



(C3C)

CYBORG

UNIQUE HERO

BRILLIANT MEDIUM 5

VIC STONE JUSTICE LEAGUE SUPPORT

THE,

At the start of the game, place 1 blue Justice League Marker on this card for each Unique Hero you control with the class of Champlon or Scientist, to a maximum of 3. When rolling for initiative, if there is an Order Marker on this card, you may add 2 to your roll for each Justice League Marker on this card.

BOOM TUBE TRANSPORT

Start the game with a Glyph of Boom Tube on this card. After moving and instead of attacking, you may place a Glyph of Boom Tube from this card power-side up on an empty space within 3 spaces of Cyborg. Remove any number of Justice League Markers from this card. For each marker removed, choose either Cyborg or a figure you control within 6 clear sight spaces of Cyborg. Immediately move each chosen figure up to 3 spaces. At the end of Cyborg's turn, place the Glyph of Boom Tube from this card back on

CYBERNETIC ENGINEERING
At the end of the round, you may remove a
Wound Marker from this card or from the Army
Card of a Unique Android Hero or Unique Cyborg Hero adjacent to Cyborg. After using Cybernetic Engineering, you may remove a Justice League Marker from this card to use it one additional



