

IDW

RIP CORD

WALLACE A. WEEMS

HALO JUMP EXPERT

Rip Cord does not start the game on the battlefield. Once per game, after revealing an Order Marker on a card you control, you may place Rip Cord on any empty space on the battlefield. You may not place him adjacent to opponents' figures.

DEMOLITIONS MISSION

Start the game with two Glyphs of Remotely-Detonated Bomb on this card. After moving Rip Cord, you may place one Glyph of Remotely-Detonated Bomb from this card power-side up on any empty space Rip Cord occupied before or during the move.

COMMANDO EXPLOSIVES

For the rest of the game, instead of attacking with a Commando you control, you may destroy any number of Glyphs of Remotely-Detonated Bombs on the battlefield placed by the Demolitions Mission special power. When a Glyph of Remotely-Detonated Bomb is destroyed in this way, if it inflicts any wounds to a destructible object, that object receives one additional wound.



HUMAN

UNIQUE HERO

COMMANDO

DARING

MEDIUM **5**



4
LIFE

MOVE 5

RANGE 7

ATTACK 4

DEFENSE 4

120
POINTS