



**WILDFIRE**  
DRAKE BURROUGHS

**WILDFIRE BLAST**  
**SPECIAL ATTACK**

Range 5. Attack 5 + Special.  
Choose an opponent's figure within 5 clear sight spaces of Wildfire as the target figure. Choose all figures on the spaces of a shortest path from Wildfire to the target figure. Roll 5 attack dice against the target figure and 3 attack dice once against all other chosen figures. All affected figures roll defense dice separately. Figures with the Lava Resistant special power are not affected by this special attack.

**CONTAINMENT SUIT BREACH**

At the start of each round before placing Order Markers, if there is at least one Wound Marker on this card, roll the 20-sided die, subtracting the number of wounds from the roll.

- If you roll lower than 1, destroy Wildfire.
- If you roll 1-6, you may not use any special powers on this card this round and you must subtract 2 from Wildfire's Move, Attack and Defense numbers during the round.
- If you roll 7 or higher, nothing happens.



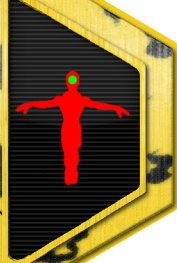
**METAHUMAN**

**UNIQUE HERO**

**LEGIONNAIRE**

**DETERMINED**

**MEDIUM 5**



**6**  
**LIFE**

**MOVE 8**

**RANGE 1**

**ATTACK 6**

**DEFENSE 7**

**280**  
POINTS

