

HAWKEYE
CLINT BARTON

AVENGERS



UNIQUE HERO
HUMAN
LEADER
COCKY
MEDIUM 5



WEST COAST AVENGERS

During setup, you may add 1 allied Unique Hero to the Avengers faction. Once per turn, if there are 1+ Order Markers on this card, instead of using an attack phase with an Avengers ally, Hawkeye may maneuver up to 3 spaces and use his attack phase.

SPECIAL ARROW SPECIAL ATTACK

Range 5. Attack 4.

After choosing a Common or Unique enemy to attack, either add 1 hit and make that attack a damage type of your choice, or choose 1 of the defender's abilities to negate for this attack action.

MOVING TARGET

When defending, Hawkeye has +1 block. After combat, if he was the defender, Hawkeye may maneuver up to 3 spaces.

MARVEL • Archer

