



MASTER OF THE HUNT

EINAR

MORTAL STRIKE

After attacking an opponent's Unique Hero with this Master of the Hunt's normal attack, roll 1 attack die for each wound inflicted in that attack. For each additional skull rolled, place 1 additional wound marker on the defending figure's Army Card.

JAVELIN

After moving and before attacking with this Master of the Hunt, you may roll the 20-sided die. If you roll a 16 or higher, add 3 to this Master of the Hunt's Range value for the duration of its turn.

FIRBOLG

UNCOMMON HERO

HUNTER

BOLD

LARGE 6



6

LIFE

MOVE

6

SPACES

RANGE

4

SPACES

ATTACK

4

DICE

DEFENSE

4

DICE

140

POINTS



MASTER OF THE HUNT



Toril
Moltenclaw's Invasion
14/18

MOVE 6
SPACES

RANGE 1
SPACES

ATTACK 8
DICE

DEFENSE 4
DICE

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