



**PHANTOM GIRL**  
TINYA WAZZO



BGZILLIAN

UNIQUE HERO

LEGIONNAIRE

TRICKY

MEDIUM 4

**INTANGIBILITY**  
Phantom Girl can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Phantom Girl cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

**PHASE DRAG**  
Before or during Phantom Girl's movement, you may choose an opponent's adjacent small or medium figure. If Phantom Girl moves through another figure or obstacle, place the chosen figure on the space Phantom Girl moved over or occupied immediately before moving through that figure or obstacle. Roll an unblockable attack die against the chosen figure. If a skull is rolled and Phantom Girl moved through a figure instead of an obstacle, that figure also receives an unblockable wound.



5  
LIFE

MOVE6

RANGE1

ATTACK3

DEFENSE4

180

POINTS

