



WILDCAT TED GRANT

FIGHT COACH

At the start of the game, choose a Fighter or Protégé figure you control without the Super Strength special power to be Wildcat's Trainee. For the entire game, Wildcat's Trainee may re-roll any blanks rolled when attacking an adjacent figure with a normal attack, even after Wildcat is destroyed.

THE OL' ONE-TWO

If Wildcat does not inflict one or more wounds when attacking an opponent's adjacent figure with his normal attack, Wildcat may attack that figure one additional time, rolling exactly 2 attack dice. The chosen figure cannot roll any defense dice against this additional attack.

ROPE-A-DOPE

If Wildcat defends against an adjacent normal attack and does not receive a wound, you may roll an unblockable attack die against the attacking figure.



METAHUMAN

UNIQUE HERO

MYSTERY MAN

FIERCE

MEDIUM 5



9 LIFE

MOVE	5
RANGE	1
ATTACK	5
DEFENSE	3

240 POINTS

