



# DEATHWALKER

## 7000



**SOULBORG**

**UNIQUE HERO**

**DEATHWALKER**

**TRICKY**

**ALPHA PRIME**

**MEDIUM 5**

**1**  
LIFE



**6**



**1**



**3**



**7**

POINTS  
**100**

### 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.



UTGAR

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heroScape

Jandar's Oath  
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6



1



3



7

