



DEATHSTROKE

SLADE WILSON

QUICK SHOT SPECIAL ATTACK
Range 5, Attack 3.
Figures roll 2 fewer defense dice when defending against this special attack. After Deathstroke attacks with this special attack, he may move up to 3 spaces. If Deathstroke is engaged when he begins this move, he will not take any leaving engagement attacks.

CALCULATED DEFENSE
When an opponent's figure within 5 clear sight spaces attacks Deathstroke with a normal attack and at least one skull is rolled, you may defend with Calculated Defense. When defending with Calculated Defense you must roll at least 2 defense dice. After defending, if Deathstroke has not been destroyed, you may roll all remaining defense dice. All shields rolled on the remaining defense dice count as unblockable hits on the attacker.

HEALING FACTOR
After taking a turn with Deathstroke, remove 1 Wound Marker from this Army Card.

**METAHUMAN**

UNIQUE HERO

MERCENARY

CALCULATING

MEDIUM 5



5
LIFE

MOVE 6

RANGE 1

ATTACK 6

DEFENSE 5

280
POINTS