

**MARVEL**

**SABRETOOTH**  
VICTOR CREED

**FERAL INSTINCT**

If Sabretooth destroys an opponent's figure with a normal or special attack, he may move up to 1 space and attack again with a normal attack. For each subsequent normal attack with Feral Instinct, roll 1 fewer attack die.

**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 Sabretooth. Before attacking, place Sabretooth adjacent to the chosen figure. If the chosen figure is destroyed by this special attack, immediately place Sabretooth on a space that was occupied by the chosen figure. If the figure is not destroyed, Sabretooth receives one wound. When Sabretooth is moved by this special attack, he will take any leaving engagement attacks.

**HEALING FACTOR X**

After taking a turn with Sabretooth, 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**

**OUTCAST**

**VICIOUS**

**MEDIUM 5**

**7**  
**LIFE**

**MOVE 6**

**RANGE 1**

**ATTACK 5**

**DEFENSE 5**

**290**  
**POINTS**