




3

ASH

2

EVIL ASH

AFTER COMBAT: You may deal 3 damage to Ash. If done, Gain one action, Move Ash 1 space, Ash's attacks are +1 in value for the rest of the turn.
(This comes as an addition to ash's special power)

ASH WILLIAMS | 12




3

ASH

EVIL ASH

AFTER COMBAT: You may deal 3 damage to Ash. If done. Gain one action. Move Ash 1 space. Ash's attacks are +1 in value for the rest of the turn. (This comes as an addition to ash's special power)

ASH WILLIAMS | 12




2

MINI ASH

RAMMING SPEED

DURING COMBAT: If mini ash started his turn in a different space, the value of this card is 4
AFTER COMBAT: Move all mini ash's up to 3 spaces.

ASH WILLIAMS | 12




2

MINI ASH

RAMMING SPEED

DURING COMBAT: If mini ash started his turn in a different space, the value of this card is 4
AFTER COMBAT: Move all mini ash's up to 3 spaces.

ASH WILLIAMS | 12




3

ASH

ARMY OF DUKE HENRY

DURING COMBAT: Increase the value of this card is +1 for each friendly fighter in Ash's zone

ASH WILLIAMS | 12




3

ASH

ARMY OF DUKE HENRY

DURING COMBAT: Increase the value of this card is +1 for each friendly fighter in Ash's zone

ASH WILLIAMS | 12




5

ASH

BOOMSTICK

ASH WILLIAMS | 13




5

ASH

BOOMSTICK

ASH WILLIAMS | 13




5

ASH

BOOMSTICK

ASH WILLIAMS | 13





ASH

2

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

ASH WILLIAMS | 12






ASH

2

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

ASH WILLIAMS | 12






4

ANY

1

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

ASH WILLIAMS | 13





4

ANY

1

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

ASH WILLIAMS | 13





4

ANY

1

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

ASH WILLIAMS | 13





2

ANY

1

KLAATU VERATA NIKTO
DURING COMBAT: Your opponent discards 1 random card, add the boost value of that card to this card.

ASH WILLIAMS | 12





2

ANY

1

KLAATU VERATA NIKTO
DURING COMBAT: Your opponent discards 1 random card, add the boost value of that card to this card.

ASH WILLIAMS | 12





3

ANY

1

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 | 12

3

ANY

1

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 | 12

3

ANY

1

KLAATU VERATA NECKTIE
AFTER COMBAT: Choose 2:
 -Gain 1 health.
 -Place your fighter in any space.
 -Draw 2 cards

ASH WILLIAMS | 12

3

ANY

1

KLAATU VERATA NECKTIE
AFTER COMBAT: Choose 2:
 -Gain 1 health.
 -Place your fighter in any space.
 -Draw 2 cards

ASH WILLIAMS | 12

2

ANY

1

FEINT
IMMEDIATELY: Cancel all effects on your opponents card

ASH WILLIAMS | 13

2

ANY

1

FEINT
IMMEDIATELY: Cancel all effects on your opponents card

ASH WILLIAMS | 13

2

ANY

1

FEINT
IMMEDIATELY: Cancel all effects on your opponents card

ASH WILLIAMS | 13

2

ASH

3

HAIL TO THE KING BABY
IMMEDIATELY: if Ash has 5 or less health. Cancel all effects and ignore the value of your opponents card.
AFTER COMBAT: Move ash up to 3 spaces.

ASH WILLIAMS | 12

2

ASH

3

HAIL TO THE KING BABY
IMMEDIATELY: if Ash has 5 or less health. Cancel all effects and ignore the value of your opponents card.
AFTER COMBAT: Move ash up to 3 spaces.

ASH WILLIAMS | 12