



**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.

**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**

**HUMAN**

**UNIQUE HERO**

**ARCHER**

**COCKY**

**MEDIUM 5**