



RAELIN THE KYRIE WARRIOR

KYRIE

WARRIOR

RESOLUTE

VALHALLA



WHIRLWIND ASSAULT

Raelin may attack any or all figures adjacent to her. Roll each attack separately.

EXTENDED DEFENSIVE AURA

All figures you control Within 6 clear sight spaces of Raelin add 1 to their defense dice. Raelin's Extended Defensive Aura does not affect Raelin.

FLYING

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



5 LIFE

| | |
|---------|----------|
| MOVE | 6 SPACES |
| RANGE | 1 SPACE |
| ATTACK | 3 DICE |
| DEFENSE | 3 DICE |

120 POINTS





JANDAR

RAELIN THE KYRIE WARRIOR



MOVE 7
SPACES

RANGE 1
SPACE

ATTACK 3
DICE

DEFENSE 7
DICE

heroScape

Swarm of the
Marro
2 of 16