



RUNA UTGAR

HELM OF MITONSOUL AURA

After moving and before attacking, Runa may use her Helm of Mitonsoul Aura. When using the Helm of Mitonsoul Aura, you must roll the 20-sided die for all figures within 3 clear sight spaces of Runa, one at a time. If you roll a 20, destroy the figure. Runa's Helm of Mitonsoul Aura does not affect Runa.

FLYING

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

KYRIE

UNIQUE HERO

WARRIOR

TRICKY

MEDIUM 5



5

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

3

DICE

120

POINTS





RUNA



Valhalla

Dawn of Darkness
19/21

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 5
DICE

DEFENSE 6
DICE

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