



**ELEVATOR CAR**  
VEHICLE DESTRUCTIBLE OBJECT

**ELEVATOR OPERATION**

The Elevator Car can only move on and occupy elevator shaft spaces, all of which must be in the same elevator shaft. When moving with the Elevator Car, you may move it onto elevator shaft spaces directly above or below it at a cost of one movement space per floor. If the Elevator Car's Driver space is unoccupied, then instead of moving a figure you control that is adjacent to any Elevator Shaft space for that Elevator Car, you may move the Elevator Car. If the Elevator Car would be moved by a special power on any other Army Card or Glyph, it instead receives one wound.

**BROKEN DOWN**

If the Elevator Car has two or more wounds, it cannot move.

**PLUMMETING ELEVATOR**

If the Elevator Car would be destroyed, instead of removing it from the battlefield, place it on empty elevator shaft spaces on the lowest possible floor of its elevator shaft. The Elevator Car cannot move for the remainder of the game. Any figure occupying the Elevator Car immediately rolls for any falling damage that would apply and, if they are not destroyed, must be placed on Floor spaces within one space of the Elevator Car and on the same Floor.

**C3G**

**FULL COVER**

**UNCOMMON VEHICLE**

**OCCUPANCY 4**

**HUGE 12**

**MOVE 3**  
**DEFENSE 6**

**4 LIFE**