



MARVEL

WOLVERINE
JAMES HOWLETT

SAVAGE AVENGER

At the start of the game, place a white Avenger Marker on the card of a friendly Unique Hero. If another figure you control is destroyed by an enemy figure, you may move any unrevealed Order Markers from its card onto this card and, if it has an Avenger Marker on its card, you may immediately use Wolverine's Adamantium Flurry.



MUTANT

UNIQUE HERO

FIGHTER

GRUFF

MEDIUM
4

TRACKING 2

Once per turn, if an enemy figure ends its movement 2 to 8 spaces away from Wolverine, you may immediately move Wolverine up to 2 spaces closer to that figure.

ADAMANTIUM FLURRY 12

Instead of moving and attacking, you may roll the 20-sided die. If you roll 12 or higher, choose an adjacent figure to receive a wound, and you may use Adamantium Flurry again, up to a maximum of 4 times in a single turn.

UNSTOPPABLE RESILIENCE

If Wolverine would receive one or more wounds, ignore one of those wounds.



6
LIFE

MOVE **5**

RANGE **1**

ATTACK **6**

DEFENSE **4**

270

POINTS

