

GREEN ARROW  
OLIVER QUEEN

JUSTICE LEAGUE



UNIQUE HERO  
HUMAN  
VIGILANTE  
CHARMING  
MEDIUM 5



### ARROWS OF JUSTICE

Allied Vigilantes are added to the Justice League faction. During setup, place 1 Justice Marker on this card for each Justice League unit on your team, up to 4. If there is a Justice Marker on this card, after Green Arrow uses a normal attack action on a non-adjacent figure, you may roll a d20. On a 14+, he may use another normal attack action. Green Arrow may not attack more than 4 times a turn.

### ARROW TO THE RESCUE

After an ally's ordered activation, if Green Arrow has not attacked this turn, you may remove a Justice Marker from this card to activate Green Arrow. During this activation, he may only attack enemies adjacent to an ally. After this activation, end your turn.

### ACROBATIC MOVEMENT

Green Arrow avoids falling damage. After combat, Green Arrow may maneuver 1 space for each shield he has, ignoring elevation changes up to 6 levels.



•Archer

