



LUELLA



Storm Rider

Move Luella up to 2 hexes. Then make a 3 damage roll against each enemy within range.

Maelstrom Champion

A maelstrom moves the turn token +1 step when they knock out an enemy follower.

Momentum

When Luella makes an advance action, she may gain +1 for that action. If she does, she must move in a straight line.

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Maelstrom Champion

A maelstrom moves the turn token +1 step when they knock out an enemy follower.

Momentum

When Luella makes an advance action, she may gain +1 for that action. If she does, she must move in a straight line.

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LUELLA



Supercharge

If Luella moved 3 or more hexes this activation, Lightning Flash is a bonus action.
Hit Effect:



Lightning Flash

If Luella moved 3 or more hexes this activation, Lightning Flash is a bonus action.
Hit Effect:

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LUELLA



Supercharge

If Luella moved 3 or more hexes this activation, Rolling Thunder is a bonus action.



Rolling Thunder

If Luella moved 3 or more hexes this activation, Rolling Thunder is a bonus action.



Arc Lightning

Hit Effect: After the Arc Lightning damage roll, Luella may make a 3 damage roll against up to 2 other models within 1 hex of the target's hex.

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SHIELD MAIDENS

FOLLOWERS OF LUELLA



Empower

Move each Shield Maiden up to 1 hex.



March

Move each Shield Maiden up to 1 hex.

Protective

At the end of the Shield Maidens' activation, if any Shield Maidens are adjacent to Luella, Luella gains.

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SHIELD MAIDENS

FOLLOWERS OF LUELLA



March

Move each Shield Maiden up to 1 hex.



Cleave

At the end of the Shield Maidens' activation, if any Shield Maidens are adjacent to Luella, Luella gains.

Protective

At the end of the Shield Maidens' activation, if any Shield Maidens are adjacent to Luella, Luella gains.

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