



THE TICK

“SPOON!”

Once per game, after winning initiative, you may reveal an “X” Order Marker on this card. If you do, for rest of the round, after rolling attack dice or defense dice for The Tick, you may choose to change one blank rolled to a skull.

CLUMSY OAF

The first time during a player turn that The Tick moves normally onto or adjacent to a destructible object, roll an unblockable attack die against that destructible object. When attacking with The Tick, if one or more blanks are rolled, subtract 1 skull from that attack. When defending with The Tick, if the results include three or more skulls, choose an adjacent figure, if possible, to receive 1 wound.

NIGH-INVULNERABILITY 7

Anytime The Tick would be destroyed, roll the 20-sided die. If you roll 7 or higher, The Tick is not destroyed and, if he would have been destroyed by receiving wounds, ignore those wounds.

WEAK-MINDED 3

If any player rolls the 20-sided die to take temporary or permanent control of The Tick, that player may add 3 to the roll.



HUMANOID

UNIQUE HERO

CHAMPION

DELUSIONAL

MEDIUM

6



5 LIFE

MOVE 5

RANGE 1

ATTACK 7

DEFENSE 4

270 POINTS