

**IDW**

**GRUNT**

ROBERT W. GRAVES

**INFANTRY TEAM ASSAULT**

After revealing an Order Marker on the card of another Commando or Soldier Hero you control and taking a turn with that Hero, if that Hero did not inflict a wound this turn, you may attack with Grunt. If you do, you cannot attack with any other figures until you reveal another Order Marker.



HUMAN

UNIQUE HERO

SOLDIER

PATRIOTIC

MEDIUM

**5**

**COVER FIRE 3**

If Grunt inflicts at least one wound on an opponent's figure with his normal attack, you may immediately move another figure you control within 5 spaces of Grunt up to 3 spaces. Figures moved by this special power never take leaving engagement attacks from the defending figure.



**4**  
LIFE

MOVE 5

RANGE 6

ATTACK 3

DEFENSE 4

**130**

POINTS