

MARVEL

STORM
ORORO MONROE

GALE FORCE WINDS

Instead of taking a turn with Storm, you may choose a figure within clear sight of Storm. The chosen figure and each figure adjacent to that figure are affected. Place each affected figure on any unoccupied space up to 2 spaces from its original placement. Moved figures never take any leaving engagement attacks. A non-flying figure moved lower can receive any falling damage that may apply. Gale Force Winds does not affect huge figures and can only be used once per round.

LIGHTNING TEMPEST SPECIAL ATTACK

Range Special. Attack 4, 3, and 2. All figures that do not have the Electrically Charged special power that are within 2 spaces of Storm are affected by this special attack. Roll 4 attack dice once for all affected figures. Each figure rolls defense dice separately. After attacking with this special attack, Storm must attack 2 additional times, rolling 1 fewer attack die for each subsequent attack. This special attack can only be used once per round.

BLINDING RAIN

Storm and all friendly figures within 5 clear sight spaces of Storm never take any leaving engagement attacks.



MUTANT

UNIQUE HERO

LEADER

WILD

MEDIUM

5



5
LIFE

MOVE 6

RANGE 4

ATTACK 5

DEFENSE 5

220
POINTS

