



ELASTIGIRL

HELEN PARR

SUPERHUMAN DEVOTION

If a Superhuman you control receives one or more wounds or is destroyed by an opponent's figure, you may place any number of unrevealed Order Markers from its card on this card and immediately move Elastigirl with her Stretch Walk special power. For the rest of the round, when Elastigirl attacks, she may attack one additional time.



SUPERHUMAN

UNIQUE HERO

CRIME FIGHTER

PROTECTIVE

MEDIUM 5

ELASTI-WRAP 9

Friendly figures do not take leaving engagement attacks from opponents' small or medium figures that are engaged with Elastigirl. Any time an opponent would begin the movement of an adjacent small or medium figure, you may first roll the 20-sided die. If you roll 9 or higher, the figure may not be moved this turn.

STRETCH WALK 25

Instead of her normal move, Elastigirl may use Stretch Walk. Stretch Walk has a move of 3. When counting spaces for Stretch Walk, ignore elevations. Elastigirl may stretch over water without stopping, stretch over figures without becoming engaged and stretch over obstacles such as ruins. Elastigirl may not stretch more than 25 levels up or down with a single stretch. When Elastigirl starts to stretch, she will not take any leaving engagement attacks.



5 LIFE

MOVE 7

RANGE 2

ATTACK 4

DEFENSE 6

225 POINTS