



MARVEL

HAWKEYE
CLINT BARTON

WEST COAST AVENGERS

At the start of the game, you may choose up to 3 other Unique Heroes you control and place a white Avenger Marker on each of their cards. Once per player turn, if there is an Order Marker on this card, after moving a figure you control with an Avenger Marker on its card, and instead of attacking with that figure, you may move Hawkeye up to 3 spaces and attack with Hawkeye.



HUMAN

UNIQUE HERO

ARCHER

COCKY

MEDIUM 5

**SPECIAL ARROW
SPECIAL ATTACK**

Range 5. Attack 4.

After targeting an opponent's Unique or Common figure with this special attack, you may choose to either add 1 automatic skull to whatever is rolled, or choose one of the defending figure's special powers to negate for the rest of this special attack.

MOVING TARGET

When rolling defense dice for Hawkeye, add one automatic shield to whatever is rolled. After rolling defense dice, you may move Hawkeye up to 3 spaces. Hawkeye will not take any leaving engagement attacks when moved with this special power.



**4
LIFE**

MOVE 6

RANGE 8

ATTACK 4

DEFENSE 4

**220
POINTS**

