



MARVEL

HULK
BRUCE BANNER

RAGE ENHANCED DNA

At the end of an opponent's turn, place the red Rage Marker on this card if Hulk received two or more wounds that turn. If the Rage Marker is on this card, add one to Hulk's attack and defense for each Wound Marker on this card.



GAMMA MUTATE

UNIQUE HERO

CREATURE

ANGRY

MEDIUM

6

SOOTHE THE BEAST

Before rolling for initiative each round, if Hulk is not adjacent to any enemy figure, remove the Rage Marker from this card.

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.



7

LIFE

MOVE

5

RANGE

1

ATTACK

6

DEFENSE

6

380

POINTS