



METALLO
JOHN CORBEN

EXPOSED KRYPTONITE HEART

Start the game with the Glyph of Green Kryptonite on this card. Turn the glyph power-side down if there are fewer than 3 Wound Markers on this card. Turn the glyph power-side up and subtract 2 dice from Metallo's defense if there are 3 or more Wound Markers on this card. Metallo cannot lose this glyph by receiving wounds unless he is destroyed. If the glyph is not on this card, Metallo cannot use any special powers on this card.

CLAMP AND CLAW

Any time an opponent would begin the movement of a figure engaged with Metallo, you may first roll the 20-sided die. If you roll 14 or higher, the figure receives 1 wound and cannot move.

CYBERNETIC REPAIR X

At the end of the round, if you reveal an "X" Order Marker on this card, remove one Wound Marker from each Army Card you control with the Cybernetic Repair X special power.



CYBORG

UNIQUE HERO

CRIMINAL

RELENTLESS

MEDIUM 5

6

LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 7

290

POINTS

