

**IDW**

**RIPPER**  
HARRY NOD

**JAWS OF LIFE  
SPECIAL ATTACK**

Range 1. Attack 4 + Special.

If Ripper did not move normally this turn, you may roll 2 additional dice when attacking with this special attack. If Ripper inflicts one or more wounds with this special attack on a destructible object, you may roll one unblockable attack die against a figure adjacent to that destructible object.

**DREADNOKS 9**

After taking a turn with Ripper, you may roll the 20-sided die. If you roll 9 or higher, you may take a turn with any other figure you control with the Dreadnoks special power that has not taken a turn yet this player turn. If Ripper inflicted at least 1 wound during his turn, you may add 2 to the roll.



HUMAN

UNIQUE HERO

CRIMINAL

GREEDY

MEDIUM

**5**

**4  
LIFE**

**MOVE 5**

**RANGE 5**

**ATTACK 3**

**DEFENSE 3**

**70  
POINTS**