



AXENTIA

JANDAR

IMMOLATION 14

After moving and before attacking, you must roll the 20-sided die for Azentia and then once for each figure adjacent to Azentia. If you roll a 14 or higher, that figure receives 1 wound. Figures with the Lava Resistant special power are not affected by Immolation.

PHOENIX RISING

When Azentia would be destroyed, do not destroy Azentia. If it is Azentia's turn, her turn ends immediately. Before the next Order Marker is revealed by any player, remove all wound markers from this Army Card and roll the 20-sided die for all figures within 2 clear sight spaces of Azentia, one at a time. If you roll a 7 or higher, the figure receives a wound. After using Phoenix Rising, negate all powers on this card except Flying for the rest of the game.

FLYING

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



6

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

5

DICE

DEFENSE

3

DICE

180

POINTS



AXENTIA



Feylund
Yngvild's Vision
9

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 5
DICE

DEFENSE 6
DICE