



GIZMO
MIKRON O'JENEUS

ROBOTICS MASTERY

Before taking a turn with Gizmo, you may either move up to four small Androids you control or place a previously destroyed Common small Android in your army on an empty space adjacent to Gizmo. Figures engaged with Androids you control may not roll for leaving engagement attacks against Gizmo.



HUMAN

UNIQUE HERO

INVENTOR

FEARSOME

MEDIUM **4**

ANDROID ASSAULT 13

After moving and instead of attacking with Gizmo, you may choose any opponent's figure within 5 clear sight spaces that is engaged with an Android you control. Roll the 20-sided die, adding 1 to the roll for each other Android engaged with the chosen figure. If you roll 13 or higher, the chosen figure receives 1 wound.

ROBOTICS ENGINEERING

At the end of a round, you may choose an Android or Cyborg Hero adjacent to Gizmo. Remove or place 1 Wound Marker on the chosen figure's card.



4
LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 4

160
POINTS