



ARTEMIS
ARTEMIS CROCK

TRACKING ARROW

Start the game with one green Tracking Marker. After attacking an opponent's Unique Hero with Artemis' normal attack, you may place the Tracking Marker on that Hero's card. Unique Heroes you control may add 3 to their Move numbers if they end their movement adjacent to a figure with the Tracking Marker on its card.



HUMAN

UNIQUE HERO

SIDEKICK

FIERCE

MEDIUM 5

NET ARROW 8

Once per round before, during, or after moving normally or moving with any special power from a figure you control, you may choose a small or medium figure within 8 clear sight spaces and roll the 20-sided die. Add 4 to the roll if the chosen figure is engaged with another Archer, Sidekick, or Titan you control. If you roll 8 or higher, until you next reveal an Order Marker, the chosen figure may not move or roll for leaving engagement attacks and subtracts 1 from its Defense number.

ACROBATIC MOVEMENT

Artemis never takes falling damage and is never attacked when leaving an engagement. After rolling attack dice for a normal attack or after rolling defense dice, for each shield rolled you may immediately move Artemis one space up to 6 levels up or down.



4 LIFE

MOVE 5

RANGE 8

ATTACK 3

DEFENSE 4

120 POINTS