



UTGAR

**RUNA**

KYRIE

WARRIOR

TRICKY

VALHALLA



## 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.

**5**  
LIFE**MOVE****6**

SPACES

**RANGE****1**

SPACE

**ATTACK****3**

DICE

**DEFENSE****3**

DICE

**120**  
POINTS



UTGAR

**RUNA**



heroScape

Dawn of Darkness  
19 of 21

**MOVE**

**6**  
SPACES

**RANGE**

**1**  
SPACE

**ATTACK**

**5**  
DICE

**DEFENSE**

**6**  
DICE