

MARVEL

MARROW
SARAH

BONE SHARDS

When Marrow attacks a non-adjacent figure, roll 1 fewer attack die. After attacking a non-adjacent figure with Marrow's normal attack, you may place one Wound Marker on this card and attack two additional times with her normal attack.

SPIKE DEFENSE

When rolling defense dice against a normal adjacent attack, roll one additional die for each shield rolled by the attacker. If you roll any excess shields, the attacking figure receives one unblockable wound.

HEALING FACTOR X

After taking a turn with Marrow, remove one Wound Marker from this card. At the end of the round, you may reveal an "X" Order Marker on this card to remove one Wound Marker from each Army Card you control with the Healing Factor X special power.



MUTANT

UNIQUE HERO

TERRORIST

BITTER

MEDIUM 4

5 LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 4

220

POINTS