

MARVEL

JACKAL
MILES WARREN

EXPERIMENTAL CLONING 15

At the start of the game, you may choose a Unique Human, Mutate, or Clone Hero on the battlefield. Before placing Order Markers each round, if the chosen Hero is destroyed, you may roll the 20-sided die. If you roll 15 or higher, the chosen Hero becomes Jackal's Experiment. Remove all Wound Markers from the chosen Hero's Army Card and place the chosen Hero on any empty space adjacent to Jackal. You now control the chosen Hero, and it has the species of Clone instead of what is listed on its card.



MUTATE

UNIQUE HERO

GENIUS

INSANE

MEDIUM

4

DRUG-TIPPED CLAWS

After attacking an adjacent figure with Jackal's normal attack, if the defending figure received one or more wounds but was not destroyed, you may roll the 20-sided die. If you roll 12 or higher, remove one unrevealed Order Marker at random from the defending figure's card. Androids, Constructs, and destructible objects are not affected by Drug-Tipped Claws.

CELLULAR DEGENERATION

For the entire game, after taking a turn with Jackal's Experiment and at the end of each round, place one Wound Marker on its card.



4
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 4

255
POINTS

