



BOB

TOO TOUGH TO DIE

Start the game with one gray Head Marker on this card. Whenever Bob would receive one or more wounds, you must remove the Head Marker from this card to ignore those wounds. Before rolling for initiative each round, if there is not a Head Marker on this card, you must destroy Bob.



DINOSAUR

UNIQUE HERO

DEVOURER

FEROCIOUS

HUGE 14

BOB & CAROL & TED & RINGO

After revealing an Order Marker on this card and before taking a turn with Bob, you may take a turn with up to three other figures you control that have the Bob & Carol & Ted & Ringo special power.

TOUGH

When rolling defense dice against a normal attack, Bob always adds one automatic shield to whatever is rolled.



1
LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 4

65

POINTS

