

**MARVEL**

**WARPATH**  
JAMES PROUDSTAR

**BATTLE READY**

During an enemy figure's turn, if that figure ends its movement within 3 spaces of Warpath, you may immediately move Warpath up to 2 spaces if he ends this movement engaged with that figure. While Warpath is engaged with only one figure, add 1 die to his attack and defense.



**MUTANT**

**UNIQUE HERO**

**MERCENARY**

**RELENTLESS**

**MEDIUM**

**5**

**VIBRANIUM BLADES  
SPECIAL ATTACK**

Range 4. Attack 4.

For each blank rolled with this special attack, figures without the Vibranium Armor special power subtract 1 defense die. If Warpath attacks an adjacent figure with this special attack, he may attack with this special attack one additional time.

**BATTLE HARDENED**

If there is at least 1 Wound Marker on this card, the most wounds Warpath can receive from an attack is one.



**5**

**LIFE**

**MOVE 7**

**RANGE 1**

**ATTACK 5**

**DEFENSE 5**

**260**

**POINTS**