



ROBOTMAN

CLIFF STEELE

REBUILD

When Robotman is destroyed, place or remove Wound Markers on this card until there are exactly 5 Wound Markers on this card and place his figure on the Army Card of another Unique Hero you control. At the end of each round, if that Hero is not engaged, you may roll the 20-sided die, adding 5 to your roll if that Hero is an Engineer, Inventor, or Scientist. If you roll 5-14, remove a Wound Marker from this card. If you roll 15 or higher, remove up to two Wound Markers from this card. When the last Wound Marker is removed from this card, immediately place Robotman on an empty space adjacent to that figure.

PATROL GUARDIAN

If Robotman is adjacent to another Troubled figure you control and is engaged with at least one enemy figure, add 1 to his normal attack and subtract 1 from his defense. Figures engaged with Robotman cannot attack Troubled figures without the Patrol Guardian special power.

TOUGH

When rolling defense dice against a normal attack, Robotman always adds one automatic shield to whatever is rolled.



CYBORG

UNIQUE HERO

BRUISER

TROUBLED

MEDIUM

5



5 LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 5

175 POINTS