



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**

ANTI-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

