



**MARVEL**

**GREY GARGOYLE**

PAUL PIERRE DUVAL

**HAND OF STONE**

Start the game with 3 grey Stone Markers on this card. If Grey Gargoyle inflicts a wound on an adjacent Unique Hero with his normal attack, place a Stone Marker on the defending figure's card. A figure other than Grey Gargoyle with a Stone Marker on its card cannot move, roll for attacks or leaving engagement attacks, or use any special powers on its Army Card, and adds 1 additional die to its defense. At the end of each round, all of your Stone Markers are returned to this card.

**TOUGH**

When rolling defense dice against a normal attack, Grey Gargoyle always adds one automatic shield to whatever is rolled.



MUTATE

UNIQUE HERO

THIEF

DEBONAIR

MEDIUM

5

5  
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

200  
POINTS

