



## CHAROS ULLAR

### COUNTER STRIKE

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.

DRAGON

UNIQUE HERO

KING

VALIANT

HUGE 9

### FLYING

When counting spaces for Charos's movement, ignore elevation. Charos may fly over water without stopping. Charos may pass over figures without becoming engaged. Charos may fly over obstacles such as ruins. When Charos starts to fly, if he is engaged he will take any leaving engagement attacks.



9

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

5

DICE

DEFENSE

5

DICE

210

POINTS



CHAROS



Icaria  
Orm's Return  
4/5

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 5  
DICE

**DEFENSE** 9  
DICE

R