



**DARKPROWL
THRALL**
VALKRILL

MINDLESS PACK

After revealing an Order Marker on this card, roll the 20-sided die.

- If you roll a 1-5, you may take a turn with 1 Thrall you control.
- If you roll a 6-15, you may take a turn with up to 2 Thralls you control.
- If you roll a 16 or higher, you may take a turn with up to 3 Thralls you control.

POUNCE SPECIAL ATTACK

Range 3, Attack 5.
Instead of attacking normally, a Darkprowl Thrall may attempt to pounce. To pounce, choose a non-adjacent small or medium figure whose base is not higher or lower than 5 levels from the base of the attacking Thrall. If the figure is destroyed, immediately place the attacking Thrall on the space the figure occupied. If the figure is not destroyed, destroy the attacking Thrall.

STEALTHY 4

When an unengaged Darkprowl Thrall is attacked with a normal or special attack, add 4 defense dice to the defending Thrall.

UNDEAD
COMMON HERO
THRALL
RELENTLESS
SMALL 3



1
LIFE

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 2
DICE

DEFENSE 1
DIE

30
POINTS



**DARKPROWL
THRALL**



Feylund
Oreld's Orders
16

MOVE 7
SPACES

RANGE 1
SPACE

ATTACK 3
DICE

DEFENSE 3
DICE