



**CYCLONE**  
MAXINE HUNKEL

**DEFYING GRAVITY**

Any friendly Hero that is a Mystery Man or Protégé that starts its turn within 4 clear sight spaces of Cyclone has the Flying special power for that turn.

**TORNADO FORCE SPECIAL ATTACK**  
Range 5. Attack 4.

Choose up to 2 figures to attack. Roll 4 attack dice once for all affected figures. Each affected figure rolls defense dice separately. If a tiny, small, or medium figure receives one or more wounds from this special attack, you may place that figure on any empty space within 2 spaces of its original placement. A figure moved by this special attack may not be placed closer to Cyclone than its original placement and never takes leaving engagement attacks.

**SWIRLING WINDS**

When defending with Cyclone, for each shield rolled, you may roll an additional defense die. You may continue rolling an additional defense die until no shields are rolled. After defending against a normal attack, if Cyclone rolled 4 or more shields, you may place each adjacent figure that is tiny, small, or medium on any empty space within 1 space of its original placement. Figures moved by this special power do not take any leaving engagement attacks.



**METAHUMAN**

**UNIQUE HERO**

**PROTÉGÉ**

**ENTHUSIASTIC**

**MEDIUM**

**5**

**4**  
**LIFE**

**MOVE 6**

**RANGE 1**

**ATTACK 3**

**DEFENSE 3**

**170**  
POINTS

