



MARVEL

HULK
BRUCE BANNER

RAGE SMASH 5

When Hulk attacks with a normal attack, roll 1 additional attack die for for each Wound Marker on this card, up to a maximum of 5 extra dice for Rage Smash.

STOMP SPECIAL ATTACK

Range 1. Attack 3.

All figures adjacent to Hulk are affected by this special attack. Hulk cannot use this special attack on the same turn he uses Super Leap.

SUPER LEAP 50

Instead of his normal move, Hulk may move up to 10 spaces with Super Leap. When moving with Super Leap, Hulk has the Flying special power, but may not move up or down more than 50 levels in a single leap. Hulk rolls 3 fewer attack dice on any turn that he chooses to Super Leap.

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 6

370

POINTS