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| Igneous  8  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. | Igneous  8  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. | Igneous  8  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. |
| Sedimentary  8  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. | Sedimentary  8  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. | Sedimentary  8  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. |
| Metamorphic  8  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. | Metamorphic  8  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. | Metamorphic  8  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. |
| Rock Slide  6  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. | Rock Slide  6  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. | Rock Slide  6  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. |
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| 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 |
| Between a Rock and a Hard Place  4  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. | Between a Rock and a Hard Place  4  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. | Between a Rock and a Hard Place  4  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. |
| Rocky Balboa  5  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. | Rocky Balboa  5  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. | Rocky Balboa  5  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. |
| Rock and Roll  3  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. | Rock and Roll  3  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. | Rock and Roll  3  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. |
| The Rock is Cooking  9  You cook yourself a delicious meal of rocks. Heal 8 health. Lose your next turn. | The Rock is Cooking  9  You cook yourself a delicious meal of rocks. Heal 8 health. Lose your next turn. | The Rock is Cooking  9  You cook yourself a delicious meal of rocks. Heal 8 health. Lose your next turn. |
| Rock of Ages  10  Ongoing. If Rock Man dies, he gets to keep his rocks and rock powers when he respawns. | Rock Bottom  10  Ongoing. If Rock Man dies, he loses only the current turn and will resurrect before the next turn. | Rocky Road  10  Ongoing. Eating a rock gives you the ability to play 2 actions in the next turn. |
| Rock Man | Rock Man | Rock Man |
| Rock Man | Rock Man | Rock Man |
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