



OMNIDROID

ROLLING DEVASTATION 15

Instead of moving and attacking, this Omnidroid may move up to 8 spaces. During this move, it may move through and never takes leaving engagement attacks from figures that are not huge. After moving this way, roll the 20-sided die once for each figure it moved through this turn. If you roll 15 or higher, the figure receives a wound.

CYBERCLAW

All opponent's small or medium figures that enter or occupy a space adjacent to this Omnidroid may not move. Figures affected by Cyberclaw cannot be moved by any special power on an Army Card or Glyph.

ADAPTIVE RESISTANCE

This Omnidroid receives one extra defense die for each Wound Marker on this card.



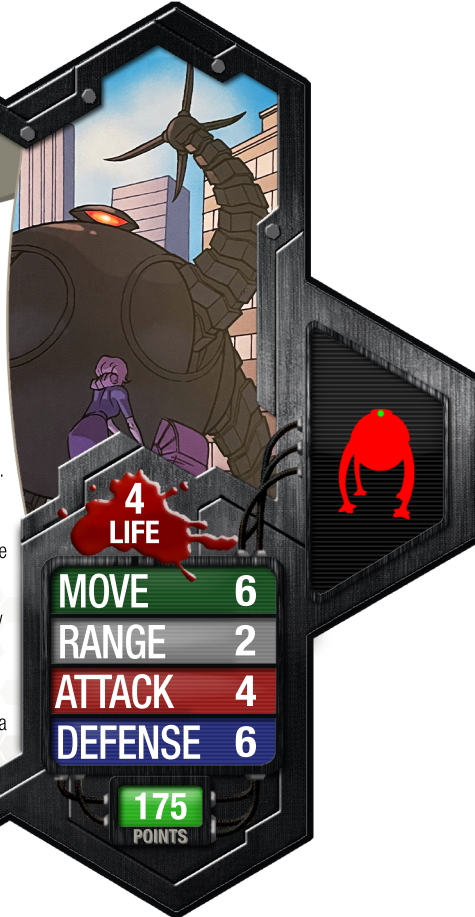
ANDROID

UNCOMMON HERO

HUNTER

CALCULATING

LARGE 10



4
LIFE

MOVE 6

RANGE 2

ATTACK 4

DEFENSE 6

175
POINTS