DEATHWALKER 7000

UTGAR

UNIQUE HERO

5 Medium

SOULBORG | DEATHWALKER
TRICKY | ALPHA PRIME

SELF-DESTRUCT

After moving and instead of attacking, Deathwalker may choose to self-destruct. Roll the 20-sided die to determine if any other figures are wounded. If you roll a 1-3, all adjacent figures are Safe. If you roll a 4-15, each adjacent figure receives 2 wounds. If you roll a 16-19, each adjacent figure receives 4 wounds. If you roll a 20, each adjacent figure receives 8 wounds. After using this power, Deathwalker is always destroyed.

STEALTH DODGE

When Deathwalker 7000 rolls defense dice against an attacking figure who is not adjacent, one shield will block all damage.
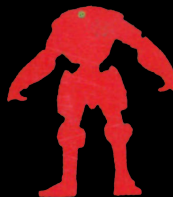
1 LIFE

MOVE 6 SPACES

RANGE 1 SPACE

ATTACK 3 DICE

DEFENSE 7 DICE

100 POINTS

UTGAR

DEATHWALKER 7000

HeroScape

Jandar's Oath
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MOVE	6 SPACES
RANGE	1 SPACE
ATTACK	3 DICE
DEFENSE	7 DICE