

SGT. ROCK
FRANKLIN JOHN ROCK

HUMAN

UNIQUE HERO

SOLDIER

PATRIOTIC

MEDIUM 5

EASY COMPANY
After revealing an Order Marker on this card and taking a turn with Sgt. Rock, you may take a turn with any other Soldier card you control. You may not take any additional turns with other figures you control. If Sgt. Rock is engaged, he and all Soldiers you control within 6 clear sight spaces of Sgt. Rock add 1 to their Move and Attack numbers.

PINEAPPLE GRENADE SPECIAL ATTACK
Range 5. Lob 12. Attack 4.
Once per round, choose a space to grenade. All figures on or within 1 space of the chosen space are affected. No clear line of sight is needed. Roll 4 attack dice once for all affected figures. All blanks rolled count as additional skulls. Each figure rolls defense dice separately.

BATTLE HARDENED
If there is at least 1 Wound Marker on this card, the most wounds Sgt. Rock can receive from an attack is one.

5 LIFE

MOVE	5
RANGE	6
ATTACK	4
DEFENSE	3

175

POINTS