

DOOMSDAY

UNKNOWN



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© Knight Models.

LEVEL

20


AFFILIATE

Justice League

ATTRIBUTES

Power: 10
Speed: 5/8
Strength: 6
Attack: 8
Size: 4
Agility: 7
Stamina: 12
Willpower: 8

SKILLS

Fury
Regeneration/1
Resistance/1 
Toughness/1

DEFENSES

 15
 14
 14
 18





ENDURANCE



-1 STAMINA

-1 STAMINA /
-1 POWER

ATTACK	COST/FREQ	NAT/TYP	DMG	RANGE	EFFECTS
BigStrike	3 / 	 - 	3		Irresistible.
Bonebreaker	4 / 	 - 	4	 /2	Stun/2.

SP POWERS	COST/FREQ	USE	RANGE	EFFECTS
Revive	0 / 	(P)	-	The first time this model becomes incapacitated, he will return at end of next round in his deployment zone with all his Endurance unmarked. Also, this model gains Immunity to the Nature of the damage that made it become incapacitated.
Corrosive Aura	0 / 	(P)	-	All models finishing his activation within 2" of this model, suffers 1 DMG.
Super Jump	4 / 	(A)	-	Displace this model up to 12" away.
Teleporting from the Phantom Zone	0 / 	(P)	-	This model does not deploy as normal. At the start of the second round, before the Power Phase, this model must be placed anywhere on the table where its base fits, at least 6" from any objectives or enemy models.