

MARVEL

S.W.A.T. ASSAULTER

SYNCHRONIZED ASSAULT

After revealing an Order Marker on a Lawman Hero card you control and taking a turn with that Hero, if one or more S.W.A.T. Assaulters you control moved into engagement with an opponent's figure this turn, one unengaged Common Lawman figure you control may attack with its normal attack.

COUNTER STRIKE

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.



HUMAN

COMMON HERO

LAWMAN

DISCIPLINED

MEDIUM 5



1 LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 5

25

POINTS