

KING KONG



EVENT HERO  
PRIMATE  
GUARDIAN  
FIERCE  
HUGE 18

5 14 1  
6 4  
1000

### JUGGERNAUT OF THE JUNGLE

Before King Kong's move phase, you may choose him or an adjacent figure. Place the chosen figure on any empty spaces between 4-8 spaces of its current placement, or instead 2-4 spaces if it is Huge. After placing the chosen figure, you may roll a damage die against it and you may roll a damage die against up to 1 figure adjacent to it.

### THE MIGHTY KONG

Kong has +1 Attack for each revealed Order Marker on this card. After an activation with Kong, if he has 7+ wounds, you may reveal Order Marker X on this card to activate Kong a second time.

### FEROCIOUS STRIKE

When Kong attacks normally, if he has:

- 2+ skulls, the defender has -2 Defense;
- 4+ skulls, the defender takes 1 wound; and
- 6+ skulls, inflicted wounds cannot be ignored.

BOOM!

•Animal

