

**MARVEL**  
**HERCULES**

**TEST OF MIGHT**

Start the game with one brown Challenge Marker on this card. After revealing an Order Marker on this card and before taking a turn with Hercules, you may choose any Unique or Event Hero that is within 5 clear sight spaces of Hercules and place your Challenge Marker on the chosen figure's Army Card. The chosen figure and Hercules add 2 additional dice when attacking each other with normal adjacent attacks. When Hercules or the chosen figure is destroyed, place your Challenge Marker back on this card.

**HERCULEAN TACKLE**

Instead of his normal move, if he is not engaged, Hercules may move up to 5 spaces with Herculean Tackle. When moving with Herculean Tackle, Hercules has the Flying special power, but may not move up or down more than 25 levels in a single tackle. After moving you may switch Hercules with an opponent's adjacent small or medium figure. Switched figures never take any leaving engagement attacks.

**OLYMPIAN FORTITUDE**

Whenever Hercules would be destroyed or receives enough wounds to be destroyed in any way except by this special power, he instead receives two wounds.



OLYMPIAN

UNIQUE HERO

CHAMPION

ARROGANT

MEDIUM 5

**8**  
**LIFE**

**MOVE 6**

**RANGE 1**

**ATTACK 7**

**DEFENSE 7**

**360**

POINTS

