



GREEN ARROW

OLIVER QUEEN

ARROWS OF JUSTICE

At the start of the game, place 1 blue Justice League Marker on this card for each Unique Hero you control with the class of Archer, Champion, Officer, or Vigilante, to a maximum of 4. If there is at least one Justice League Marker on this card, after Green Arrow attacks a non-adjacent figure with his normal attack, you may roll the 20-sided die. If you roll 14 or higher, he may attack again. Green Arrow may not attack more than four times in a player turn.

ARROW TO THE RESCUE

After revealing an Order Marker on the card of another Unique Hero you control and taking a turn with that Hero, if Green Arrow has not yet attacked this player turn, you may remove a Justice League Marker from this card and take a turn with Green Arrow. During this turn, he may only attack opponent's figures engaged to a figure you control. You may not take any additional turns with other figures you control.

ACROBATIC MOVEMENT

Green Arrow 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 Green Arrow one space up to 6 levels up or down.



4
LIFE

MOVE 5

RANGE 8

ATTACK 4

DEFENSE 5

210

POINTS