



UTGAR

# DEATHREAVERS

SOULBORG

DEATHREAVERS

TRICKY

ALPHA PRIME



## SCATTER

After a Deathreaver you control rolls defense dice against a normal attack, move any 2 Deathreavers up to 4 spaces each.

## DISENGAGE

Deathreavers are never attacked when leaving an engagement.

## CLIMB X2

When moving up or down levels of terrain, Deathreavers may double their Height.



1

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

1

DICE

DEFENSE

4

DICE

60

POINTS





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# DEATHREIVERS



heroScope

Thora's  
Vengeance  
17, 18, 19, 20 of 26

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 1  
DICE

**DEFENSE** 4  
DICE