



KLARION
KLARION BLEAK

CHAOTIC ANTICS

Instead of attacking, choose 2 figures within 6 clear sight spaces of either Klarion or a Teeki figure you control, and roll 2 combat dice. If you roll:

- 2 skulls, place each chosen figure on any empty space within 4 spaces of its original placement; or
- 2 shields, switch the chosen figures; or
- 2 blanks, each figure receives 3 wounds; or
- a shield and a blank, switch the Wound Markers on the chosen figures' cards; or
- a skull and a blank, move up to one marker from each chosen figure's card to any other card in that figure's army that is in play, if possible; or
- a skull and a shield, move one Wound Marker from one of the chosen figures' Army Cards onto the other chosen figure's Army Card, if possible.

Figures moved by Chaotic Antics never take any leaving engagement attacks.

MAGICAL DEFENSE

When Klarion is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Klarion can take for this attack is one.



CROATOAN

UNIQUE HERO

WITCH

CHAOTIC

MEDIUM 5



4 LIFE

MOVE 5

RANGE 4

ATTACK 4

DEFENSE 4

235

POINTS