



3
LIFE

MOVE6

RANGE5

ATTACK3

DEFENSE3

135
POINTS

**HIT-GIRL**
MINDY MACREADY

DISENGAGE
Hit-Girl is never attacked when leaving an engagement.

COMBAT DEXTERITY
Hit-Girl may attack with her normal attack up to 2 times at any point before, during, or after her normal move as long as she is on a space where she could end her movement.

CLOSE COMBAT EXPERT
When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled.
When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled.

HUMAN

UNIQUE HERO

VIGILANTE

BRUTAL

MEDIUM4