

**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