



**HAWK**  
HANK HALL

**HAWK AND DOVE**

If you control a figure named Dove, Hawk has that figure's class in addition to what is listed on this card. After revealing an Order Marker on this card and taking a turn with Hawk, if he did not move, you may immediately take a turn with a figure you control with the Dove and Hawk special power, during which that figure cannot attack.

**AVATAR OF CHAOS**

If there is a revealed Order Marker on this card, Hawk adds one automatic skull to his first attack of the turn, and when Hawk attacks this turn, all excess shields rolled by the defending figure count as unblockable hits inflicted on Hawk by that figure.

**RECKLESS ASSAULT**

After attacking with Hawk, if he is engaged, Hawk must attack one additional time.



**METAHUMAN**

**UNIQUE HERO**

**VIGILANTE**

**AGGRESSIVE**

**MEDIUM**

**5**

**5**

**LIFE**

**MOVE 6**

**RANGE 1**

**ATTACK 5**

**DEFENSE 4**

**210**

**POINTS**

