



**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**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>7</b>
<b>DEFENSE</b>	<b>7</b>

**180 POINTS**