

MARVEL

WEREWOLF

JACOB RUSSOFF

FERAL HUNTING

Before taking a turn with Werewolf, you may choose any other figure on the battlefield that is not an Android or destructible object and add 1 to Werewolf's Move number for each Wound Marker on the chosen figure's card, up to a maximum of +2 for Feral Hunting. If you do, Werewolf may attack only the chosen figure this turn and must attack once for each Wound Marker on that figure's card at the start of this turn, if possible. Werewolf cannot attack more than 3 times in a single turn.



LYCANTHROPE

UNIQUE HERO

CREATURE

WILD

MEDIUM **5**

STEALTH LEAP 12

Instead of his normal move, Werewolf may move up to 3 spaces with Stealth Leap. When moving with Stealth Leap, Werewolf has the Flying special power, but may not move up or down more than 12 levels in a single leap, and will not take any leaving engagement attacks when he starts to leap.

HEALING FACTOR

After taking a turn with Werewolf, remove 1 Wound Marker from this card.



5
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 4

270
POINTS

