



3
LIFE

MOVE7

RANGE1

ATTACK4

DEFENSE4

120
POINTS

**GRIZZLY SHARK**

**SHARK**

UNCOMMON HERO

PREDATOR

FEROCIOUS

MEDIUM4

BLOOD SCENT
Whenever an opponent's figure that is not a Grizzly Shark receives a wound from a normal attack but is not destroyed, you must immediately move this Grizzly Shark as close to the wounded figure as possible, moving up to a maximum of 3 spaces. This Grizzly Shark will take leaving engagement attacks while moving with Blood Scent.

LAND SHARK
When moving normally up levels of height to move onto a space with Grizzly Shark, do not count spaces for the first 3 levels. You may ignore Grizzly Shark's height of 4 when climbing. The first time each turn that this Grizzly Shark engages an enemy figure without the Super Strength special power, roll one unblockable attack die against that figure.

DROWN
At the end of the round, destroy this figure if it occupies a water space.