



## OMNICRON REPULSORS

JANDAR

### CIRCUITRY OVERLOAD

After moving and before attacking, you must roll the 20-sided die once for each Soulborg figure adjacent to any Omnicron Repulsors you control. If the figure is a Squad figure and you roll a 13 or higher, destroy that figure. If the figure is a Hero figure and you roll a 16 or higher, that figure receives a wound. Omnicron Repulsors are not affected by Circuitry Overload.

### TARGETING BEACON

When attacking a non-adjacent figure, all Soulborg figures you control who follow Jandar add 1 die to their attack if at least one Omnicron Repulsor you control is adjacent to the defending figure.

### EMP RESPONSE

If an Omnicron Repulsor you control successfully defends against an attack by a Soulborg figure, you must roll the 20-sided die. If you roll a 14 or higher, the attacking figure must immediately end its turn and all order markers must be removed from its Army Card (or cards if your opponent has more than one Common Army Card for that figure).

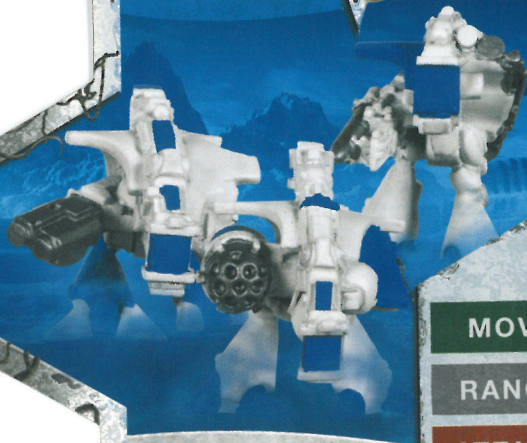


1 LIFE	5 SPACES
MOVE	7 SPACES
RANGE	1 DIE
ATTACK	3 DICE
DEFENSE	40 POINTS

SOULBORG  
COMMON SQUAD  
REPULSORS  
PRECISE  
SMALL 3



## OMNICRON REPULSORS



**Alpha Prime**  
Blackmoon's Siege  
11,12,13/24

**MOVE** 5  
SPACES

**RANGE** 7  
SPACES

**ATTACK** 2  
DICE

**DEFENSE** 2  
DICE

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