



CAROL

**TOO TOUGH TO DIE**

Start the game with one gray Head Marker on this card. Whenever Carol 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 Carol.



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 Carol, 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, Carol always adds one automatic shield to whatever is rolled.



1 LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 4

65

POINTS

