

MARVEL

HANNIBAL KING

SUPERNATURAL INVESTIGATIONS

At the start of each round, after Order Markers are placed, choose an enemy figure. Each time an Order Marker is revealed on that figure's card, if that figure is in play, you may move Hannibal King up to 3 spaces. You may then move one additional figure up to 3 spaces for each of the following that is true:

- There is an Investigator, Slayer, or Creature you control within 5 clear sight spaces of the chosen figure.
- The chosen figure is a Demon, Lycanthrope, Undead, or has the Magical Defense special power.
- The chosen figure has one or more Wound Markers on its card.

ANIMALISTIC BEATDOWN

When Hannibal King attacks with an adjacent normal attack, the defending figure rolls 1 fewer defense die for each blank rolled. If Hannibal inflicts one or more wounds on an adjacent figure with his normal attack, he may attack that figure one additional time.



UNDEAD

UNIQUE HERO

INVESTIGATOR

DETERMINED

MEDIUM 5



5 LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 5

190

POINTS