

MARVEL

ROCKET RACCOON

BOMBS AWAY

Start the game with three Glyphs of Remotely-Detonated Bomb on this card. After moving with Rocket, you may place one Glyph of Remotely-Detonated Bomb from this card power-side up on any empty space Rocket moved through or passed over. Instead of attacking, you may destroy any number of Glyphs of Remotely-Detonated Bomb on the battlefield.

RAGTAG RINGLEADER

If no Unique Heroes in your army have the same species or class and at least one Order Marker is on this card, immediately after revealing an Order Marker on the Army Card of Rocket or a Unique Hero within 4 clear sight spaces of Rocket, before taking a turn with that Hero, Rocket may attack an opponent's figure with his normal attack. If he does, and Rocket was not that Hero, you may only take turns with that Hero this player turn.

MOVING TARGET

When rolling defense dice for Rocket, add one automatic shield to whatever is rolled. After rolling defense dice, you may move Rocket up to 3 spaces. Rocket will not take any leaving engagement attacks when moved with this special power.



RACCOON

UNIQUE HERO

STRATEGIST

FEARLESS

SMALL

3



4

LIFE

MOVE

5

RANGE

5

ATTACK

4

DEFENSE

4

195

POINTS