



ETERNAL WARRIOR
GILAD ANNI-PADDA

BATTLE THROUGH THE DEADSIDE

When Eternal Warrior is destroyed, begin your next turn with a total of 4 Wound Markers on this card. While Eternal Warrior is destroyed, whenever you reveal an Order Marker on a card you control, you may roll a combat die. If you roll a skull or a blank, remove one Wound Marker from this card. After removing the last Wound Marker from this card, place Eternal Warrior on an empty space adjacent to any figure you control.

TACTICAL INTERPOSE

After revealing an Order Marker on the card of an engaged figure you control, you may immediately move Eternal Warrior up to 2 spaces. If Eternal Warrior ends this move adjacent to an engaged figure you control, you may immediately switch that figure and Eternal Warrior. Switched figures never take leaving engagement attacks.

A COWARD'S REWARD

Eternal Warrior rolls one additional die against figures leaving an engagement with him.



HUMAN
UNIQUE HERO
WARRIOR
VALJANT
MEDIUM 5



4 LIFE

MOVE	6
RANGE	1
ATTACK	6
DEFENSE	5

230

POINTS