



SATURN GIRL
IMRA ARDEEN-RANZZ

PSYCHIC BLAST

Instead of attacking, you may:

- choose all enemy figures adjacent to Saturn Girl; or
- choose one enemy figure within 6 spaces of Saturn Girl.

Each chosen figure receives 1 wound. If a chosen figure is a Telepath, you may remove 1 Order Marker at random from its Army Card. After using Psychic Blast, you must remove 1 unrevealed Order Marker from this card or place 1 Wound Marker on this card. Figures with the Mental Shield special power are not affected by Psychic Blast.

MENTAL WALLS

When an enemy figure within 5 clear sight spaces of Saturn Girl attacks Saturn Girl or a friendly figure with a normal attack, the attacking figure rolls 1 fewer attack die for each unrevealed Order Marker on this card, to a minimum of 1 die. Figures that are Telepaths or have the Mental Shield special power are not affected by Mental Walls.



4 LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 3

220

POINTS



TITANIAN

UNIQUE HERO

LEGIONNAIRE

RESOLUTE

MEDIUM 5

