



VYDAR

DÜND

DOGGIN

HUNTER

TRICKY

FEYLUND



CRIPPLING GAZE 15

Before moving, you move 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).



4

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

5

DICE

110
POINTS



VYDAR

DÜND



heroScape

Orm's Return
3 of 5

MOVE

6
SPACES

RANGE

1
SPACE

ATTACK

3
DICE

DEFENSE

7
DICE