



BRAINIAC

VRIL DOX

MINIATURIZED COLLECTION

Start the game with the Glyph of Shrinking Ray Gun on this card. Brainiac cannot lose this glyph by receiving wounds unless he is destroyed. After moving and before attacking, you may choose a Tiny Unique Hero within 4 clear sight spaces and roll the 20-sided die. If you roll 18 or higher, place the figure on this card.



COLUAN

EVENT HERO

CONQUEROR

CALCULATING

MEDIUM 5

TELEPATHIC MANIPULATION

When an Order Marker is revealed on any other Army Card in play that does not have the Mental Shield special power, you may immediately choose a figure from that Army Card. Roll the 20-sided die. If you roll 7 or higher, you may inflict a wound on a figure adjacent to the chosen figure.

12TH LEVEL INTELLECT

After any attack dice, defense dice, or the 20-sided die is rolled for Brainiac or any figure within clear sight of Brainiac, you may immediately remove an "X" Order Marker from this card and add or subtract a skull, shield, blank, or 1 from that roll.



12 LIFE

MOVE 6

RANGE 4

ATTACK 6

DEFENSE 6

800

POINTS