



TED

TOO TOUGH TO DIE
Start the game with one gray Head Marker on this card. Whenever Ted 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 Ted.

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



1 LIFE

MOVE 6
RANGE 1
ATTACK 6
DEFENSE 3

55 POINTS

