



VALIANT

X-O MANOWAR

ARIC OF DACIA

SHANHARA ARMOR 3

Start the game with 3 blue X-O Markers on this card. X-O Manowar adds 1 to his Range and Defense numbers for each X-O Marker on this card. After X-O Manowar receives any number of wounds, before he would be destroyed, you may remove an X-O Marker from this card to remove up to 2 Wound Markers from this card.



HUMAN

UNIQUE HERO

CHAMPION

PROUD

MEDIUM 5

VISIGOTH RALLY

Once per round, after moving and before attacking with X-O Manowar, you may choose up to 4 unengaged figures you control and move each chosen figure up to 4 spaces. These figures must end this movement adjacent to either an enemy figure or X-O Manowar.

SHEER FORCE

After attacking an adjacent figure with X-O Manowar, if the defending figure rolled defense dice and did not receive any wounds, you must attack that figure again. After attacking three times in a single turn, place a Wound Marker on this card and X-O Manowar's turn immediately ends.



5 LIFE

MOVE 8

RANGE 1

ATTACK 7

DEFENSE 4

410

POINTS