



VYDAR

AGENT CARR

HUMAN

AGENT

TRICKY

EARTH



GHOST WALK

Agent Carr can move through all figures.

SWORD OF RECKONING 4

If Agent Carr is attacking an adjacent figure, add 4 dice to Agent Carr's attack.

DISENGAGE

Agent Carr is never attacked when leaving an engagement.



4

LIFE

MOVE

5

SPACES

RANGE

6

SPACE

ATTACK

2

DICE

DEFENSE

4

DICE

100
POINTS



VYDAR

AGENT CARR



heroScape

Rise of the
Valkyrie
8 of 30

MOVE

7
SPACES

RANGE

4
SPACE

ATTACK

4
DICE

DEFENSE

6
DICE