



## CONCAN THE KYRIE WARRIOR

KYRIE

WARRIOR

VALIANT

VALHALLA



### KNIGHT AND SENTINEL ENHANCEMENT

All friendly Knights and Sentinels adjacent to Concan roll an additional attack die and an additional defense die.

### FLYING

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





JANDAR

## CONCAN THE KYRIE WARRIOR



**MOVE**

**5**  
SPACES

**RANGE**

**1**  
SPACE

**ATTACK**

**4**  
DICE

**DEFENSE**

**4**  
DICE

heroScope

Jandar's Oath  
20 of 24