



DÜND
VYDAR

CRIPPLING GAZE 15

Before moving, you may choose a figure within 5 clear sight spaces of Dünd. Roll the 20-sided die. If you roll a 15 or higher remove all order markers on the chosen figure's army card (or cards if your opponent has more than one common card for that figure).

DOGGIN

UNIQUE HERO

HUNTER

TRICKY

LARGE 4



4

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

5

DICE

110

POINTS





DÜND



Feylund
Orm's Return
3/5

MOVE

6
SPACES

RANGE

1
SPACE

ATTACK

3
DICE

DEFENSE

7
DICE