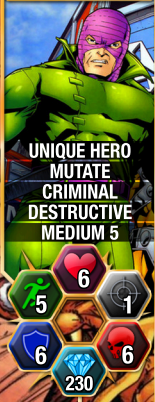


WRECKER
DIRK GARTHWAITE

MASTERS OF EVIL



THE WRECKING CREW 10

After activating Wrecker, you may roll a d20. Add 3 if Wrecker inflicted 2+ wounds or defeated a figure this activation. On a 10+ you may activate any other figure with this ability that hasn't been activated this turn. This ability can only be used if the turn began with an ordered activation of a figure with this ability.

CROWBAR THROW

Before his attack phase, Wrecker may choose to have -1 Attack and +4 Range for the rest of his activation.

CROWBAR DEMOLITION

If Wrecker is not engaged, instead of his attack phase, you may choose a non-Huge enemy within 2 spaces of Wrecker and roll a d20. On a 9+, place that figure and each non-Huge figure adjacent to that figure 2 spaces from their original placements. Figures moved by this ability will take any falling damage that may apply. After a figure is placed, roll a damage die against that figure.

