

MARVEL

SLINGSHOT

YO-YO RODRIGUEZ

SNAPBACK SUPERSPEED

When moving Slingshot normally, she may add 5 to her Move number. If you do, or if she uses her Swift Bionic Punch special power, Slingshot may move through all figures, never takes leaving engagement attacks, and does not have to stop her movement when entering a water space. After her turn, if Slingshot used Snapback Superspeed, you must immediately place her on the space she occupied at the start of the turn, if possible. Otherwise, Slingshot receives one wound.

SLINGSHOT EXTRACTION

If Slingshot used Snapback Superspeed this turn, and ends her movement adjacent to a engaged small or medium figure you control, you may place that figure on an empty space adjacent to Slingshot when she is placed back on her original space. Figures moved this way will not take any leaving engagement attacks.

SWIFT BIONIC PUNCH

Instead of moving normally and attacking, choose an adjacent figure, then move Slingshot up to 6 spaces in a straight line from the chosen figure. Count the minimum number of spaces between Slingshot and the chosen figure, then place Slingshot back on her original space. Roll the 20-sided die, adding 1 to the roll for each space counted. If you roll 11-18, the chosen figure receives one wound. If you roll 19 or higher, the chosen figure receives two wounds.



INHUMAN

UNIQUE HERO

AGENT

DEDICATED

MEDIUM

5



4
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 4

135
POINTS