



# 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