



# CLOCK KING

TEMPLE FUGATE

## TICK TOCK

When rolling for initiative, if all of your Order Markers are on this card, you may add or subtract 10 from your roll.

## ALWAYS ON TIME

At the beginning of your turn, you may move any unrevealed Order Markers on any Crime Lord, Criminal, or Mastermind cards in your army to any other Crime Lord, Criminal, or Mastermind cards you control.



HUMAN

UNIQUE HERO

CRIMINAL

PRECISE

MEDIUM 5



4

LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 4

90

POINTS