

**MARVEL**

**DEADPOOL**  
WADE WILSON

**"ME FIRST!"**

Start the game with the Glyph of Teleportation Belt on this card. Once per turn, if an enemy figure moves at least one space and ends its movement within clear sight of Deadpool, Deadpool may immediately use his Teleportation Belt as long as he is placed adjacent to that enemy figure. After placing him in this way, he must roll an unblockable attack die against each figure adjacent to him, one at a time.



**MUTATE**

**UNIQUE HERO**

**MERCENARY**

**INSANE**

**MEDIUM**

**5**

**MERC WITH A MOUTH**

Enemy figures attacking Deadpool with a normal attack roll one additional attack die but subtract one skull from whatever is rolled. After rolling defense dice against an attack that targeted Deadpool, if he did not receive any wounds, you may roll one unblockable attack die against the attacking figure.

**HEALING FACTOR X**

After taking a turn with Deadpool, remove one Wound Marker from this card. At the end of the round, you may reveal an "X" Order Marker on this card to remove one Wound Marker from each Army Card you control with the Healing Factor X special power.



**7**

**LIFE**

**MOVE 5**

**RANGE 6**

**ATTACK 5**

**DEFENSE 4**

**300**

**POINTS**

