

OKIDUN RAVAGER

S C O M A F A V

6 6 4 4[4] 1 6 6

COST IN CHAR:

6

EQUIPMENT

'Dragon Fist' - Encrypted IMPACT Flail
Damage: 6, Range: Close*

War Axe Damage: 6, Kinetic, Kill Shot

Razer Damage: 6, Cable, Resist: 6+

SKILLS

Biorganic [2] +2 Armor on 6+, 2D6

Dual Wield May Reroll Combat.

Okidun Tactics Below

Parry May negate Combat.

Rage Charge as Fury Action

Vigorous Immune to Shock,
Stun. Uses Vigor as
Initiative.

UNIT TYPE

transhuman h+

Okidun Tactics

It is customary for Ravagers to adorn their rig with spoils of fallen foes. If in base contact with a downed enemy h+, remove it from the game and add a Rage Counter.

A Rage counter may be exchanged for a Fury point as a Free Action.

Ravagers may only have a single Fury point at any time.

A Ravager may take a Charge Action as a Fury Action for -1 Fury.

Dragon Fist

A Ravager may take a single Throw action, hitting all enemy models in Close Range. (6in)

MULTIPURPOSE