



ZELRIG EINAR

MAJESTIC FIRES SPECIAL ATTACK

Range 7. Attack 3.
Choose a figure to attack. Any figures adjacent to the targeted figure are also affected by Majestic Fires Special Attack. Common Squad figures roll 2 less defense dice against Majestic Fires Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Zelrig cannot be affected by his own Majestic Fires Special Attack.

FLYING

When counting spaces for Zelrig's movement, ignore elevations. Zelrig may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Zelrig starts to fly, if he is engaged he will take any leaving engagement attacks.



DRAGON

UNIQUE HERO

EMPEROR

DISCIPLINED

HUGE 11

6

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

4

DICE

185

POINTS



ZELRIG



Icaria
Aquila's Alliance
1/5

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 5
DICE

DEFENSE 7
DICE

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