

IDW

ROCKSTEADY

CLUMSY SMASH

After attacking an adjacent small or medium figure, if it was not destroyed, place that figure up to X clear sight spaces away from its original placement where X equals the number of wounds you inflicted with that attack. A figure moved by this special power will not take any leaving engagement attacks. Then, one at a time, roll an unblockable attack die against all figures adjacent to the defending figure, even if it was not moved.

SHODDY GUN SPECIAL ATTACK

Range 5. Attack 4.

When attacking with this special attack, if you roll more shields than skulls, this special attack can not be used for the rest of the game.

TOO DUMB TO FALL 4

Once per round, if Rocksteady would be destroyed by receiving wounds, he instead takes no damage. For the rest of the round, if any player rolls the 20-sided die to take temporary or permanent control of Rocksteady, that player may add 4 to the roll.



MUTATE

UNIQUE HERO

BRUTE

CLUELESS

MEDIUM

5



7
LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 6

290
POINTS

