

**IDW**

**RAVAGE**

**CASSETTE STORAGE**

At the start of the game, instead of placing Ravage in your Start Zone, you may place him on the Army Card of a figure you control with the Eject! special power.

**POUNCE ATTACK**

You may ignore Ravage's height of 3 when moving up or down levels of terrain. When attacking an adjacent figure with a normal attack, add 1 automatic skull to whatever is rolled if Ravage was not engaged at the start of your player turn.

**ARMOR PIERCING ROCKET SPECIAL ATTACK**

Range 5. Attack 4.  
For each skull rolled when attacking with this special attack, the defending figure subtracts 1 from its defense.

Ravage can only attack a non-adjacent figure with this special attack and can only use this special attack once per round.



-  **CYBERTRONIAN**
- UNIQUE HERO**
- HUNTER**
- CUNNING**
- MEDIUM 3**

**5 LIFE**

<b>MOVE</b>	<b>7</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>4</b>
<b>DEFENSE</b>	<b>5</b>

**110**  
POINTS

