



JANDAR

## MACDIRK WARRIORS

HUMAN

WARRIORS

WILD

EARTH



### HIGHLAND FURY

At the start of the game, choose a Human Champion you control. While that champion is in play, MacDirk Warriors roll one additional attack die for each wound marker on the chosen hero. There can be only one Human Champion for all the MacDirk Warriors you control. MacDirk Warriors cannot attack their chosen Human Champion.

### HUMAN CHAMPION BONDING

Before taking a turn with the MacDirk Warriors, you may first take a turn with any Human Champion you control.



**1**  
LIFE

**MOVE** **5**  
SPACES

**RANGE** **1**  
SPACE

**ATTACK** **2**  
DICE

**DEFENSE** **2**  
DICE

**80**  
POINTS



JANDAR

## MACDIRK WARRIORS



**MOVE**

**5**  
SPACES

**RANGE**

**1**  
SPACE

**ATTACK**

**3**  
DICE

**DEFENSE**

**2**  
DICE

heroScope

Jandar's Oath  
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