



# RICK FLAG JR.

## STAYING ON TASK

If a figure you control ends its turn and you roll the 20-sided die for the Suicide Squad special power, you may add 2 to your roll if that figure is within 5 clear sight spaces of an Agent you control.



HUMAN

UNIQUE HERO

AGENT

DEDICATED

MEDIUM 5

## SUICIDE SQUAD COORDINATOR

Once per player turn, after taking a turn with any Army Card you control, you may move one Unique Hero you control with a Micro-Bomb Marker on its card up to 4 spaces. Figures moved with this special power will not take leaving engagement attacks if they begin their movement within 5 clear sight spaces of Rick Flag.



4

LIFE

MOVE 5

RANGE 6

ATTACK 3

DEFENSE 4

105

POINTS