



## ATLAGA THE KYRIE WARRIOR

ULLAR

### KYRIE LEADERSHIP

All Kyrie you control, except Atлага, move one additional space.

### ULLAR'S BOLT OF THE WITHERWOOD

After moving and before attacking with Atлага, you may choose any opponent's figure within 5 clear sight spaces of Atлага. Roll the 20-sided die. If you roll a 1–15, nothing happens. If you roll a 16 or higher, the chosen figure is destroyed. Atлага may attempt to use this power only once per game.

### FLYING

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



4

LIFE

MOVE

5

SPACES

RANGE

5

SPACES

ATTACK

4

DICE

DEFENSE

3

DICE

90

POINTS

KYRIE

UNIQUE HERO

WARRIOR

CONFIDENT

MEDIUM 6



# ATLAGA THE KYRIE WARRIOR



**Valhalla**  
Blackmoon's Siege  
22/24

**MOVE** 4  
SPACES

**RANGE** 5  
SPACES

**ATTACK** 4  
DICE

**DEFENSE** 3  
DICE

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