

MARVEL

X-23
LAURA KINNEY

SCENT TRIGGERED FRENZY

Before taking a turn with X-23, you must roll the 20-sided die, one at a time, for each figure adjacent to X-23. If you roll 1-5, instead of moving or attacking normally this turn, X-23 must attack the affected figure. If X-23 inflicts one or more wounds during this attack, she must continue attacking the defending figure until she does not inflict any wounds or the defending figure is destroyed.

PHANTOM WALK

X-23 can move through all figures and is never attacked when leaving an engagement.

ADAMANTIUM CLAWS

Figures subtract 2 from their defense dice when attacked by X-23 with an adjacent normal attack.

HEALING FACTOR X

After taking a turn with X-23, 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

ASSASSIN

TACTURN

MEDIUM

5

5
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 4

220

POINTS