

MARVEL

RONIN
CLINT BARTON

ARROW STRIKE SPECIAL ATTACK

Range 5. Attack 2.
When Ronin attacks a non-adjacent figure with this special attack, all skulls rolled count as an additional hit. If at least 1 skull is rolled, Ronin may immediately use his Stealth Leap special power and then attack with his normal attack or Nunchaku Onslaught Special Attack.



HUMAN

UNIQUE HERO

FIGHTER

RESOLUTE

MEDIUM **5**

NUNCHAKU ONSLAUGHT SPECIAL ATTACK

Range 1. Attack 3.
When Ronin attacks with this special attack he may attack any and all figures adjacent to him. If Ronin inflicts a wound with this special attack and did not move normally this turn, he may immediately use his Stealth Leap special power and then attack with his normal attack.

STEALTH LEAP 6

Instead of his normal move, Ronin may move up to 3 spaces with Stealth Leap. When moving with Stealth Leap, Ronin has the Flying special power, but may not move up or down more than 6 levels in a single leap, and will not take any leaving engagement attacks when he starts to leap.



4

LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

180

POINTS