



ARROWETTE
CISSIE KING-JONES

VENGEFUL FIXATION

The first time a figure you control is destroyed by an opponent's figure during a round, you may move one unrevealed numbered Order Marker from any other Army Card in your army to this card. If you do, for the remainder of the round, when Arrowette attacks that enemy figure, add 2 automatic skulls to whatever is rolled and, if she destroys that figure, she may not move or attack for the rest of the round.



HUMAN

UNIQUE HERO

TITAN

RELUCTANT

MEDIUM 5

ATHLETICISM

Arrowette may attack at any point before, during, or after her normal movement as long as she is on a space where she could end her movement. Arrowette does not take leaving engagement attacks.



3

LIFE

MOVE 5

RANGE 9

ATTACK 3

DEFENSE 4

90

POINTS