

SHE-HULK
JENNIFER WALTERS

AVENGERS



UNIQUE HERO
MUTATE
PROTECTOR
IMPULSIVE
MEDIUM 5



AIDING AVENGER

Before the ordered activation of an ally in the Avengers or Hulk Family faction, you may activate She-Hulk. If you do, that ally skips its attack phase and She-Hulk cannot be activated again this turn.

SENSATIONAL SMASH!

Instead of She-Hulk's move phase, you may choose up to 1 adjacent ally and you may choose She-Hulk. Place any chosen figures on connecting spaces within 6 spaces. If you place 1 figure, you may roll a damage die against 1 figure adjacent to it. If She-Hulk was placed, she has -3 Attack for the rest of this activation.

"OBJECTION!"

Once per game, if an adjacent figure is activated, you may end that figure's activation.

MARVEL • Gamma

