



ARKMER ULLAR

STAFF OF LERKINTIN

When defending with Arkmer, add as many defense dice as the number of Elves you control adjacent to Arkmer.

ENGAGEMENT STRIKE 13

If an opponent's small or medium figure moves adjacent to Arkmer, roll the 20-sided die. If you roll a 13 or higher, the opponent's figure receives one wound. Figures may be targeted only as they move into engagement with Arkmer.

ELF

UNIQUE HERO

WIZARD

TRICKY

MEDIUM 5



3

LIFE

MOVE

5

SPACES

RANGE

5

SPACES

ATTACK

4

DICE

DEFENSE

2

DICE

50

POINTS



ARKMER



Feylund
Defenders of Kinsland
12/19

MOVE 5
SPACES

RANGE 5
SPACES

ATTACK 4
DICE

DEFENSE 5
DICE

©2007 Hasbro