



ELASTI-GIRL

RITA FARR

PATROL RESCUE

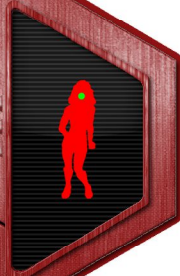
At any point before, during, or after Elasti-Girl's movement, you may choose a tiny, small, or medium figure you control within 2 clear sight spaces. You may choose one figure per turn, or up to two figures per turn if at least one of those figures is Troubled. Before attacking with Elasti-Girl, place any chosen figures on any empty spaces adjacent to Elasti-Girl. Figures moved with Patrol Rescue will not take leaving engagement attacks.

ENLARGED FISTS

If Elasti-Girl did not use her Patrol Rescue special power this turn, add 2 to her Attack number.

GIANT DEFENSE

When rolling defense dice against a normal attack from a figure that is not huge, if you roll at least one shield, the most wounds Elasti-Girl can take from this attack is one.



METAHUMAN

UNIQUE HERO

CELEBRITY

TROUBLED

HUGE 8

5 LIFE

MOVE 7

RANGE 2

ATTACK 4

DEFENSE 6

235

POINTS

