

AXE COP
AXEY SMARTIST

TEAM-UP TRYOUTS
Start the game with 8 white Nope Markers. After revealing an Order Marker on this card and before taking a turn with Axe Cop, you may take a turn with a Unique Hero you control without a Nope Marker on its card. If that Hero does not inflict a wound on an enemy figure during that turn, you must place a Nope Marker on its Army Card. Order Markers cannot be placed on Army Cards you control with a Nope Marker. If a figure with a Nope Marker on its Army Card would take a turn, Axe Cop must take the turn instead.

"ALL BAD GUYS MUST DIE!"
After attacking an enemy figure with Axe Cop, if he did not inflict a wound, he may add 1 to his Attack number and attack again.

"YOU SURPRISED ME AND NOW I'M MELTING!"
If Axe Cop is attacked and at least 1 skull is rolled, roll the 20-sided die. If you roll a 1, you cannot roll defense dice. This roll cannot be modified by any special power.

5 LIFE

MOVE	5
RANGE	1
ATTACK	4
DEFENSE	7

250 POINTS

HUMAN
EVENT HERO
LAWMAN
RELENTLESS
MEDIUM 5