



ULLAR

SAYLIND THE KYRIE WARRIOR

KYRIE

WARRIOR

VALIANT

VALHALLA

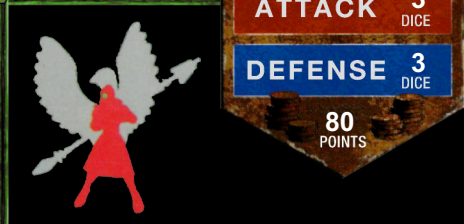


SPEAR OF SUMMONING

After moving and before attacking, choose any figure you control on the battlefield, then roll the 20-sided die. If you roll a 1-8, nothing happens. If you roll a 9-20, move the chosen figure to any space adjacent to Saylind. If the summoned figure is engaged, the figure does not receive any leaving engagement attacks.

FLYING

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



5

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

3

DICE

80

POINTS



ULLAR

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heroScape

Jandar's Oath
21 of 24

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 3
DICE

DEFENSE 7
DICE