



MARVEL
DEADPOOL
WADE WILSON

DOUBLE ATTACK

When Deadpool attacks, he may attack one additional time.

WISECRACK 13

Before an opponent's figure within 4 clear sight spaces of Deadpool rolls attack dice against another figure, if that opponent's figure could instead attack Deadpool, you must roll the 20-sided die. If you roll 13 or higher, that opponent's figure must attack Deadpool instead of any other figure this turn while Deadpool is still on the battlefield.

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.

5
LIFE

MOVE	6
RANGE	6
ATTACK	4
DEFENSE	5

285
POINTS