

MARVEL

WEAPON X
JAMES HOWLETT

FRESH ADAMANTIUM INJECTION

Start the game with 3 Wound Markers on this card. When taking a turn with Weapon X, he must attack once for each Wound Marker on this card, if possible. Figures subtract 2 from their defense dice when attacked by Weapon X with an adjacent normal attack.

SAVAGE STATE OF MIND

You may only take a turn with Weapon X after revealing a numbered Order Marker on this card. Before taking a turn with Weapon X, you must roll the 20-sided die. If you roll 5 or lower, choose an opponent. That opponent now controls Weapon X for the remainder of the turn, but may not view any unrevealed Order Markers on this card. At the end of the turn, control of Weapon X returns to you. All Order Markers that were on this card will stay on the card.

HEALING FACTOR X

After taking a turn with Weapon X, 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

EXPERIMENT

SAVAGE

MEDIUM

4

6

LIFE

MOVE

5

RANGE

1

ATTACK

4

DEFENSE

4

230

POINTS