

MARVEL
MOLLY HAYES

POWER FATIGUE
After moving and before attacking with Molly, if there is at least one purple Fatigue Marker on this card, roll the 20-sided die. Subtract 1 from your roll for each Fatigue Marker on this card. If you roll 1-6, remove all Fatigue Markers from this card, Molly's turn immediately ends, and you may not take a turn with Molly or use her Invulnerable or Super Strength special powers for the remainder of the round. A maximum of 6 Fatigue Markers can be placed on this card. After taking a turn with Molly, place one Fatigue Marker on this card.

INVULNERABLE
Whenever Molly would be destroyed or receives enough wounds to be destroyed in any way except by this special power, she instead receives one wound.

MUTANT
UNIQUE HERO
RUNAWAY
ENTHUSIASTIC
SMALL 4

5 LIFE

MOVE	5
RANGE	1
ATTACK	7
DEFENSE	7

180 POINTS