



CONCAN THE KYRIE WARRIOR

JANDAR

KNIGHT AND SENTINEL ENHANCEMENT

All friendly Knights and Sentinels adjacent to Concan roll an additional attack die and an additional defense die.

FLYING

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

KYRIE

UNIQUE HERO

WARRIOR

VALIANT

MEDIUM 5



5

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

4

DICE

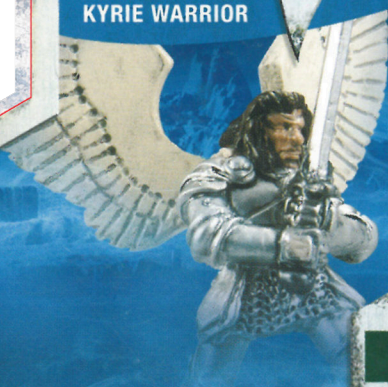
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POINTS





**CONCAN THE
KYRIE WARRIOR**



Valhalla
Jandar's Oath
20/24

MOVE 5
SPACES

RANGE 1
SPACE

ATTACK 4
DICE

DEFENSE 4
DICE

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