

MARVEL

FRANK DRAKE

HUNTING PARTY

Before taking a turn with a Creature, Investigator, or Slayer you control within 4 spaces of an enemy figure, you may reveal an "X" Order Marker on this card. If you do, for the rest of the round you may change one die rolled to a blank for any friendly figure, once per turn.

EXORCIST GUN

When Frank Drake attacks normally, if he rolls no shields, the defending figure rolls one fewer defense die and cannot move until the end of the player turn. If the defending figure is a Demon or Undead, all blanks rolled count as one additional hit.

MOVING TARGET

When rolling defense dice for Frank Drake, add one automatic shield to whatever is rolled. After rolling defense dice, you may move Frank up to 3 spaces. Frank will not take any leaving engagement attacks when moved with this special power.



HUMAN

UNIQUE HERO

INVESTIGATOR

RESIGNED

MEDIUM 5



4 LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

210

POINTS