

**IDW**

## MEGATRON

### COWER BEFORE MEGATRON

After moving Megatron, you may choose a figure within 6 clear sight spaces of Megatron that does not have the Valiant personality and has at least one unrevealed Order Marker on its card.

Roll the 20-sided die, adding 1 to your roll for each figure you control engaged with a figure in the chosen figure's army, up to a maximum of +5. If you roll 15 or higher, remove one unrevealed Order Marker from the chosen figure's card.

### P38 HANDGUN TRANSFORMATION

Once per round, instead of taking a turn with Megatron, you may attack with a Hero you control within 2 clear sight spaces of Megatron that is not tiny. During that attack, it must use Megatron's Hand Cannon Special Attack and cannot use any other special powers.

### HAND CANNON SPECIAL ATTACK

Range 4, Attack 4, 6, or 10.

Start the attack with 10 attack dice. You may attack with 4, 6, or 10 attack dice until all 10 attack dice have been rolled. Megatron cannot attack with this special attack.



CYBERTRONIAN

UNIQUE HERO

CONQUERER

DOMINEERING

HUGE 15

8  
LIFE

MOVE 5

RANGE 4

ATTACK 7

DEFENSE 7

410

POINTS

