



CRAZY QUILT

PAUL DEKKER

GARISH COLORS

When Crazy Quilt attacks a figure without the Blind Warrior special power, that figure subtracts one from its defense.

MANIACAL GLOATING

If Crazy Quilt destroys an enemy figure with his normal attack, for the remainder of the round you cannot take any turns with Crazy Quilt, and whenever you roll the 20-sided die for any special powers on this Army Card, subtract 3 from the result.

REACTIVE MIND CONTROL 12

If Crazy Quilt is targeted and attacked by an opponent's figure that does not have the Mental Shield special power, roll the 20-sided die. If you roll 12 or higher, Crazy Quilt takes no damage and the opponent's turn immediately ends. Take temporary control of the attacking figure. Move the attacking figure up to 4 spaces then return control of the figure to the player who controlled it before the Reactive Mind Control. Figures moved with this special power will not take any leaving engagement attacks.



HUMAN

UNIQUE HERO

MISFIT

INSANE

MEDIUM 5

3 LIFE

MOVE 5

RANGE 4

ATTACK 3

DEFENSE 2

55

POINTS