

MARVEL
RED HULK
 THADDEUS ROSS

OVERHEATED
 At the end of an opponent's turn, place a red Heat Marker on this card if Red Hulk received two or more wounds that turn. Red Hulk rolls 1 fewer attack die for each Heat Marker on this card. A maximum of 3 Heat Markers can be on this card at the same time.

RELEASING THE HEAT
 At the beginning of each round, remove one Heat Marker from this card, if possible. At the end of each round, roll one unblockable attack die for each Heat Marker on this card against each figure without the Lava Resistant special power adjacent to Red Hulk.

SUPER LEAP 50
 Instead of his normal move, Red Hulk may move up to 10 spaces with Super Leap. When moving with Super Leap, Red Hulk has the Flying special power, but may not move up or down more than 50 levels in a single leap. Red Hulk rolls 3 fewer attack dice on any turn that he chooses to Super Leap.

GAMMA MUTATE
UNIQUE HERO
CREATURE
CALCULATING
MEDIUM 6

8 LIFE

MOVE 6
RANGE 1
ATTACK 8
DEFENSE 6

370 POINTS