

**MARVEL**

**WHIRLWIND**  
DAVID CANNON

**TORNADO FORCE WINDS**

Instead of moving and attacking with Whirlwind, you may place all figures that are adjacent to Whirlwind and not huge up to 3 spaces from their original placements. Moved figures never take any leaving engagement attacks but will take any falling damage that may apply. Roll an unblockable attack die, one at a time, against each placed figure.

**WHIRLWIND BARRAGE SPECIAL ATTACK**

Range 1. Attack 3.  
Instead of moving and attacking normally with Whirlwind, you may move Whirlwind up to 3 spaces. Whirlwind can attack up to 3 times with this special attack at any point before, during, or after this move as long as Whirlwind is on a space where he could end his movement. After using this special attack, Whirlwind may move up to 2 additional spaces.

**STEALTH FLYING**

When Whirlwind starts to fly, he will not take any leaving engagement attacks.



MUTANT

UNIQUE HERO

CRIMINAL

ARROGANT

MEDIUM

5



4 LIFE

MOVE 7

RANGE 3

ATTACK 4

DEFENSE 7

190

POINTS