



MARVEL

KRAVEN

SERGEI KRAVINOFF

BIG GAME TRACKER

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

BOLAS 12

Start the game with a brown Bolas Marker on this card. After moving and before attacking, if your Bolas Marker is on this card, you may choose a small, medium, or large figure within 4 clear sight spaces. Roll the 20-sided die. If you roll 12 or higher and the chosen figure is a Unique Hero, place your Bolas Marker on the chosen figure's card. Affected figures that are not Unique Heroes receive a wound. A chosen figure that has your Bolas Marker on its card cannot move and must roll 2 fewer defense dice. When the chosen figure receives a wound or is destroyed, place your Bolas Marker back on this card.

NERVE PUNCH

When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. If Kraven inflicts one or more wounds on an adjacent Unique Hero with a normal attack, you may immediately remove one unrevealed Order Marker at random from the defending figure's Army Card.



HUMAN

UNIQUE HERO

HUNTER

SINISTER

MEDIUM 5



6 LIFE

MOVE 7

RANGE 5

ATTACK 3

DEFENSE 5

200

POINTS

