



ZETTIAN DEATHWINGS

UTGAR

DETONATION SPECIAL ATTACK

Range 1. Attack 5.

A Zettian Deathwing that moved but did not attack normally may use Detonation Special Attack. Any figures adjacent to the attacking Zettian Deathwing are affected by Detonation Special Attack. Roll 5 attack dice for all affected figures. Destroy the attacking Zettian Deathwing before each figure rolls defense dice separately.

EVASIVE 2

When a Zettian Deathwing rolls defense dice against an attacking figure who is not adjacent, add 2 defense dice to the defending Zettian Deathwing.

FLYING

When counting spaces for a Zettian Deathwing's movement, ignore elevations. A Zettian Deathwing may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When a Zettian Deathwing starts to fly, if it is engaged it will take any leaving engagement attacks.

HYPER SPEED BURST 3

After moving and attacking with Zettian Deathwings, each Zettian Deathwing you activate this turn may move up to 3 spaces.

SOULBORG

COMMON SQUAD

HUNTERS

PRECISE

SMALL 4



1
LIFE

MOVE 4
SPACES

RANGE 4
SPACES

ATTACK 2
DICE

DEFENSE 3
DICE

50
POINTS



**ZETTIAN
DEATHWINGS**



Alpha Prime
Crevcor's Commission
15,16/18

MOVE 7
SPACES

RANGE 4
SPACES

ATTACK 3
DICE

DEFENSE 3
DICE