

MARVEL

GAMBIT
REMY LEBEAU

KINETIC CARD CONVERSION

Before attacking with Gambit, you may subtract up to 3 attack dice from your roll. For each die subtracted, you may add 1 to Gambit's Range number and attack one additional time. If Gambit destroys an opponent's figure with his normal attack or Sleight of Hand special power, before removing that figure from the battlefield, you may roll 1 unblockable attack die against each figure adjacent to it, one at a time.



MUTANT

UNIQUE HERO

REBEL

CHARMING

MEDIUM 5

SLEIGHT OF HAND

After a figure rolls defense dice against Gambit's normal attack, if Gambit has more blanks than the defending figure, the defending figure immediately receives one wound.

STREET RAT

If Gambit inflicts a wound on an enemy figure with his Sleight of Hand special power, you may immediately choose a figure you control engaged with that enemy figure. Move the chosen figure up to 3 spaces, ignoring any leaving engagement attacks from that enemy figure. If that enemy figure was adjacent to Gambit when it was wounded and there is not a glyph on this card, you may place an Equipment Glyph from that figure's Army Card onto this card.



4
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

170

POINTS