



## DEATHREAVERS

UTGAR

### SCATTER

After a Deathreaver you control rolls defense dice against a normal attack from an opponent's figure, you may move any 2 Deathreavers you control 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  
DIE

DEFENSE

4  
DICE

60

POINTS

SOULBORG

COMMON SQUAD

DEATHREAVERS

TRICKY

SMALL 3



## DEATHREIVERS



**Alpha Prime**  
Thora's Vengeance  
17,18,19,20/26

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 1  
DIE

**DEFENSE** 4  
DICE