



KILLER CROC

WAYLON JONES

SWAMP CREATURE

Killer Croc does not have to stop his movement when entering a water space. If Killer Croc ends his normal movement on a water space, you may place him on any same-level water space within 5 spaces. Killer Croc never takes leaving engagement attacks while on a water space.

CROC HEADLOCK

If Killer Croc rolls a skull against a small or medium figure leaving an engagement with him, that figure may not leave the engagement with Killer Croc this turn and must immediately end its turn.

DEATH ROLL

Instead of moving and attacking, you may choose one small or medium figure adjacent to Killer Croc. Roll the 20-sided die, adding 4 to the roll if Killer Croc is on a water space. If you roll 14 or higher, the chosen figure receives one wound. You may continue rolling for Death Roll until you do not roll 14 or higher or the chosen figure is destroyed.



METAHUMAN

UNIQUE HERO

CRIMINAL

FEROCIOUS

MEDIUM

5



5
LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 6

200
POINTS