



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.

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.



UNDEAD
UNIQUE HERO
REBEL
PASSIONATE
MEDIUM 5



6
LIFE

MOVE	6
RANGE	1
ATTACK	5
DEFENSE	4

190
POINTS