



## STREET LIGHT

DESTRUCTIBLE OBJECT

### PENDULUM SWING

Whenever a figure with the Swing Line or Web Swing special power moves over this space, you do not have to count it.



### LAMPPOST SMASH

Whenever an adjacent figure with the Super Strength special power attacks another adjacent figure with a normal attack, you may remove this figure from the game to add 1 automatic skull to that attack.

### WIRED IN

Before this Street Light is moved or when it is destroyed, roll one unblockable attack die against each adjacent figure without the Electrically Charged special power. After this street Light is moved, remove it from the game.

LARGE 10

2  
LIFE

DEFENSE 4