

MARVEL

WOLFSBANE

RAHNE SINCLAIR

SCENT OF BLOOD

Wolfsbane may add 2 to her Move number for this turn. If she does, she must end her movement within 4 spaces of a figure with one or more Wound Markers on its card.

DEVASTATING POUNCE

SPECIAL ATTACK

Range Special. Attack 6. Choose a non-adjacent figure within 4 clear sight spaces whose base is not higher or lower than 6 levels from the base of Wolfsbane. Before attacking, place Wolfsbane adjacent to the chosen figure. If the chosen figure is destroyed with this special attack, immediately place Wolfsbane on the space previously occupied by the chosen figure. If the figure is not destroyed, place one Wound Marker on this card. When Wolfsbane is moved by this special attack, she will take any leaving engagement attacks.

KEEP THE FAITH

Any time an opponent would take temporary or permanent control of Wolfsbane, you may instead remove one unrevealed Order Marker from this card.

C-6

MUTANT

UNIQUE HERO

INVESTIGATOR

CONFLICTED

MEDIUM

4

5

LIFE

MOVE

5

RANGE

1

ATTACK

5

DEFENSE

4

130

POINTS