



CYBERMEN

ELECTRO-TOUCH 16

When a Cyberman inflicts one or more wounds on an adjacent Unique Hero with its normal attack, you may roll the 20-sided die. If you roll 16 or higher, you may remove one unrevealed Order Marker at random from that Unique Hero's Army Card. Figures with the Electrically Charged special power are not affected by Electro-Touch.

CYBER LEGION

Instead of attacking with the Cybermen you moved this turn, you may attack with any 3 Emotionless Cyborgs you control.



CYBORG

COMMON SQUAD

INVADERS

EMOTIONLESS

MEDIUM

5



1
LIFE

MOVE 4

RANGE 5

ATTACK 4

DEFENSE 5

120

POINTS