

MARVEL

TIGER SHARK

TODD ARLISS

WATER STRENGTH 1

Tiger Shark does not stop his movement when entering a water space. Add 1 die to Tiger Shark's attack and defense while he is on a water space.



MUTATE

UNIQUE HERO

PREDATOR

SAVAGE

MEDIUM

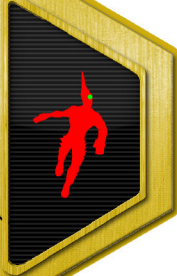
6

WATER LEAP 10

If Tiger Shark ends his normal movement on a water space, he may move up to 3 spaces with Water Leap. When moving with Water Leap, Tiger Shark has the Flying special power, but may not move up or down more than 10 levels in a single leap and will not take any leaving engagement attacks.

WATER SUIT

If Tiger Shark has 3 or more Wound Markers on this card and is not occupying a water space, subtract 2 from his Attack and Defense numbers.



6

LIFE

MOVE 7

RANGE 1

ATTACK 7

DEFENSE 7

240

POINTS