

MARVEL

PROWLER
HOBIE BROWN

PROJECTILE ARSENAL 2
SPECIAL ATTACK

Range 4 + Special. Attack 2 + Special.
When attacking with this special attack,
you may

- add 2 to the range; or
- roll 1 additional attack die; or
- choose all figures adjacent to the targeted figure to be affected. Roll attack dice once for all affected figures. Each figure rolls defense dice separately, and Prowler cannot be affected by this special attack.

After attacking with this special attack,
Prowler may attack with it one additional time.

EXPERT CLIMBING

When moving up levels of height to move onto a space with Prowler, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Prowler's height of 5 when climbing. Prowler never takes falling damage or major falling damage.

GLIDE 3

Before, during or after moving, Prowler may be placed on any empty space within 3 spaces of and lower than his current location, once per turn. When Prowler uses Glide 3, he will not take any leaving engagement attacks.



HUMAN

UNIQUE HERO

INVENTOR

MISGUIDED

MEDIUM

5



4
LIFE

MOVE **5**

RANGE **1**

ATTACK **4**

DEFENSE **4**

130
POINTS