



## GLADIATRONS

LYDAR

### CYBERCLAW

All small or medium opponent's figures that enter or occupy a space adjacent to any Gladiatron may not move. Figures affected by the Cyberclaw cannot be moved by any special power on an Army Card or Glyph.

### MELEE DEFENSE 1

When rolling defense dice against a normal attack from an adjacent figure, a Gladiatron adds 1 die.



SOULBORG

COMMON SQUAD

HUNTERS

DISCIPLINED

MEDIUM 5

1

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

2

DICE

DEFENSE

3

DICE

80

POINTS



## GLADIATRONS



**Alpha Prime**  
Zanavor's Discovery  
4,5,6,7/25

**MOVE** 5  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 2  
DICE

**DEFENSE** 3  
DICE

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