

MARVEL

SUPER-APE
MIKHLO

SUPER THROW 12

After attacking, you may choose an adjacent figure that is not Huge. Roll the 20-sided die, subtracting 4 from the roll if the chosen figure has the Super Strength special power. If you roll 12 or higher, throw the figure by placing it on any empty space within 4 spaces of this Super-Ape. After the figure is placed, roll one unblockable attack die for throwing damage. If the figure is thrown onto a level higher than the height of this Super-Ape or onto water, do not roll for throwing damage. The thrown figure will not take any leaving engagement attacks.

ENHANCED DURABILITY

When this Super-Ape is attacked with a normal attack, the most wounds he can receive from that attack is one.



SIMIAN

UNIQUE HERO

MINION

LOYAL

MEDIUM **4**



5
LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 4

200
POINTS

