



# JOTUN



**GIANT**

**UNIQUE HERO**

**WARRIOR**

**WILD**

**FEYLUND**

**HUGE 10**

**7**  
LIFE



**6**



**1**



**8**



**4**

POINTS

**225**

## WILD SWING SPECIAL ATTACK

Range 1. Attack 4.

Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Wild Swing Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Jotun cannot be affected by his own Wild Swing Special Attack.

## THROW 14

After moving and before attacking, choose one small or medium non-flying figure adjacent to Jotun. Roll the 20-sided die. If you roll a 14 or higher, you may throw the figure by placing it on any empty space within 4 spaces of Jotun. The figure must land within clear sight of Jotun. After the figure is placed, roll the 20-sided die for throwing damage. If you roll an 11 or higher, the thrown figure receives 2 wounds. If the figure is thrown onto a level higher than the height of Jotun or onto water, do not roll for throwing damage. The thrown figure does not take any leaving engagement attacks.



# JOTUN

heroScape

Raknar's Vision  
4 of 5



6



1



8



8

