



# HAWKMAN

KATAR HOL

### HAWK-EYED HUNTER

When Hawkman attacks a non-adjacent figure with his normal attack, the defending figure does not receive any additional defense dice for height advantage or terrain effects. After attacking a non-adjacent figure with his normal attack, Hawkman may move up to 2 spaces and attack the same figure one additional time.



THANAGARIAN

UNIQUE HERO

CHAMPION

VALJANT

MEDIUM 5

### ANTH METAL WEAPONRY

When Hawkman attacks an adjacent figure with a normal attack, add 2 to his Attack number. After Hawkman inflicts one or more wounds on an Undead figure or a figure with the Magical Defense special power with his normal attack, that figure receives one additional wound.

### CHAMPION'S CHARGE

Once per round, after revealing an Order Marker on this card and taking a turn with Hawkman, if he is engaged, you may either move up to 2 other Champions you control up to 2 spaces each, or attack normally with another engaged Champion you control.



5 LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 5

270

POINTS

