

**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.

-  **HUMAN**
- UNIQUE HERO**
- CRIMINAL**
- MALICIOUS**
- MEDIUM 5**



**4**  
**LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>5</b>
<b>ATTACK</b>	<b>3</b>
<b>DEFENSE</b>	<b>3</b>

**70**  
**POINTS**