



CONCAN THE KYRIE WARRIOR

KYRIE

WARRIOR

VALIANT

VALHALLA



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.

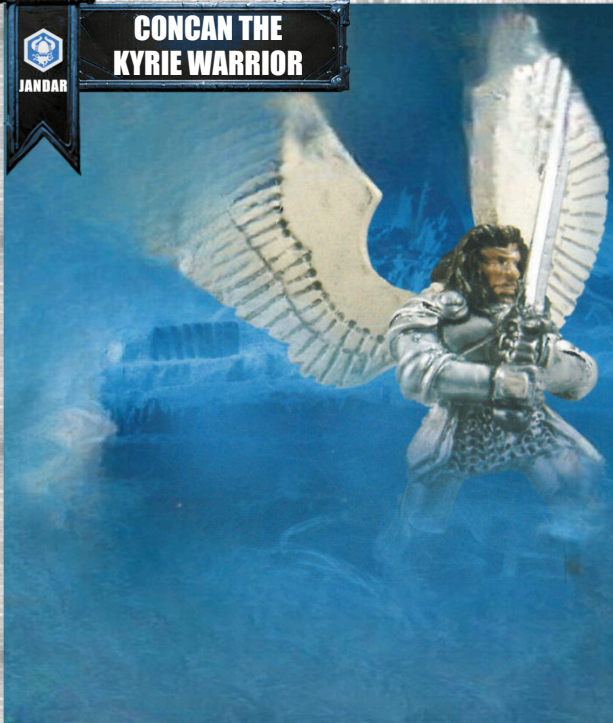


5 LIFE	5 SPACES
MOVE	1 SPACE
RANGE	4 DICE
ATTACK	4 DICE
DEFENSE	80 POINTS



JANDAR

CONCAN THE KYRIE WARRIOR



MOVE

5
SPACES

RANGE

1
SPACE

ATTACK

4
DICE

DEFENSE

4
DICE

heroScope

Jandar's Oath
20 of 24