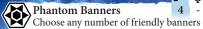


FINVARR



within range. Place them on objective hexes within range.

Guardian Champion

A guardian moves the turn token +1 step when they have their banner on an objective hex during the end phase.

Banner Warden

If Finvarr is on an objective hex, his skills have $+2 \bigcirc$.

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FINVARR

Guardian Champion

A guardian moves the turn token +1 step when they have their banner on an objective hex during the end phase.

Banner Warden

If Finvarr is on an objective hex, his skills have +2 <table-cell>.

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FINVARR

Mirage
Choose a friendly banner within 2 hexes of Finvarr. Place it on an objective hex that is 1





1 4 5 Hit Effect: Remove up to 1 of Finvarr's wounds.

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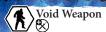
4 5 5

Shadow Step

If the Shadow Sentinels do not make an advance action during their activation, each Shadow Sentinel may move up to 1 hex when the activation ends.

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If this skill knocks out an enemy while the Shadow Sentinels are below their maximum unit size. add 1 Shadow Sentinel to this hex.

Shadow Step

If the Shadow Sentinels do not make an advance action during their activation, each Shadow Sentinel may move up to 1 hex when the activation ends.

1 4 4 5 5 5 5

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