



## RED WYRMLING

EINAR

### FLEDGLING FIRES SPECIAL ATTACK

Range 5. Attack 3.  
Common Squad figures roll 2 fewer  
defense dice against Fledgling  
Fires Special Attack.

### WYRMLING BONDING

After revealing an order marker on  
a Red Wyrmling Army Card, before  
taking that Red Wyrmling's turn,  
you may take a turn with one other  
Wyrmling you control.

### FLYING

When counting spaces for a Red  
Wyrmling's movement, ignore  
elevations. A Red Wyrmling may fly  
over water without stopping, pass  
over figures without becoming  
engaged, and fly over obstacles  
such as ruins. If a Red Wyrmling  
is engaged when it starts to fly, it  
will take any leaving engagement  
attacks.

DRAGON

COMMON HERO

WYRMLING

DISCIPLINED

SMALL 3



1

LIFE

MOVE

5

SPACES

RANGE

1

SPACES

ATTACK

3

DICE

DEFENSE

3

DICE

30

POINTS





**RED  
WYRMLING**



**Eberron**

Warriors of Eberron

3/20

**MOVE** 5  
SPACES

**RANGE** 1  
SPACES

**ATTACK** 3  
DICE

**DEFENSE** 3  
DICE

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