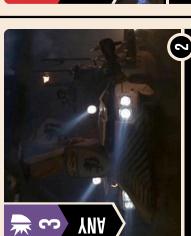
BLACKSMITH UPGRADE

Deal 2 Damage to two different fighters, eave their space for the rest of the turn. also the to damaged fighters can not Gain 1 action



ASH WILLIAMS

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RIDE WITH THE DEATHCOASTER

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AFTER COMBAT: Move your fighter up to 5 spaces, you may move spaces containing

RIDE WITH THE DEATHCOASTER

ighters. Deal 1 damage to each fighter

you moved through. Also move each ighter you moved through 1 space.

AFTER COMBAT: You may deal 3 damage to Ash. If done. Gain one action, Move

ASH

Ash 1 space, Ash's attacks are +1 in

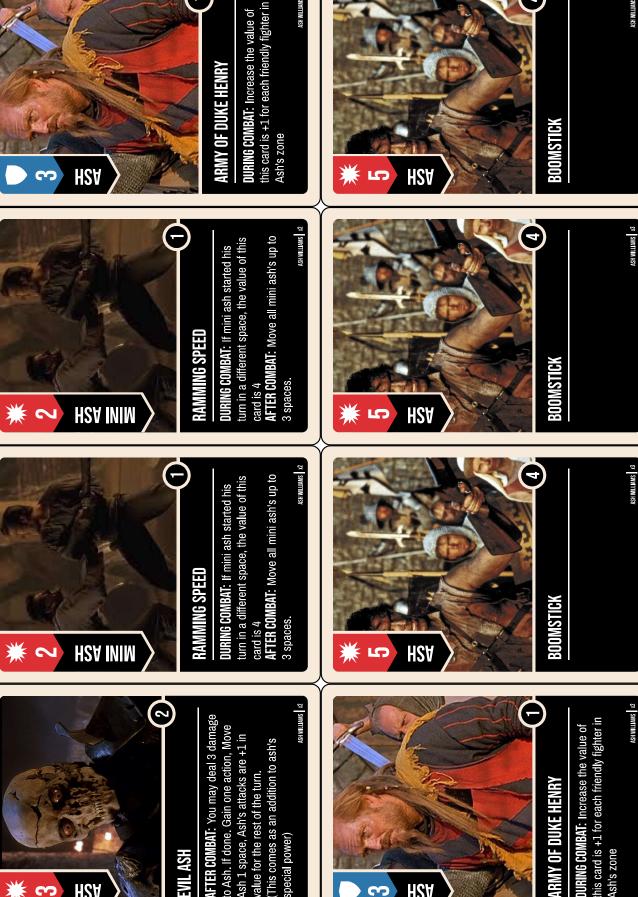
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AFTER COMBAT: Move your fighter up to 5 spaces, you may move spaces containing ASH WILLIAMS fighters. Deal 1 damage to each fighter you moved through. Also move each ighter you moved through 1 space.

(This comes as an addition to ash's value for the rest of the turn. special power)

ASH WILLIAMS x2





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ARMY OF DUKE HENRY

HZA

Ash's zone

ASH WILLIAMS x3



NOISNA HSION

You may deal 1 damage to each of ash's mini ash's . For each mini ash defeated gain 1 health.

gain 1 health.

You may deal 1 damage to each of ash's mini ash's . For each mini ash defeated

ASH FUSIOI

ASH WILLIAMS x2





OWER OF THE NECRONO

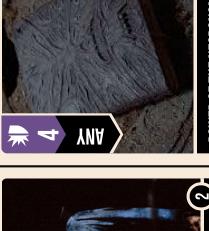
ash to a space in Ash's Zone If none are







defeated, deal 1 damage to the opposing



POWER OF THE NECRONO

defeated, deal 1 damage to the opposing ash to a space in Ash's Zone If none are AFTER COMBAT: Return a defeated mini fighter



WER OF THE NECRONOMICOI

defeated, deal 1 damage to the opposing ash to a space in Ash's Zone If none are AFTER COMBAT: Return a defeated mini fighter. ASH WILLIAMS x3

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AFTER COMBAT: If you won the combat, return a card from your discard pile to your hand, if you lost your opponent draws 1 card.

DURING COMBAT: Your opponent discards

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KLAATU VERATA NIKTO

I random card, add the boost value of

hat card to this card.

ASH WILLAMS x3

KLAATU VERATA NIKT

1 random card, add the boost value of

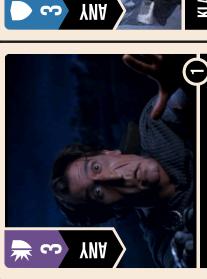
that card to this card.

ASH WILLIAMS x2

ASH WILLIAMS x2

KLAATU VERATA \$£#¤%!

ASH WILLIAMS



KLAATU VERATA \$£#¤%!

AFTER COMBAT: If you won the combat, return a card from your discard pile to your hand, if you lost your opponent draws 1 card.

ASH WILLIAMS x2







KLAATU VERATA NECKTIE

AFTER COMBAT: Choose 2: -Gain 1 health.

-Place your fighter in any space. Draw 2 cards ASH WILLIAMS x2

ASH WILLIAMS x2



MMEDIATELY: Cancel all effects on your opponents card

ASH WILLIAMS x3



HAIL TO THE KING BABY

Cancel all effects and ignore the value of MMEDIATELY: if Ash has 5 or less health

your opponents card.

AFTER COMBAT: Move ash up to 3 spaces.

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HAIL TO THE KING BABY

your opponents card.

AFTER COMBAT: Move ash up to 3 spaces. Cancel all effects and ignore the value of IMMEDIATELY: if Ash has 5 or less health.



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IMMEDIATELY: Cancel all effects on your opponents card ASH WILL AMS x3

FENT ASH WILLIAMS x3 MMEDIATELY: Cancel all effects on your opponents card