

MARVEL

ARCHANGEL
WARREN WORTHINGTON III

AVENGING ANGEL

After Archangel or any figure you control within 3 clear sight spaces of Archangel rolls defense dice against a normal attack from an opponent's figure, you may immediately move Archangel up to 7 spaces.

RAZOR WING SLASH

After moving, you may choose up to 3 figures Archangel passed over with his Flying special power. Roll the 20-sided die once for each figure. If you roll 17 or higher, the chosen figure receives a wound.

STEALTH FLYING

When Archangel starts to fly, if he is engaged, he will not take any leaving engagement attacks.



MUTANT

UNIQUE HERO

HORSEMAN

VENGEFUL

MEDIUM 5

6
LIFE

MOVE 7

RANGE 3

ATTACK 4

DEFENSE 6

260
POINTS

