



MARVEL

HAMMERHEAD
JOSEPH

MAGGIA DETERMINATION

Start the game with 3 black Investment Markers. After another figure you control rolls combat dice for a normal or special attack, you may remove an Investment Marker from this card to re-roll up to 2 dice of that attack.



HUMAN

UNIQUE HERO

CRIME LORD

UNSTABLE

MEDIUM **5**

TOMMY GUN SPECIAL ATTACK

Range 5. Attack 4.
If Hammerhead rolls at least one blank when using Tommy Gun Special Attack, he may attack again, up to a maximum of 3 attacks per turn.

HARDHEADED

When rolling combat dice for a normal attack or defending against a normal attack from an adjacent figure, you may count all blanks rolled as either extra skulls or extra shields.



4

LIFE

MOVE **5**

RANGE **1**

ATTACK **4**

DEFENSE **5**

150

POINTS

