



MERLYN

ARCHER RIVALRY

After rolling for initiative, for the rest of the round add 1 to Merlyn's Range number for each Order Marker placed on a Unique Archer Hero's card up to a maximum of +3 for this special power.



HUMAN

UNIQUE HERO

ASSASSIN

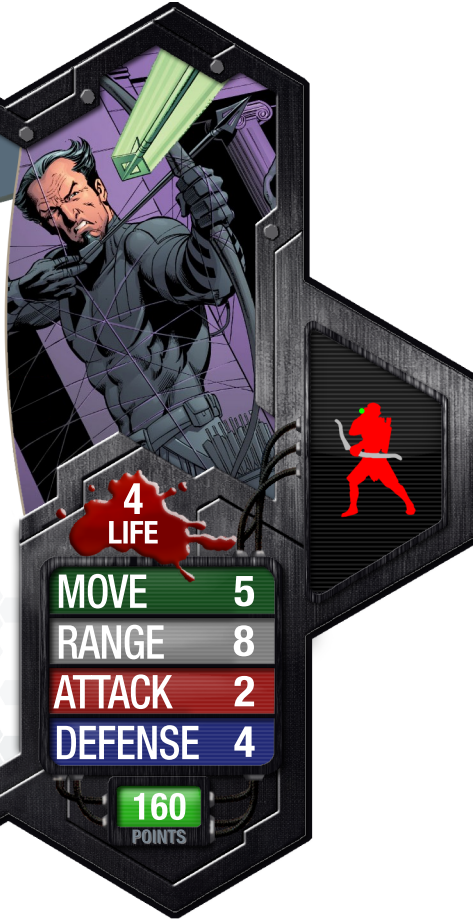
ARROGANT

MEDIUM

5

DEADLY SHOT

When attacking with Merlyn, each skull rolled counts as an additional hit.



4
LIFE

MOVE 5

RANGE 8

ATTACK 2

DEFENSE 4

160

POINTS