

ANDROID 16

HELL'S FLASH

Instead of moving and attacking with Android 16, you may choose an adjacent figure and roll the 20-sided die. If you roll 6 or higher, the chosen figure receives one wound. If you roll 16 or higher, also remove one unrevealed Order Marker at random from the chosen figure's card.

BEAR HUG

If there is only one enemy figure adjacent to Android 16, and that figure is small or medium, that figure may not move.

PROTECT THE LIFE I LOVED

When Android 16 is destroyed, you may place his figure on the Army Card of a Hero you control that is an Android, Cyborg, or Challenger. If you do, after taking a turn with that Hero, you may remove Android 16's figure from that Hero's card to take one additional turn with that Hero.



ANDROID

UNIQUE HERO

CHALLENGER

CURIOUS

MEDIUM 6

5 LIFE

MOVE 6

RANGE 3

ATTACK 5

DEFENSE 6

250 POINTS



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