

DC

ZAURIEL

SWORD OF HOLY FLAME
When attacking an adjacent figure with Zauriel's normal attack, each blank rolled counts as 1 additional skull. If the adjacent figure is a Demon, each blank rolled instead counts as 2 additional skulls.

ANGELIC BATTLE CRY SPECIAL ATTACK
Range Special. Attack 3.
All figures within 2 spaces of Zauriel are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Angels and Symbiotes may not roll defense dice when defending against this special attack.

6 LIFE

MOVE	7
RANGE	1
ATTACK	6
DEFENSE	6

320 POINTS

ANGEL
UNIQUE HERO
CHAMPION
VALIANT
MEDIUM 5