



SHAYLE

Avalanche Choose any number of objective hexes within 3 hexes of Landslide. Move each up to 1 hex onto an empty non-objective hex in any order. Models on the objective hexes move with them.

Shaper Champion
A shaper moves the turn token +1 step when they make a claim action.

Runecaller
After Shayle makes an action during his activation, if he is within 3 hexes of Landslide, you may place Landslide in a hex up to 2 hexes from its current hex.



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Shaper Champion
A shaper moves the turn token +1 step when they make a claim action.

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After Shayle makes an action during his activation, if he is within 3 hexes of Landslide, you may place Landslide in a hex up to 2 hexes from its current hex.



SHAYLE

Stone Strength 3 - -
If Landslide is within range, it gains or .

Runeweaving 3 6 -
Hit Effect: Move a boon from the target to any model within range.



SHAYLE

Tremor 2 - -
Remove all boons from enemies within range.

Stone Spikes 3 5 -



LANDSLIDE FOLLOWER OF SHAYLE

Eruption 1 - -
Friendly and enemy models adjacent to Landslide gain .

Earthquake 2 4 -
Hit Effect: Move target champion or all followers in target's unit up to 2 hexes.

Rubble
When Landslide is knocked out, replace it with an objective hex.



LANDSLIDE FOLLOWER OF SHAYLE

Earthquake 2 4 -
Hit Effect: Move target champion or all followers in target's unit up to 2 hexes.

Boulder Bash 1 6 6
Hit Effect: .

Rubble
When Landslide is knocked out, replace it with an objective hex.

