



HAWKMAN

CARTER HALL

GOLDEN AGE HEROISM

Immediately after revealing a numbered Order Marker on this card, if all of your unrevealed Order Markers are placed on the cards of Unique Mystery Man Heroes, you may reveal an Order Marker on this card and remove it. If it is:

- an "X" Order Marker, instead of taking a turn with Hawkman, you may immediately take a turn with up to four other Mystery Men you control. During this turn, the chosen Mystery Men cannot attack and you cannot take any additional turns with other figures you control.
- a numbered Order Marker, for the remainder of the round all figures you control add 1 to their Attack numbers and after taking each turn with Hawkman, you may take one additional turn with one other Mystery Man you control, but cannot take any additional turns with other figures you control.



HUMAN

UNIQUE HERO

MYSTERY MAN

FIERCE

MEDIUM 5

5

LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

220

POINTS

