



JANDAR

CONCAN THE KYRIE WARRIOR



KYRIE

UNIQUE HERO

WARRIOR

VALIANT

VALHALLA

MEDIUM 5

5
LIFE



5



1



4



4

POINTS

80

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.



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heroScape

Jandar's Oath
20 of 24



5



1



4



4

