



3  
LIFE

MOVE 6

RANGE 5

ATTACK 3

DEFENSE 3

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

MEDIUM 4