



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

