

MARVEL

DAREDEVIL
MATT MURDOCK

MAN WITHOUT FEAR

Daredevil may attack any or all figures adjacent to him. Roll each attack separately. Add 1 to Daredevil's attack dice for each enemy figure adjacent to Daredevil.

RADAR SENSE 12

Whenever a special power refers to the Blind Warrior special power, it refers to this special power as well. If Daredevil is attacked by an opponent's figure and at least 1 skull is rolled, roll the 20-sided die. If you roll 11 or lower, roll defense dice normally. If you roll 12 or higher, Daredevil takes no damage and you may immediately choose any empty space within 3 spaces of Daredevil that is no more than 20 levels above or below Daredevil's base. Place Daredevil on the chosen space. When Daredevil uses his Radar Sense, if he is engaged he will not take any leaving engagement attacks.

CRIMINAL INTIMIDATION

Criminal figures roll 1 fewer defense die against Daredevil's normal attack.



MUTATE

UNIQUE HERO

VIGILANTE

FEARLESS

MEDIUM **5**

4
LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 5

180

POINTS