

MARVEL

WILD CHILD

KYLE GIBNEY

MUTANT SIDEKICK

After revealing an Order Marker on the Army Card of a Unique Mutant Hero you control and taking a turn with that Mutant, if Wild Child is within 6 clear sight spaces of that Mutant, you may take an immediate turn with Wild Child, and you may not take any additional turns with other figures you control.

BLOOD FRENZY 2

When attacking a figure that is not a destructible object, Wild Child receives 1 extra attack die for each Wound Marker on the defending figure's card up to a maximum of 2 additional attack dice for Blood Frenzy.

HEALING FACTOR X

After taking a turn with Wild Child, 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

REBEL

WILD

MEDIUM

5



4 LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 4

160 POINTS