

Paladin

6

Creature — Large (40-50mm)

★★★



On Kill: remove 3 wound markers from the Paladin.

[A] 2 AP, CD 3: Divine Wrath — deal 4 damage to all enemy units within 4". Allied units within 4" gain Shield(3) until end of turn

Defense:2, Piercing, Skilled. Cleave (Piercing applies to the declared target only).

ATK 5

HP 10

SPD 5"

AP 2