



## STARGIRL COURTNEY WHITMORE

### COSMIC CONVERTER BELT

Start the game with the Glyph of Cosmic Converter Belt on this card. Stargirl cannot lose this glyph by receiving wounds unless she is destroyed.



HUMAN

UNIQUE HERO

PROTÉGÉ

ENTHUSIASTIC

MEDIUM

4

### COSMIC ROD PASSENGER

After revealing an Order Marker on a Unique Mystery Man Hero you control and taking a turn with that Hero, you may immediately move with Stargirl. Whenever Stargirl is moved with the Flying special power on your turn, you may choose a small or medium figure you control adjacent to Stargirl. After you move Stargirl, place the chosen figure adjacent to Stargirl. The chosen figure will not take any leaving engagement attacks.

### PROTECTIVE FORCE FIELD X

If Stargirl or any figure you control adjacent to Stargirl is attacked and at least one skull is rolled, you may reveal an "X" Order Marker on this card to ignore the attack.



4

LIFE

MOVE 6

RANGE 6

ATTACK 4

DEFENSE 4

150

POINTS