



KING SHARK

NANAUE

WATER STRENGTH 1

King Shark does not stop his movement when entering a water space. Add 1 die to King Shark's attack and defense while he is on a water space.



SHARK

UNIQUE HERO

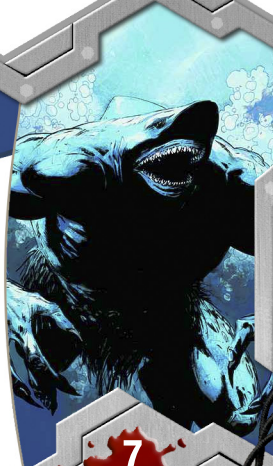
OUTLAW

FEROCIOUS

MEDIUM 5

FEEDING FRENZY

When King Shark attacks, he receives 1 extra attack die for each Wound Marker on the defending figure's Army Card, to a maximum of 3 additional attack dice for Feeding Frenzy. When King Shark destroys a figure with his normal attack, he must attack again. King Shark must continue attacking with his normal attack until he does not destroy a figure.



7
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

220

POINTS

