

MARVEL

GORILLA-MAN
KEN HALE

**MACHINE GUN SPECIAL
ATTACK**

Range 5. Attack 3.

If Gorilla-Man inflicts a wound with this special attack, he may attack again with this special attack. Gorilla-Man may continue attacking with this special attack until he does not inflict a wound. He may not attack the same figure more than once.

CURSE OF THE GORILLA-MAN

If a small or medium common or unique figure destroys Gorilla-Man with a normal or special attack, roll the 20-sided die. If you roll 1-13, destroy the attacking figure. If possible, place Gorilla-Man on the space previously occupied by the attacking figure, remove all Order Markers and Wound Markers from this card, and give this card to the player who controlled the figure that destroyed Gorilla-Man. That player now controls

Gorilla-Man. Simians and Androids are not affected by Curse of the Gorilla-Man.



SIMIAN

UNIQUE HERO

AGENT

CURSED

MEDIUM 5

5
LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 4

160
POINTS

