

**MARVEL**

**GORGON**  
GORGON PETRAGON

**BULL RUSH**

After moving normally with Gorgon, if he is not engaged and was not engaged at the start of his movement, you may move Gorgon up to 2 spaces in a straight line. Add 1 die to his attack for each space moved with Bull Rush.

**SEISMIC STOMP  
SPECIAL ATTACK**

Range Special. Attack 4.  
When attacking with this special attack, you may choose either all spaces within 2 spaces of Gorgon, or 6 spaces in a straight line from Gorgon. All figures on the chosen spaces are affected by this special attack. Roll attack dice once for all affected figures. Affected figures roll defense dice separately. After attacking with this special attack, you may place each affected small or medium non-flying figure on an empty space 1 space from its original placement. Moved figures do not take any leaving engagement attacks.



INHUMAN

UNIQUE HERO

GUARD

LOYAL

MEDIUM 5



6  
LIFE

MOVE	5
RANGE	1
ATTACK	6
DEFENSE	6

270  
POINTS