



DEATHWALKER 7000

UTGAR

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.



SOULBORG

UNIQUE HERO

DEATHWALKER

TRICKY

MEDIUM 5

1
LIFE

MOVE

6
SPACES

RANGE

1
SPACE

ATTACK

3
DICE

DEFENSE

7
DICE

100
POINTS



DEATHWALKER
7000



Alpha Prime
Jandar's Oath
24/24

MOVE **6**
SPACES

RANGE **1**
SPACE

ATTACK **3**
DICE

DEFENSE **7**
DICE

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