

**MARVEL**

**GAMBIT**  
REMY LEBEAU

**DISENGAGE**

Gambit is never attacked when leaving engagements.

**STAFF VAULT 12**

After moving normally at least 3 spaces, if he is not engaged, Gambit may move up to 3 spaces with Staff Vault. When moving with Staff Vault, Gambit has the Flying special power, but may not move up or down more than 12 levels in a single vault. After using Staff Vault, add 1 to Gambit's Attack number this turn.

**FIVE CARD DRAW SPECIAL ATTACK**

Range 4. Attack 1 or 2.  
Gambit starts each turn with 5 attack dice. Choose any non-adjacent figure within range and attack by rolling 1 or 2 attack dice. Gambit may keep making special attacks with 1 or 2 attack dice until he has rolled all 5 attack dice. When rolling attack dice for Five Card Draw Special Attack, if a skull is rolled on every die, each skull rolled counts for one additional hit.



MUTANT

UNIQUE HERO

THIEF

CHARMING

MEDIUM **5**



**4**  
LIFE

**MOVE 5**

**RANGE 1**

**ATTACK 4**

**DEFENSE 5**

**210**  
POINTS