



TEMPLAR CAVALRY

JANDAR

GALLOPING CHARGE

A Templar Cavalry Knight receives 2 additional attack dice when attacking any figure that was at least 4 clear sight spaces away from that Knight at the start of his turn.

DISMISS THE RABBLE

When rolling defense dice against adjacent attacking small or medium Squad figures, Templar Cavalry Knights receive 1 additional defense die.

RIGHTEOUS SMITE

When attacking an opponent's figure who follows Utgar, Templar Cavalry Knights receive 1 additional attack die.



HUMAN
COMMON SQUAD

KNIGHTS

VALIANT

LARGE 6

1
LIFE

MOVE 8
SPACES

RANGE 1
SPACE

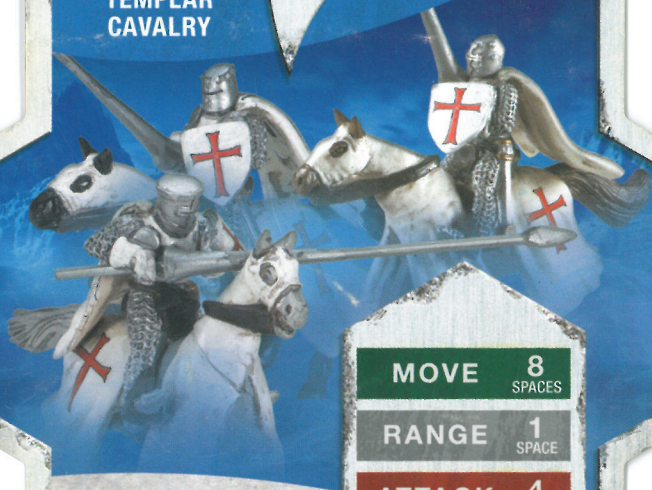
ATTACK 3
DICE

DEFENSE 3
DICE

120
POINTS



TEMPLAR CAVALRY



Earth

Fields of Valor

9,10,11/21

MOVE 8
SPACES

RANGE 1
SPACE

ATTACK 4
DICE

DEFENSE 4
DICE

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