



VYDAR

**DÜND**

DOGGIN

HUNTER

TRICKY

FEYLUND



## CRIPPLING GAZE 15

Before moving, you move choose a figure within 5 clear sight spaces of Dünd. Roll the 20-sided die. If you roll a 15 or higher remove all order markers on the chosen figure's army card (or cards if your opponent has more than one common card for that figure).

**4**

LIFE

**MOVE****6**

SPACES

**RANGE****1**

SPACE

**ATTACK****3**

DICE

**DEFENSE****5**

DICE

**110**  
POINTS



VYDAR

DÜND



heroScape

Orm's Return  
3 of 5

MOVE

6  
SPACES

RANGE

1  
SPACE

ATTACK

3  
DICE

DEFENSE

7  
DICE