



ULLAR

# CHAROS

DRAGON

KING

VALIANT

ICARIA



## COUNTER STRIKE

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.

## FLYING

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



**9**  
LIFE

<b>MOVE</b>	<b>5</b> SPACES
<b>RANGE</b>	<b>1</b> SPACE
<b>ATTACK</b>	<b>5</b> DICE
<b>DEFENSE</b>	<b>5</b> DICE

**210**  
POINTS



ULLAR

# CHAROS



heroScape

Orm's Return  
4 of 5

**MOVE**

**6**  
SPACES

**RANGE**

**1**  
SPACE

**ATTACK**

**5**  
DICE

**DEFENSE**

**9**  
DICE