

MARVEL

MOON KNIGHT
MARC SPECTOR

FRENCHIE'S AIRDROP

After revealing an Order Marker on this card, if Moon Knight is on the battlefield, you may immediately place him on this card. Moon Knight will take any leaving engagement attacks before being placed on this card. Order Markers may still be placed and revealed on this card normally. After revealing an Order Marker on this card, if Moon Knight is on this card and not destroyed, you may immediately place him on any empty space on the battlefield and attack with him.

CAPE GLIDE

After being placed on the battlefield by Frenchie's Airdrop, or if Moon Knight ends his move 5 or more levels lower than his original placement, you may add 1 automatic skull to Moon Knight's normal attack this turn if he attacks an adjacent figure. Moon Knight never takes falling damage.

CRESCENT DARTS

Instead of attacking normally with Moon Knight, you may choose up to two different figures within 5 clear sight spaces of Moon Knight. One at a time, roll the 20-sided die for each chosen figure. If you roll 9 or higher, the chosen figure receives 1 wound.



HUMAN

UNIQUE HERO

FIGHTER

UNSTABLE

MEDIUM 5

5 LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 5

150

POINTS