



SPIKE
WILLIAM PRATT

FOOL FOR LOVE

At the start of the game, you may choose a Unique Undead Hero or Unique Slayer Hero that you control to be Spike's Partner. After moving and before attacking with Spike's Partner, you may move Spike. Spike must end this move within 3 clear sight spaces of his Partner, if possible.



UNDEAD

UNIQUE HERO

REBEL

PASSIONATE

MEDIUM 5

SUCKER PUNCH

Once per player turn, when an enemy figure adjacent to Spike is targeted for an attack by another figure you control, you may roll an unblockable attack die against that enemy figure.

HEALING

At the end of the round, remove 1 Wound Marker from this card.



6
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 4

190

POINTS