

MARVEL

RED HULK
THADDEUS ROSS

SYMBIOTIC CHAIN SLINGER

Red Hulk has the species of Symbiote in addition to what is listed on this card. After moving Red Hulk, you may choose a non-adjacent enemy figure within 3 clear sight spaces of Red Hulk and place the chosen figure on an empty space adjacent to Red Hulk. That figure will not take any leaving engagement attacks.

HELLFIRE MOTORCYCLE

Red Hulk does not take leaving engagement attacks. When counting spaces for Red Hulk's movement, ignore terrain effects of water, lava, heavy snow and slippery ice. When moving up levels of height to move onto a space with Red Hulk, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Red Hulk's height when moving up levels of terrain.

VENGEANCE SMASH

SPECIAL ATTACK

Range Special. Attack 7.
Choose an adjacent figure to attack. All figures within X spaces of the defending figure, other than Red Hulk, are also affected by this special attack. X is the number of Unique Heroes in your army that were destroyed by an opponent's attack or special power, to a maximum of 3. Affected figures roll defense dice separately.



DEMON

EVENT HERO

AVENGER

RELENTLESS

HUGE 6

9

LIFE

MOVE 9

RANGE 1

ATTACK 8

DEFENSE 6

560

POINTS

