



**MARVEL**

**GROOT**

**BRANCH CARRY**

Before moving Groot:

- If there are 3 or fewer Wound Markers on this card, you may choose up to two unengaged friendly tiny or small figures or one unengaged friendly medium or large figure.
- If there are 4-6 Wound Markers on this card, you may choose one unengaged friendly tiny or small figure.

Chosen figures must be adjacent to Groot. After you move Groot, place the chosen figures on any empty spaces adjacent to Groot.

**CUT DOWN TO SIZE**

When Groot attacks, roll one fewer attack die for each Wound Marker on this card.

**ORGANIC REGENERATION**

At the end of each round, remove one Wound Marker from this card. If Groot is on a water space at the end of the round, remove an additional Wound Marker from this card.

**FLORA COLOSSUS**

**UNIQUE HERO**

**RULER**

**ARROGANT**

**HUGE 10**

**7  
LIFE**

**MOVE 4**

**RANGE 1**

**ATTACK 7**

**DEFENSE 6**

**275  
POINTS**