



VARKAANAN SWIFFFANGS

AQUILLA

WOLF PACK

After revealing an Order Marker on the Varkaanan Swiftfangs' card, before taking that turn with the Swiftfangs, you may choose one other Unique Wolf Army Card you control and take a turn with it. You may not attack with more figures from the chosen Army Card than the number of destroyed Varkaanan Swiftfangs on this card.

FIRST STRIKE

When Order Marker 1 is revealed on the Varkaanan Swiftfangs, add 2 to their Move number and 1 extra attack die for that turn.

WOLVES

UNIQUE SQUAD

HUNTERS

FEROCIOUS

LARGE 6



1

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

3

DICE

80

POINTS





VARKAANAN SWIFFFANGS



Grut

Aquila's Answer
13,14,15,16/24

MOVE 7
SPACES

RANGE 1
SPACE

ATTACK 4
DICE

DEFENSE 4
DICE