

MARVEL

HULK
BRUCE BANNER

HULK BEST THERE IS!

At the start of the game, choose another Unique Hero you control to be Hulk's Rival. After revealing an Order Marker on a card that has an Avenger Marker or is his Rival's and taking a turn with that Hero, if that Hero inflicted a wound this turn and is in clear sight of Hulk, you must immediately reveal an Order Marker on this card and take a turn with Hulk, if possible. You may not take any additional turns with other figures you control.



GAMMA MUTATE

UNIQUE HERO

CREATURE

GRUMPY

LARGE 8

JUMP, THROW, SMASH!

Instead of moving Hulk normally, you may choose Hulk or an adjacent figure and a figure or obstacle that is 3 to 8 clear sight spaces from Hulk. Place the first chosen figure on an empty space within 10 spaces of its current placement and is adjacent to or on top of the second chosen figure or obstacle. One at a time, roll an unblockable attack die against each chosen figure that is not Hulk. Figures other than Hulk moved by this special power do not take leaving engagement attacks.

THUNDERCLAP SPECIAL ATTACK

Range Special, Attack 4.
Choose 2 spaces in a straight line from Hulk. All figures on the chosen spaces, and all figures other than Hulk within 1 space of the chosen spaces, are affected by this special attack. Each figure rolls defense dice separately. Symbiotes roll 1 fewer defense die against this special attack.



7
LIFE

MOVE 5

RANGE 1

ATTACK 7

DEFENSE 8

450

POINTS