



WILDWOOD RUNNER

ULLAR

ASCEND 4

Instead of moving normally, a Wildwood Runner may move one space. That space may be up to 4 levels higher.

VIGOROUS GROWTH

At the start of each round, before you place Order Markers, if you have not used a Vigorous Growth power this round, you may destroy one Wildwood Runner that was not placed this round and replace it with one of your previously destroyed medium Wildwood Heroes. Remove all wound markers from that Hero's Army Card.

WILDWOOD
COMMON HERO
RUNNER
SKITTISH
SMALL 3



1

LIFE

MOVE

4

SPACES

RANGE

1

SPACE

ATTACK

2

DICE

DEFENSE

5

DICE

40

POINTS



**WILDWOOD
RUNNER**



Valhalla
Awakened Forest
1

MOVE 4
SPACES

RANGE 1
SPACE

ATTACK 2
DICE

DEFENSE 4
DICE