



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

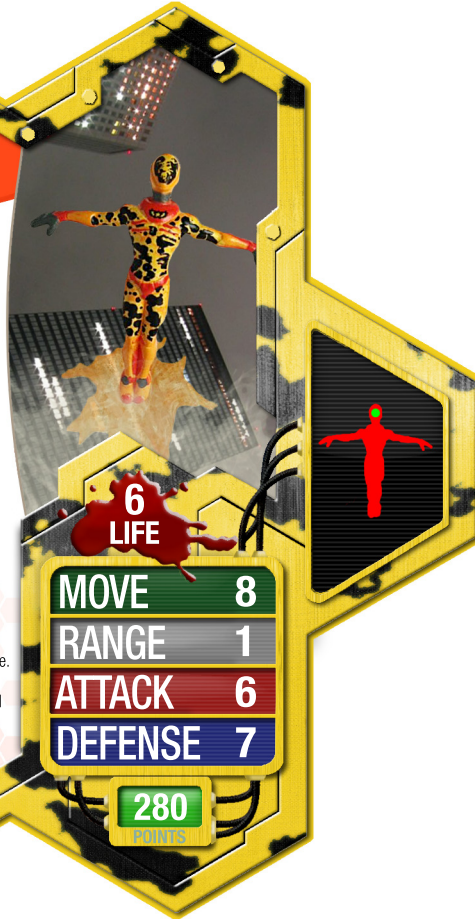
UNIQUE HERO

LEGIONNAIRE

DETERMINED

MEDIUM

5



6
LIFE

MOVE 8

RANGE 1

ATTACK 6

DEFENSE 7

280
POINTS