

**MARVEL**

**PUNISHER**  
FRANK CASTLE

**ASSAULT RIFLE**

When Punisher attacks with his normal attack, he may attack two additional times. Roll 1 fewer attack die for each subsequent attack.

**AUTO SHOTGUN  
SPECIAL ATTACK**

Range 4. Attack 3.

Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. Punisher only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Punisher cannot be affected by this special attack. When Punisher attacks with this special attack, he may attack one additional time.

**ARMOR PIERCING ROCKET  
SPECIAL ATTACK**

Range 5. Attack 4.

For each skull rolled when attacking with this special attack, the defending figure subtracts 1 from its defense. Punisher can only attack a non-adjacent figure with this special attack and can only use this special attack once per round.



**HUMAN**

**UNIQUE HERO**

**LONER**

**OBSESSIVE**

**MEDIUM**

**5**



**MOVE** 5

**RANGE** 7

**ATTACK** 4

**DEFENSE** 5

**210**

POINTS