

Gamma Bomb



SLOT

10

1

5P

GAMMA BOMB™

The Gamma Bomb can't be destroyed and begins on the given starting line. At the beginning of each player's turn, if it's not charmed, click the dial once to the right. Once per game per character, a character occupying this square can be given a free action to roll a d6. If a result of 4 or 5, click the dial 4 clicks to the left (12 is the maximum), and on a result of 6, disarm it. When the red line is closed, deal 3 damage to each character and destroy each object, wall, and square of blocking terrain within 5 squares and then remove this object from the map.



5 POINTS

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100% 100% 100% 100%

100% 100% 100% 100%



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Gamma Bomb



SLOT

9

2

5P

GAMMA BOMB™

The Gamma Bomb can't be destroyed and begins on the given starting line. At the beginning of each player's turn, if it's not charmed, click the dial once to the right. Once per game per character, a character occupying this square can be given a free action to roll 1d6. If a result of 4 or 5, click the dial 4 clicks to the left (12 is the maximum), and on a result of 6, disarm it. When the red line is closed, deal 3 damage to each character and destroy each object, wall, and square of blocking terrain within 5 squares and then remove this object from the map.



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SLOT

8

3

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Gamma Bomb



SLOT

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6

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The Gamma Bomb can't be destroyed and begins on the green starting line. At the beginning of each player's turn, if it's not charmed, click the dial once to the right. Once per game per character, a character occupying this square can be given a free action to roll a d6. If a result of 4 or 5, click the dial 4 clicks to the left (12 is the maximum), and on a result of 6, disarm it. When the red line is closed, deal 3 damage to each character and destroy each object, wall, and square of blocking terrain within 5 squares and then remove this object from the map.



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5P



SLOT

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SLOT

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