



# ANDROID 18

## ARM BREAKER

Once per game when Android 18 inflicts a wound on an adjacent Unique Hero with her normal attack, you may place the blue Broken Arm Marker on its card. For the entire game, while a figure has a Broken Arm Marker on its card, that figure subtracts 1 from its Attack and Defense numbers and 2 from any 20-sided die rolls. If a figure with a Broken Arm Marker on its card ever has no Wound Markers on its card, remove that Broken Arm Marker from the game.



CYBORG

UNIQUE HERO

CHALLENGER

GUARDED

MEDIUM 5

## INFINITY BULLET SPECIAL ATTACK

Range 6. Attack 2, 3, or 4.  
Start the attack with 8 attack dice in a dice pool. You may attack with 2, 3, or 4 attack dice until all attack dice in the dice pool have been rolled. When a blank is rolled for this special attack, you may return that die to the dice pool.

## LESSER DISENGAGE

Once per player turn, Android 18 may ignore one leaving engagement attack.



R R



6 LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 6

270 POINTS