



ELTAHALE

JANDAR

**THUNDER RAM ASSAULT
SPECIAL ATTACK**

Range 1 + Special. Attack 4.

Choose a figure to attack. You may also choose up to two other figures within 2 clear sight spaces of the targeted figure to be affected by Thunder Ram Assault Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. You can only use Thunder Ram Assault Special Attack if Eltahale was not adjacent to the targeted figure at the start of this turn. You cannot use Thunder Ram Assault Special Attack if you used Thunder Step this turn.

THUNDER STEP

Instead of moving Eltahale normally, you may choose an opponent's figure within 5 clear sight spaces of Eltahale. Place Eltahale on any empty space adjacent to the chosen figure. For the duration of Eltahale's turn, add 1 to her Attack value. At the end of her turn, roll 1 attack die. If a skull is rolled, place 1 wound marker on Eltahale's Army Card. If Eltahale is engaged when she starts Thunder Step, she will not take any leaving engagement attacks.



6

LIFE

MOVE

6

SPACES

RANGE

1

SPACES

ATTACK

5

DICE

DEFENSE

4

DICE



140

POINTS



GOLIATH

UNIQUE HERO

WARDEN

FEARLESS

MEDIUM 5



ELTAHALE



Toril
Moltenclaw's Invasion
16/18

MOVE 6
SPACES

RANGE 1
SPACES

ATTACK 6
DICE

DEFENSE 5
DICE

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