



**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.



HUMAN

UNIQUE HERO

MISFIT

UNFORTUNATE

MEDIUM

5



3  
LIFE

MOVE 5

RANGE 3

ATTACK 2

DEFENSE 2

65  
POINTS

