

EXPERIMENT

MEDIUM 5

ABSURD

Instead of moving Deadpool normally, you may flick his figure with one finger. After flicking Deadpool, place him onto any empty space that his figure or base is touching. Deadpool does not take leaving engagement attacks when moved with this special power. After placing Deadpool, you may roll an unblockable combat die against each adjacent figure or destructible object. If Deadpool is flicked off the battlefield or he is not touching an empty space, he is destroyed.

MISPLAYED POWER
Once per round, you may reveal an "X" Order
Marker on this card to ignore the last sentence of any special power on any Army Card for the rest of this player turn. You may not choose any Army Card more than once per game with this special power.

THIS CARD IS BROKEN!

Once per game, after an enemy figure within 8 clear sight spaces of Deadpool destroys a figure you control, you may place the red Re-evaluation Marker on that enemy figure's card. For the rest of the game, figures with a Re-evaluation Marker on their card subtract 1 from their Attack number.

