

**MARVEL**

**KA-ZAR**  
KEVIN PLUNDER

**BIG GAME TRACKER**

At the start of the game, you may choose one opponent's Unique or Event Hero to be Ka-Zar's Prey. When a numbered Order Marker is revealed on the Prey's card, you may immediately move Ka-Zar up to 3 spaces. When moving with Big Game Tracker, Ka-Zar is never attacked when leaving engagements. If Ka-Zar attacks his Prey, he may attack his Prey one additional time.



HUMAN

UNIQUE HERO

HUNTER

DETERMINED

MEDIUM 5

**VINE SWING 3**

At any point before, during, or after moving Ka-Zar, if he is adjacent to an Evergreen Tree or Jungle Piece, you may place Ka-Zar on any unoccupied space adjacent to that Evergreen Tree or Jungle Piece. When Ka-Zar moves with Vine Swing, he will not take any leaving engagement attacks. Ka-Zar cannot use Vine Swing more than 3 times in a single turn.

**KING OF THE JUNGLE**

While he is adjacent to an Evergreen Tree or Jungle Piece, Ka-Zar adds 1 die to his attack and he cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.



4 LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

170 POINTS