

DAREDEVIL  
MATT MURDOCK

UNIQUE HERO  
MUTATE  
FIGHTER  
FEARLESS  
MEDIUM 5



### STEALTH LEAP 12 SPECIAL MOVE

Move 3. Height 12.  
Daredevil gains Stealth and Flying.

### BATTLIN' BACK 17

After Daredevil's normal attack action, roll a d20 and add 2 for each figure he is engaged with. On a 17+, Daredevil gains another normal attack action.

### RADAR DEFENSE 17

Before Daredevil defends, roll a d20 and add 2 for each space the attacking figure moved this turn. On a 17+, Daredevil avoids the attack.

MARVEL • Blind

