



THINKER
CLIFFORD DEVOE

OUTTHINK THE THINKER

At the start of each round, after placing Order Markers and before rolling for initiative, if there is an Order Marker on this card, you may choose an opponent who must choose one of your Order Markers and look at it. If it is an "X" Order Marker, remove it and roll an unblockable attack die against Thinker. If it is a numbered Order Marker, that opponent must choose one of their figures and roll X unblockable attack dice against it, where X is the number of the revealed Order Marker.

A.I. POSSESSION 5

After revealing an Order Marker on this card and taking a turn with Thinker, you may choose an adjacent figure. The player controlling that figure must immediately roll the 20-sided die, subtracting 4 from the roll if the chosen figure is an Android or Cyborg or if the chosen figure received one or more wounds from Thinker this round. If they roll 5 or lower, take temporary control of that figure and immediately take a turn with the chosen figure.

INCORPOREAL

Opponents' figures must be adjacent to Thinker to attack him with a normal or special attack. Thinker is never attacked when leaving an engagement.



ARTIFICIAL INTELLIGENCE

UNIQUE HERO

ANTAGONIST

BRILLIANT

MEDIUM

5

3

LIFE

MOVE

6

RANGE

3

ATTACK

4

DEFENSE

6

225

POINTS

