



**DC**  
**CYRAX**

**MULTI-BOMBS**  
Start the game with 2 Glyphs of Cyber-Bomb on this card. Before moving, you may place a Cyber-Bomb from this card power-side up on any empty space within 4 spaces of Cyrax. After a Cyber-Bomb is destroyed, place it on this card, to a maximum of 2.

- CYBORG**
- UNIQUE HERO**
- NINJA**
- DETERMINED**
- MEDIUM 5**

**ENERGY NET 10**  
Start the game with a black Net Marker on this card. Before moving, you may choose a small, medium, or large figure within 4 clear sight spaces. Roll the 20-sided die. If you roll 10 or higher and the chosen figure is not a Unique Hero, it receives a wound. If you roll 10 or higher and the chosen figure is a Unique Hero, place your Net Marker on the chosen figure's card. A chosen figure that has your Net Marker on its card cannot move, make any leaving engagement attacks, or roll the 20-sided die for any special powers on its card. After the chosen figure takes a turn, receives a wound, or is destroyed, place your Net Marker back on this card.

**SELF-DESTRUCT SEQUENCE**  
When Cyrax is destroyed, each figure adjacent to Cyrax receives 1 wound, and all Cyber-Bombs on the battlefield are immediately destroyed.



**5 LIFE**

<b>MOVE</b>	<b>6</b>
<b>RANGE</b>	<b>3</b>
<b>ATTACK</b>	<b>4</b>
<b>DEFENSE</b>	<b>6</b>

**220 POINTS**