

MARVEL

SABRETOOTH

VICTOR CREED

PROTECTIVE INSTINCT

If a friendly Rebel within 6 clear sight spaces of Sabretooth is targeted for an attack by an enemy figure, you may immediately move Sabretooth adjacent to that Rebel, if possible. He will take any leaving engagement attacks. If a friendly Rebel adjacent to Sabretooth would receive one or more wounds from an attack, you may have Sabretooth receive any number of those wounds instead.



MUTANT

UNIQUE HERO

REBEL

PROTECTIVE

MEDIUM

5

VENGEFUL STRIKE

After moving and before attacking, if there is at least one Wound Marker on this card, you may choose a figure adjacent to Sabretooth and roll the 20-sided die. Add 1 to your roll for each Wound Marker on this card. If you roll 12-18, the chosen figure receives 1 wound. If you roll 19 or higher, the chosen figure receives 2 wounds.

HEALING FACTOR X

After taking a turn with Sabretooth, 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.



7
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

270

POINTS