



MOLLY HAYES

POWER FATIGUE
After moving and before attacking, 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 a 1-6, remove all Fatigue Markers from this card. Molly Hayes' turn immediately ends, and you may not take a turn with Molly Hayes or use her Invulnerable or Super Strength special powers for the remainder of the round. After taking a turn with Molly Hayes, place one Fatigue Marker on this card. A maximum of 6 Fatigue Markers can be placed on this card.

INVULNERABLE
Whenever Molly Hayes would be destroyed, she instead receives one wound.





MUTANT

UNIQUE HERO

RUNAWAY

ENTHUSIASTIC

SMALL 4

5 LIFE

MOVE	5
RANGE	1
ATTACK	7
DEFENSE	7

180 POINTS