



Fill in the gaps

Indestructible by Disturbed

Another (1)_____ the (2)_____ have
called me away
Another time to carry the colors again
My motivation an oath I've (3)_____ to defend
To win the honor of coming back home again
No explanation will matter after we begin
Unlock the dark destroyer that's buried within
My true vocation and now my unfortunate friend
You (4)_____ discover a war you're unable to win
I'll have you know
That I've become
Indestructible
Determination that is incorruptible
From the other side a terror to behold
Annihilation will be unavoidable
Every broken enemy will know
That their opponent had to be invincible
Take a last look around (5)_____ you're alive
I'm an indestructible
Master of war
Another reason another cause for me to fight
Another (6)_____ uncovered now for me to light
My dedication to all that I've sworn to protect
I carry out my orders without a regret
My declaration embedded deep under my skin
A permanent reminder of how it began
No hesitation when I am commanded to strike
You need to know that you're in for the fight of (7)_____
life
You will be shown
How I've become

Indestructible
Determination that is incorruptible
From the other side a terror to behold
Annihilation will be unavoidable
Every broken enemy will know
That (8)_____ (9)_____ had to be
invincible
Take a last look around while your alive
I'm an indestructible
Master of war
I'm
Indestructible
Determination that is incorruptible
From the other side a terror to behold
Annihilation will be unavoidable
Every broken (10)_____ will know
That their opponent had to be invincible
Take a last look around while your alive
I am indestructible
Indestructible
Indestructible
Determination that is incorruptible
From the other side a terror to behold
Annihilation will be unavoidable
Every broken enemy will know
That their opponent had to be invincible
Take a last look around while your alive
I'm an indestructible
Master of war



Fill in the gaps

Answer

1. mission
2. powers
3. sworn
4. will
5. while
6. fuse
7. your
8. their
9. opponent
10. enemy