



SHADES OF BLEAKWOODE

UTGAR

SOUL DEVOUR

Before moving, each Shade of Bleakwoode you control may choose an adjacent unique hero. Roll the 20-sided die once for each Shade. If you roll 19 or 20, destroy the Shade of Bleakwoode figure, then take control of the chosen unique hero and remove any Order Markers on its card. You now control that Army Card.

STEALTH FLYING

When counting spaces for Shades of Bleakwoode's movement, ignore elevations. Shades of Bleakwoode may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When a Shade of Bleakwoode starts to fly, if it is engaged it will not take any leaving engagement attacks.



1

LIFE

MOVE

7

SPACES

RANGE

1

SPACE

ATTACK

2

DICE

DEFENSE

4

DICE

100

POINTS

UNDEAD

COMMON SQUAD

DEVOURERS

TERRIFYING

MEDIUM 5





SHADES OF BLEAKWOODE



Valhalla
Dawn of Darkness
1,2,3/21

MOVE

7
SPACES

RANGE

1
SPACE

ATTACK

2
DICE

DEFENSE

4
DICE

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