

MARVEL

DAREDEVIL
MATT MURDOCK

BATTLIN' BACK 17

After Daredevil attacks an enemy figure with his normal attack, roll the 20-sided die. Add 2 to your roll for each figure Daredevil is engaged with. If you roll 17 or higher, Daredevil may attack again.



MUTATE

UNIQUE HERO

FIGHTER

FEARLESS

MEDIUM **5**

RADAR DEFENSE 17

If Daredevil is attacked by an opponent's figure and at least 1 skull is rolled, roll the 20-sided die. Add 2 to your roll for each space the attacking figure moved this turn. If you roll 17 or higher, Daredevil takes no damage.

STEALTH LEAP 12

Instead of his normal move, Daredevil may move up to 3 spaces with Stealth Leap. When moving with Stealth Leap, Daredevil has the Flying special power, but may not move up or down more than 12 levels in a single leap, and will not take any leaving engagement attacks when he starts to leap.



4
LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 4

160

POINTS