

**MARVEL**

**CODE: BLUE  
OFFICER**

**SUPPRESSING FIRE SPECIAL  
ATTACK**

Range 5. Attack 3.  
When this Code: Blue Officer attacks with his Suppressing Fire Special Attack, he may attack one additional time. Roll 1 fewer attack die for the subsequent attack.

**RESCUE MISSION**

You may add 1 to this Code: Blue Officer's Range and Attack numbers when he attacks a non-adjacent figure that is engaged with a figure you control with his normal attack. If the defending figure receives one or more wounds from this attack and is not destroyed, you may immediately move each figure you control that is still engaged with the defending figure up to 2 spaces. Figures moved by this special power will not take any leaving engagement attacks from the defending figure.



**HUMAN**

**UNCOMMON HERO**

**LAWMAN**

**DAUNTLESS**

**MEDIUM 5**



**3  
LIFE**

**MOVE 5**

**RANGE 6**

**ATTACK 3**

**DEFENSE 5**

**70**

**POINTS**