



## PHANTOM KNIGHTS

UTGAR

### INSUBSTANTIAL 3

A Phantom Knight adds 3 additional defense dice when rolling defense against a normal attack from a figure who is not adjacent.

### STEALTH FLYING

When counting spaces for a Phantom Knight's movement, ignore elevations. A Phantom Knight may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a Phantom Knight is engaged when it starts to fly, it will not take any leaving engagement attacks.

UNDEAD

COMMON SQUAD

KNIGHTS

TORMENTED

MEDIUM 5



1

LIFE

MOVE

6

SPACE

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

4

DICE

70

POINTS



## PHANTOM KNIGHTS



**Toril**  
Champions of  
the Forgotten Realms  
3,4,5/20

**MOVE**

**6**

SPACES

**RANGE**

**1**

SPACE

**ATTACK**

**3**

DICE

**DEFENSE**

**6**

DICE

©2010 Hasbro