



RAELIN THE KYRIE WARRIOR

JANDAR

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 will take any leaving engagement attacks.



5

LIFE

MOVE

6
SPACES

RANGE

1
SPACE

ATTACK

3
DICE

DEFENSE

3
DICE

120

POINTS



KYRIE

UNIQUE HERO

WARRIOR

RESOLUTE

MEDIUM 5



**RAELIN THE
KYRIE WARRIOR**



Valhalla
Swarm of the Marro
2/16

MOVE 7
SPACES

RANGE 1
SPACE

ATTACK 3
DICE

DEFENSE 7
DICE