



ULLAR

CHAROS

DRAGON

KING

VALIANT

ICARIA



COUNTER STRIKE

Excess shields count as unblockable hits on the attacking figure.

FLYING

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



9

LIFE

MOVE

5
SPACES

RANGE

1
SPACE

ATTACK

5
DICE

DEFENSE

5
DICE

210
POINTS



ULLAR

CHAROS



heroScape

Orm's Return
4 of 5

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 5
DICE

DEFENSE 9
DICE