

MARVEL

KOOL-AID MAN

"HEY, KOOL-AID MAN!"

When moving normally, Kool-Aid Man may add 5 to his Move number as long as he ends his movement adjacent to an engaged friendly figure. After this move and instead of attacking, you may remove one Wound Marker from the card of every adjacent figure and then place two Wound Markers on this card.



ENTITY

UNIQUE HERO

SCIENTIST

KOOL

MEDIUM

6

"OH, YEAH!"

When moving normally, Kool-Aid Man may move through one unoccupied destructible object. After moving, destroy any destructible object Kool-Aid Man moved through this turn.

"EVERYONE LOVES KOOL-AID!"

Each time an adjacent figure attacks Kool-Aid Man and inflicts at least two wounds, you must remove a Wound Marker from that figure's Army Card.



8
LIFE

MOVE 4

RANGE 1

ATTACK 2

DEFENSE 3

80

POINTS

