

MARVEL
ROCKET RACCOON

SUPPORT FIRE 15

If an opponent's unengaged figure moves adjacent to a figure you control within 5 clear sight spaces of Rocket Raccoon, you may roll the 20-sided die. If you roll 15 or higher, the opponent's figure receives a wound. Rocket Raccoon may not use Support Fire 15 if he is engaged.

BFG SPECIAL ATTACK

Range 4. Attack 6.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. Rocket Raccoon only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Rocket Raccoon can be affected by this special attack and can only use this special attack once per round.

TENACITY

Rocket Raccoon rolls one additional die against figures leaving an engagement with him and figures roll one additional die against Rocket Raccoon when he leaves an engagement.



-  RACCOON
- UNIQUE HERO
- WARDEN
- FEARLESS
- SMALL 4



4 LIFE

MOVE	6
RANGE	7
ATTACK	4
DEFENSE	4

175
POINTS