

CONDIMENT KING
MITCHELL MAYO

SAUCE GUN
Start the game with a white Mayo, a red Ketchup, and a yellow Spicy Mustard Marker on this card.

- After moving another figure you control, you may remove the Ketchup Marker from this card to move Condiment King up to 4 spaces.
- Before moving Condiment King, you may remove the Mayo Marker from this card. If you do, Condiment King will not take leaving engagement attacks this turn.
- Before attacking, you may remove the Spicy Mustard Marker from this card to add one automatic skull to each of Condiment King's attacks this turn.

RELISH THE DAY
Once per game, when another Misfit or Criminal you control is destroyed, you may move any of your unrevealed Order Markers to this card. If you do, for the rest of the round add 2 to Condiment King's Attack number, subtract 2 from his Defense number, and when he attacks, he may attack one additional time.

3 LIFE

MOVE	5
RANGE	3
ATTACK	2
DEFENSE	2

65 POINTS

HUMAN
UNIQUE HERO
MISFIT
UNFORTUNATE
MEDIUM 5