



UTGAR

# DEATHWALKER 7000

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

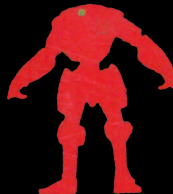
DEFENSE

7

DICE

100

POINTS





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heroScape

Jandar's Oath  
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**MOVE**

**6**  
SPACES

**RANGE**

**1**  
SPACE

**ATTACK**

**3**  
DICE

**DEFENSE**

**7**  
DICE