



**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

