

**BOOM!**

## KING KONG

### PRIMAL RAGE

At the start of the game, choose an opponent to choose a Unique Hero you control. If the chosen Hero receives one or more wounds from an opponent's attack, you must immediately move all of your Order Markers to this card and move King Kong up to 6 spaces. For the rest of the game, if King Kong is on the battlefield, you must place all of your Order Markers on this card.



SIMIAN

UNIQUE HERO

PROTECTOR

RELENTLESS

HUGE **18**

### SIMIAN CLIMBING 20

When moving normally up levels of height to move onto a space with King Kong, you may count up to 20 levels of height as one space. You may ignore King Kong's height when climbing.

### GRAB AND CARRY

After moving, you may choose one small or medium figure that was adjacent to King Kong during his movement. Place the chosen figure on an empty space adjacent to King Kong. If the chosen figure is engaged when it is moved by Grab and Carry, it will not take any leaving engagement attacks.

### TWO-HANDED ATTACK

If King Kong did not use Grab And Carry this turn, he may attack one additional time.



**8**

LIFE

MOVE **6**

RANGE **1**

ATTACK **6**

DEFENSE **5**

**400**

POINTS