



## 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

