



**MARVEL**

**SHE-HULK**  
JENNIFER WALTERS

**AIDING AVENGER**

At the start of the game, place a white Avenger Marker on the card of a friendly Unique Hero. At the end of your player turn, if the card you revealed a numbered Order Marker on this turn has an Avenger Marker, and if neither that figure nor She-Hulk took a turn, and if you only took a turn with up to one other figure, you may take a turn with She-Hulk.



**GAMMA MUTATE**

**UNIQUE HERO**

**DEFENDER**

**IMPULSIVE**

**MEDIUM** 5

**"OBJECTION!"**

Once per game, if a figure starts its turn engaged with She-Hulk, you may immediately end that figure's turn.

**SENSATIONAL SMASH!**

Instead of moving She-Hulk normally, you may choose She-Hulk and up to one adjacent friendly figure. Place each chosen figure on an empty space within 8 spaces of its current placement. If you choose two figures, they must be placed adjacent to each other. If you choose only one, after placing it, you may roll an unblockable attack die against one figure adjacent to the placed figure.



7  
**LIFE**

**MOVE** 7

**RANGE** 1

**ATTACK** 7

**DEFENSE** 7

370

POINTS