



**CAMMY**  
CAMMY WHITE

**SHADALOO BRAINWASHING**  
If you control at least one Unique Hero that is a Dictator or Enforcer, Cammy has the class of Enforcer instead of what is listed on this card.

**PHANTOM WALK**  
Cammy can move through all figures and is never attacked when leaving an engagement.

**SPIRAL ARROW SPECIAL ATTACK**  
Range Special. Attack 4.  
Before attacking, move Cammy up to 3 spaces in a straight line. After moving, you may choose a figure adjacent to Cammy that she did not move through during this move. Attack the chosen figure and each figure Cammy moved through, one at a time. Cammy must attack all figures she moved through, and may attack them even if she is engaged with a different figure.

**AXLE SPIN KNUCKLE**  
When Cammy rolls defense dice against an attack from an enemy figure, if you roll two or more shields, she instead takes no damage and you may immediately move her up to 2 spaces. If she ends this move adjacent to the attacking figure and it was a normal attack, the attacking figure receives one wound.



**CLONE**

**UNIQUE HERO**

**AGENT**

**DETERMINED**

**MEDIUM**

**5**



**4**  
**LIFE**

<b>MOVE</b>	<b>6</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>4</b>
<b>DEFENSE</b>	<b>5</b>

**140**  
**POINTS**