



## MAJOR X17

VYDAR

### IMPROVED CYBERCLAW

All small, medium or large opponent's figures that enter or occupy a space adjacent to Major X17 may not move. Figures affected by the Cyberclaw cannot be moved by any special power on an Army Card or glyph.

### MELEE DEFENSE 4

When rolling defense dice against a normal attack from an adjacent figure, Major X17 adds 4 dice.

SOULBORG

UNIQUE HERO

MAJOR

DISCIPLINED

MEDIUM 5



5

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

3

DICE

100

POINTS



**MAJOR X17**



**Alpha Prime**  
Zanafor's Discovery  
25/25

**MOVE**

**5**  
SPACES

**RANGE**

**1**  
SPACE

**ATTACK**

**4**  
DICE

**DEFENSE**

**8**  
DICE

©2005 Hasbro