



GREEN ARROW

CONNOR HAWKE

PIERCING SHOT

When an opponent's non-adjacent figure receives one or more wounds from Green Arrow's normal attack, roll the 20-sided die.

- If you roll 1-11, place wound markers normally.
- If you roll 12-17, the defending figure receives one additional wound.
- If you roll 18 or higher, the defending figure receives two additional wounds.

CLOSE COMBAT EXPERT

When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled.



HUMAN

UNIQUE HERO

ARCHER

DISCIPLINED

MEDIUM

5



4
LIFE

MOVE 5

RANGE 8

ATTACK 3

DEFENSE 3

130
POINTS