

BOOM!

KING KONG

JUGGERNAUT OF THE JUNGLE

Before moving King Kong normally, 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 an unblockable attack die against either or both it and one figure adjacent to it. Placed figures do not take leaving engagement attacks.

THE MIGHTY KONG

Add 1 to King Kong's Attack number for each revealed Order Marker on this card. After taking a turn with Kong, if there are 7 or more Wound Markers on this card, you may reveal an "X" Order Marker on this card to remove 2 Wound Markers from this card and take one additional turn.

FEROCIOUS STRIKE

When attacking with King Kong's normal attack, if you roll at least:

- 2 skulls, subtract 2 from the defending figure's Defense number; and
- 4 skulls, the defending figure immediately receives 1 wound; and
- 6 skulls, wounds inflicted with that attack cannot be ignored.



SIMIAN

EVENT HERO

GUARDIAN

FIERCE

HUGE **18**



12
LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 6

1000

POINTS

