



## SIR DUPUIS

JANDAR

### KNIGHT'S COURAGE

Add 1 to Sir Dupuis' attack dice for every Knight you control within 4 clear sight spaces of Sir Dupuis up to a maximum of +3 dice.

HUMAN

UNIQUE HERO

KNIGHT

VALIANT

LARGE 6

### TACTICAL DISENGAGEMENT 7

When Sir Dupuis receives one or more wounds from a leaving engagement attack, immediately roll the 20-sided die. If you roll a 7 or higher, ignore any wounds from that leaving engagement attack.

### CHALICE OF FORTITUDE

If Sir Dupuis has 4 or more wounds on his Army Card, add 1 to his defense dice.



6

LIFE

MOVE

8

SPACES

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

3

DICE

150  
POINTS





**SIR DUPUIS**



**Earth**

Defenders of Kinsland  
16/19

**MOVE** 8  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 5  
DICE

**DEFENSE** 6  
DICE

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