

IDW
TORCH
TOM WINKEN

**MODIFIED FLAMETHROWER
SPECIAL ATTACK**

Range Special. Attack 4.
Choose 2 spaces in a straight line from Torch, or 4 spaces if Torch did not move normally this turn. All figures on those spaces are affected by this special attack. Roll attack dice once for all affected figures. If a destructible object receives one or more wounds from this attack, it receives one additional wound. Figures with the Lava Resistant special power are not affected by this special attack.

DREADNOKS 9

After taking a turn with Torch, you may roll the 20-sided die. If you roll 9 or higher, you may take a turn with any other figure you control with the Dreadnoks special power that has not taken a turn yet this player turn. If Torch inflicted at least 1 wound during his turn, you may add 2 to the roll.

C-6
HUMAN
UNIQUE HERO
CRIMINAL
MALICIOUS
MEDIUM 5



4
LIFE

MOVE 5
RANGE 5
ATTACK 3
DEFENSE 3

70
POINTS