

**MARVEL**

**RED WOLF**

**BACKCOUNTRY TRACKER**

Red Wolf may double his height when climbing or falling. When moving normally, Red Wolf may add 2 to his Move number. If he does, he cannot attack this turn.



**HUMAN**

**UNIQUE HERO**

**LAWMAN**

**RESOLUTE**

**MEDIUM 5**

**AMBUSH 4**

Before moving with Red Wolf, you may choose a non-adjacent enemy figure that either does not have clear sight to Red Wolf, or whose base is at least 4 levels below Red Wolf's base.

When Red Wolf attacks the chosen figure with an adjacent normal attack this turn, add an automatic skull to whatever is rolled.

**TIMELY AVENGER**

When a Unique Hero you control is destroyed, you may move one unrevealed Order Marker from any card in your army to this card. For the rest of the round, when Red Wolf attacks, he may attack one additional time.



**4**

**LIFE**

**MOVE 5**

**RANGE 6**

**ATTACK 3**

**DEFENSE 4**

**130**

**POINTS**

