

<p>Igneous</p> <p>8</p> <p>Spawn an Igneous rock at least 2 tiles away. If Rock Man ends a turn on that tile he eats the rock and gains its power: do 2 damage to adjacent enemies at Speed 10 each turn. This card stacks and stays in play until Rock Man's death.</p>	<p>Igneous</p> <p>8</p> <p>Spawn an Igneous rock at least 2 tiles away. If Rock Man ends a turn on that tile he eats the rock and gains its power: do 2 damage to adjacent enemies at Speed 10 each turn. This card stacks and stays in play until Rock Man's death.</p>	<p>Igneous</p> <p>8</p> <p>Spawn an Igneous rock at least 2 tiles away. If Rock Man ends a turn on that tile he eats the rock and gains its power: do 2 damage to adjacent enemies at Speed 10 each turn. This card stacks and stays in play until Rock Man's death.</p>
<p>Sedimentary</p> <p>8</p> <p>Spawn a Sedimentary rock at least 2 tiles away. If Rock Man ends a turn on that tile he eats the rock and gains its power: gain 4 current and max health. This card stacks and stays in play until Rock Man's death.</p>	<p>Sedimentary</p> <p>8</p> <p>Spawn a Sedimentary rock at least 2 tiles away. If Rock Man ends a turn on that tile he eats the rock and gains its power: gain 4 current and max health. This card stacks and stays in play until Rock Man's death.</p>	<p>Sedimentary</p> <p>8</p> <p>Spawn a Sedimentary rock at least 2 tiles away. If Rock Man ends a turn on that tile he eats the rock and gains its power: gain 4 current and max health. This card stacks and stays in play until Rock Man's death.</p>
<p>Metamorphic</p> <p>8</p> <p>Spawn a Metamorphic rock at least 2 tiles away. If Rock Man ends a turn on that tile he eats the rock and gains its power: draw an extra card after each turn. This card stacks and stays in play until Rock Man's death.</p>	<p>Metamorphic</p> <p>8</p> <p>Spawn a Metamorphic rock at least 2 tiles away. If Rock Man ends a turn on that tile he eats the rock and gains its power: draw an extra card after each turn. This card stacks and stays in play until Rock Man's death.</p>	<p>Metamorphic</p> <p>8</p> <p>Spawn a Metamorphic rock at least 2 tiles away. If Rock Man ends a turn on that tile he eats the rock and gains its power: draw an extra card after each turn. This card stacks and stays in play until Rock Man's death.</p>
<p>Rock Slide</p> <p>6</p> <p>Slide up to 2 tiles in a straight line. Enemies adjacent to your landing tile you touched take 4 damage and lose an Ongoing of your choice.</p>	<p>Rock Slide</p> <p>6</p> <p>Slide up to 2 tiles in a straight line. Enemies adjacent to your landing tile you touched take 4 damage and lose an Ongoing of your choice.</p>	<p>Rock Slide</p> <p>6</p> <p>Slide up to 2 tiles in a straight line. Enemies adjacent to your landing tile you touched take 4 damage and lose an Ongoing of your choice.</p>
<p>Rock Slide</p> <p>6</p> <p>Slide up to 2 tiles in a straight line. Enemies adjacent to your landing tile you touched take 4 damage and lose an Ongoing of your choice.</p>	<p>Rock Slide</p> <p>6</p> <p>Slide up to 2 tiles in a straight line. Enemies adjacent to your landing tile you touched take 4 damage and lose an Ongoing of your choice.</p>	<p>Rock Slide</p> <p>6</p> <p>Slide up to 2 tiles in a straight line. Enemies adjacent to your landing tile you touched take 4 damage and lose an Ongoing of your choice.</p>

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

<p>Between a Rock and a Hard Place 4</p> <p>Push yourself and an adjacent enemy in a straight line until contacting either a border or occupied tile. Enemy discards 2 cards. Deal 3 damage.</p>	<p>Between a Rock and a Hard Place 4</p> <p>Push yourself and an adjacent enemy in a straight line until contacting either a border or occupied tile. Enemy discards 2 cards. Deal 3 damage.</p>	<p>Between a Rock and a Hard Place 4</p> <p>Push yourself and an adjacent enemy in a straight line until contacting either a border or occupied tile. Enemy discards 2 cards. Deal 3 damage.</p>
<p>Rocky Balboa 5</p> <p>Select an enemy up to 2 tiles away in a straight line to jab in the face. Deals 5 damage and the enemy loses the rest of this turn.</p>	<p>Rocky Balboa 5</p> <p>Select an enemy up to 2 tiles away in a straight line to jab in the face. Deals 5 damage and the enemy loses the rest of this turn.</p>	<p>Rocky Balboa 5</p> <p>Select an enemy up to 2 tiles away in a straight line to jab in the face. Deals 5 damage and the enemy loses the rest of this turn.</p>
<p>Rock and Roll 3</p> <p>Roll in a straight line until you contact a border or occupied tile; you may then bounce off your stopping point to continue rolling in a different direction. Max 2 Bounces. You pick up and eat any rocks you encounter while rolling this way.</p>	<p>Rock and Roll 3</p> <p>Roll in a straight line until you contact a border or occupied tile; you may then bounce off your stopping point to continue rolling in a different direction. Max 2 Bounces. You pick up and eat any rocks you encounter while rolling this way.</p>	<p>Rock and Roll 3</p> <p>Roll in a straight line until you contact a border or occupied tile; you may then bounce off your stopping point to continue rolling in a different direction. Max 2 Bounces. You pick up and eat any rocks you encounter while rolling this way.</p>
<p>The Rock is Cooking 9</p> <p>You cook yourself a delicious meal of rocks. Heal 8 health. Lose your next turn.</p>	<p>The Rock is Cooking 9</p> <p>You cook yourself a delicious meal of rocks. Heal 8 health. Lose your next turn.</p>	<p>The Rock is Cooking 9</p> <p>You cook yourself a delicious meal of rocks. Heal 8 health. Lose your next turn.</p>
<p>Rock of Ages 10</p> <p>Ongoing. If Rock Man dies, he gets to keep his rocks and rock powers when he respawns.</p>	<p>Rock Bottom 10</p> <p>Ongoing. If Rock Man dies, he loses only the current turn and will resurrect before the next turn.</p>	<p>Rocky Road 10</p> <p>Ongoing. Eating a rock gives you the ability to play 2 actions in the next turn.</p>

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN

ROCK MAN