



**MIKA  
CONNOUR**  
VYDAR

**SHADOW AMBUSH**

If Mika Connour starts her turn un-engaged and on a shadow space, add 3 dice to her attack this turn.

**SHADOW DANCE**

If Mika Connour starts her turn on a shadow space, instead of moving normally, you may place her on any other empty shadow space within 8 spaces of her current location.

If Mika Connour is engaged when she starts her Shadow Dance, she will take any leaving engagement attacks.

**BLEND INTO SHADOW**

Mika Connour starts each game with up to 2 shadow tiles on her Army Card. If Mika Connour ends her turn on an empty land space, you may place a shadow tile from her Army Card onto the space she occupies if the shadow tile fits normally onto that space.



**5**

LIFE

**MOVE**

**6**

SPACES

**RANGE**

**1**

SPACES

**ATTACK**

**4**

DICE

**DEFENSE**

**4**

DICE

**110**

POINTS

HUMAN

UNIQUE HERO

SHADOW ASSASSIN

TRICKY

MEDIUM 5



**MIKA  
CONNOUR**



**Eberron**  
Warriors of Eberron  
17/20

**MOVE**

**6**  
SPACES

**RANGE**

**1**  
SPACES

**ATTACK**

**5**  
DICE

**DEFENSE**

**6**  
DICE

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