



# HOPPY

### SHAZAM!: MARVELOUS BUNNY

After revealing an Order Marker on another figure you control with a Shazam! special power, you may take a turn with Hoppy. You may not take additional turns with other figures you control.



RABBIT

UNIQUE HERO

COMPANION

SILLY

SMALL

2

### SALAMANDER AND HOGULES

Add 3 to your initiative roll if Hoppy is adjacent to a friendly Champion or Companion. If you win initiative you may remove one wound marker from this card.

### ANTLERS AND ZEBREUS

When attacking normally with Hoppy add one automatic skull to the result. Hoppy may never receive more than one wound during any player's turn.

### ABALONE AND MONKURY

After attacking with Hoppy, you may move him up to 5 spaces. Hoppy will not receive any leaving engagement attacks when moving with this special power and must end his movement engaged with an opponent's figure.



3 LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 4

140 POINTS

