



## BRAINIAC 13

### ARTIFICIAL INTELLIGENCE 13

After revealing an Order Marker on this card, instead of taking a turn with Brainiac 13, you may choose any Android or Cyborg Hero figure in clear sight of Brainiac 13. If you control the chosen figure, you may take an immediate turn with it; otherwise, roll the 20-sided die. If you roll 13 or higher, take control of the chosen figure and that figure's Army Card and remove any Order Markers on that Army Card.

### 12TH LEVEL INTELLECT

After any attack dice, defense dice, or the 20-sided die is rolled for Brainiac 13 or any figure within clear sight of Brainiac 13, you may immediately remove an "X" Order Marker from this card and add or subtract a skull, shield, blank, or 1 from that roll.

### CONTINGENCY PROGRAM 13

If Brainiac 13 would receive enough wounds to be destroyed, before removing him from the battlefield, roll the 20-sided die. Before rolling, you may choose a Unique Android or Unique Cyborg you control and add 6 to the roll. If you roll 13 or higher, Brainiac 13 ignores any wounds he would have received, and if you chose an Android or Cyborg, destroy it, place Brainiac 13 on the space previously occupied by the chosen figure, and remove all Wound Markers from this card.



ARTIFICIAL INTELLIGENCE

EVENT HERO

CONQUEROR

CALCULATING

MEDIUM 6

13  
LIFE

MOVE 6

RANGE 4

ATTACK 6

DEFENSE 6

750  
POINTS

