

# ANDROID 16

## HELL'S FLASH

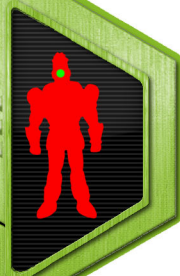
Instead of moving and attacking with Android 16, you may choose an adjacent figure and roll the 20-sided die. If you roll 6 or higher, the chosen figure receives one wound. If you roll 16 or higher, also remove one unrevealed Order Marker at random from the chosen figure's card.

## 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

