



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.



METAHUMAN

UNIQUE HERO

VIGILANTE

AGGRESSIVE

MEDIUM

5

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.



5
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 4

210
POINTS

