



MARVEL

WOLVERINE
LAURA KINNEY

PROTECTIVE RAGE 3

At the start of the game, choose another Unique Hero you control. Whenever that figure receives 1 or more wounds from an enemy figure or is destroyed, place a red Rage Marker on this card, to a maximum of 3. Wolverine can attack normally 1 additional time for each Rage Marker on this card. If Wolverine destroys an enemy figure with her normal attack, remove a Rage Marker from this card.

ADAMANTIUM ACROBATICS

When attacking an adjacent figure with a normal attack, the defending figure subtracts 2 from its defense dice, and after attacking, for each shield rolled, Wolverine may immediately move one space up to 6 levels up or down. Wolverine never takes falling damage and is never attacked when leaving an engagement.

HEALING FACTOR X

After taking a turn with Wolverine, 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

FIGHTER

FIERCE

MEDIUM

5

5
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 4

280

POINTS