

MARVEL

HAWKEYE
CLINT BARTON

GRAPPLE ARROW

Once per turn, instead of moving or instead of attacking, you may use Hawkeye's Grapple Arrow. Choose an unoccupied space within 3 spaces of Hawkeye and no more than 25 levels below his base or above his height. Place Hawkeye on the chosen space. When Hawkeye uses Grapple Arrow, he will take any leaving engagement attacks.



HUMAN

UNIQUE HERO

AGENT

PRECISE

MEDIUM 5

TRICK ARROWS SPECIAL ATTACK
Range 8, Attack 3.

Choose a non-adjacent figure to attack. Before attacking with this special attack, choose one of the following effects:

- choose up to two figures within 2 clear sight spaces of the targeted figure to also be affected by this attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately; or
- the defending figure rolls 1 fewer defense die; or
- if you inflict one or more wounds on the defending figure, immediately roll one unblockable attack die for each wound inflicted this turn.

CLOSE COMBAT EXPERT

When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled.

When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled.



4
LIFE

MOVE 5

RANGE 9

ATTACK 3

DEFENSE 4

150
POINTS