



# WINSTON

### OVERWATCH: PRIMAL PUNCH

Figures without the Super Strength special power roll 1 fewer defense die against Winston's normal attack. After attacking, if the defending figure is not Huge, you may place that figure on an empty space up to 3 spaces from its current position. Figures moved by this special power do not take any leaving engagement attacks but will receive any falling damage that may apply.



SIMIAN

UNIQUE HERO

PROTECTOR

ANGRY

LARGE 7

### JUMP PACK 6

Instead of his normal move, Winston may jump. To jump, move Winston up to 6 spaces and he has the Flying special power, but may not move up or down more than 20 levels in a single jump. After Winston jumps, you may roll an unblockable attack die against any figure adjacent to Winston.

### WHERE WERE WE?

At the end of each round, if a card with Winston's Fury Marker on its card has all its figures destroyed, you must remove half the number of Wound Markers on this card, rounded down. If you do, flip this card and place that Fury Marker back on this card.



12 LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 3

POINTS

