DZU-TEH

JANDAR

DZU-TEH

COMMON SQUAD

HUNTERS

WILD

MEDIUM 6

GLACIER TRAVERSE

If a Dzu-Teh is adjacent to a Glacier Mountain, the Dzu-Teh may Glacier Traverse instead of moving normally. You may do this with any or all Dzu-Teh you control each turn. To Glacier Traverse, move to any unoccupied space adjacent to that Glacier Mountain.

GLACIER CAMOUFLAGE

If a Dzu-Teh is adjacent to a Glacier Mountain, opponents' figures must be adjacent to that Dzu-Teh to attack it with a normal attack.

SNOW AND ICE ENHANCED MOVEMENT

Slippery Ice and Heavy Snow only count as 1 space when moving.

1 LIFE

MOVE	5 SPACES
RANGE	1 SPACE
ATTACK	4 DICE
DEFENSE	3 DICE

75 POINTS

DZU-TEH

Valhalla
Thaelenk Tundra
1,2,3/3

MOVE 5 SPACES
RANGE 1 SPACE
ATTACK 4 DICE
DEFENSE 3 DICE

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