

MARVEL

HEADPOOL
WADE WILSON'S HEAD

SEEK AND ANNOY 3

After an opponent reveals a numbered Order Marker on a card they control, you may immediately choose any enemy figure on the battlefield and move Headpool up to 3 spaces. Headpool must end this movement closer to the chosen figure than he was before moving with Seek and Annoy. When moving with Seek and Annoy, Headpool will take any leaving engagement attacks.

WISECRACK 15

Before an opponent's figure within 4 clear sight spaces of Headpool rolls attack dice against another figure, if that opponent's figure could instead attack Headpool, you must roll the 20-sided die. If you roll 15 or higher, that opponent's figure must attack Headpool instead of any other figure this turn while Headpool is still on the battlefield.

PUNTED

When Headpool would receive one or more wounds from an adjacent attack, you may choose to ignore all but one of those wounds. If you do, the attacking player may choose any empty space within 5 spaces of Headpool's current placement and place Headpool on that space. Headpool will not take any leaving engagement attacks when moved with Punted.



UNDEAD

UNIQUE HERO

DEVOURER

ANNOYING

SMALL

2



4
LIFE

MOVE 4

RANGE 1

ATTACK 2

DEFENSE 3

60

POINTS

