

**MARVEL**  
**SQUIRREL GIRL**  
 DOREEN GREEN

**NOT YOUR TYPICAL SUPERHERO**  
 If Squirrel Girl is within clear sight of an Agent you control, she has the class of Agent in addition to the class listed on this card. The same is true for Fighters, Rejects, Soldiers, and Students you control.

**SQUIRREL SPEAK**  
 Whenever you reveal an Order Marker on this card, and at the end of each round, place a brown Squirrel Marker on this card, to a maximum of 999 Squirrel Markers.

**SQUIRREL SWARM SPECIAL ATTACK**  
 Range 4. Attack 3.  
 After attacking with this special attack, you may remove a Squirrel Marker from this card to attack again.

**SQUIRRELLY LEAP 12**  
 Once per turn, after moving, attacking, or defending with Squirrel Girl, may move up to 2 spaces with Squirrelly Leap. When moving with Squirrelly Leap, Squirrel Girl has the Flying special power, but may not move up or down more than 12 levels in a single leap, and will not take any leaving engagement attacks.

**MUTATE**  
**UNIQUE HERO**  
**CRIME FIGHTER**  
**ENTHUSIASTIC**  
**MEDIUM 5**

**4 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>4</b>
<b>DEFENSE</b>	<b>4</b>

**160 POINTS**