

**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

