

**MARVEL**

**ENERGIZER**  
KATIE POWER

**ENERGY BLAST  
SPECIAL ATTACK**

Range 4. Attack 3.  
Destructible objects do not roll any defense dice against this special attack. If Energizer inflicts one or more wounds with this special attack, before placing Wound Markers, roll the 20-sided die. If you roll 12 or higher, all figures adjacent to the defending figure receive one wound.

**KYMELLIAN HEALING FACTOR**  
After taking a turn with Energizer, if she is adjacent to at least one other small Enthusiastic Hero you control, remove one Wound Marker from this Army Card.



**MUTATE**

**UNIQUE HERO**

**ADVENTURER**

**ENTHUSIASTIC**

**SMALL 3**



**3  
LIFE**

**MOVE 5**

**RANGE 4**

**ATTACK 3**

**DEFENSE 3**

**50**

POINTS