

RODMI

PINK RANGER

KIMBERLY HART

RANGER REACTIVE SHOT

If Pink Ranger is unengaged and an opponent's figure within 7 clear sight spaces of Pink Ranger or a vehicle she occupies, targets a Unique Ranger Hero you control or a vehicle that Hero is driving for a normal attack, you may roll the 20-sided die. If you roll 15 or higher, the targeting figure's turn immediately ends, it receives a wound, and all other Ranger figures you control may use their Combat Flip special power.

PINK POWER BOW

SPECIAL ATTACK

Range 7, Attack 3.

When attacking a non-adjacent figure with this special attack, if you inflict one or more wounds on the defending figure, immediately roll one unblockable attack die for each wound inflicted by this special attack.

COMBAT FLIP 12

After moving normally, attacking, or defending with Pink Ranger, she may use Combat Flip. Combat Flip has a move of 2. When moving with Combat Flip, Pink Ranger has the Flying special power, but may not move up or down more than 12 levels in a single flip. When using Combat Flip, Pink Ranger will not take any leaving engagement attacks.



HUMAN

UNIQUE HERO

RANGER

CHARMING

MEDIUM 5

5 LIFE

MOVE	5
RANGE	5
ATTACK	4
DEFENSE	5

190 POINTS

