

**MARVEL**

**QUICKSILVER**  
PIETRO MAXIMOFF

**SUPERSPEED**

Quicksilver may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Quicksilver, if he did not use his Whirlwind Vortex Special Attack this turn, he may move up to an additional 4 spaces.



MUTANT

UNIQUE HERO

OUTCAST

CONFLICTED

MEDIUM **5**

**WHIRLWIND VORTEX SPECIAL ATTACK**

Range 1, Attack 1 + Special.  
Instead of moving and attacking normally, choose an adjacent figure to attack. Move Quicksilver up to six spaces before attacking. Quicksilver may not move onto the same space twice, and he must remain adjacent to the chosen figure for the entire move. Add 1 die to Quicksilver's attack for each space he moved onto during this Whirlwind Vortex Special Attack.



**5**  
LIFE

**MOVE 9**

**RANGE 1**

**ATTACK 4**

**DEFENSE 7**

**215**  
POINTS