



RAVAGER
GRANT WILSON

COMBAT DEXTERITY

Ravager may attack with his normal attack up to 2 times at any point before, during, or after his normal move as long as he is on a space where he could end his movement.



METAHUMAN

UNIQUE HERO

MERCENARY

UNSTABLE

MEDIUM 5

UNSTABLE ENHANCEMENTS

When Ravager attacks an adjacent Titan or Sidekick, you must add 2 to his Attack number. When Ravager attacks any other adjacent figure, you may add 2 to his Attack number. At the end of Ravager's turn, roll 1 unblockable attack die against Ravager for each time you added to his Attack number with this special power this turn.

SPITEFUL DEFENSE

If Ravager is attacked by a figure within 5 clear sight spaces, instead of rolling defense dice, you may choose for Ravager to receive all wounds from that attack. If you do and Ravager receives at least one wound, the attacking figure also receives one wound, even if Ravager is destroyed by that attack.



6

LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 5

185

POINTS