



DREADGUL RAIDERS

EINAR

WILD STRATEGIC BONDING

Before taking a turn with the Dreadgul Raiders, you may first take a turn with any wild Human or Giant Hero you control. If you do not take a turn with any Human or Giant Hero you control, add 1 to the Attack value of this card.

BERSERKER CHARGE

After moving and before attacking, roll the 20-sided die. If you roll a 15 or higher, you may move the same Dreadgul Raiders again.

HUMAN

COMMON SQUAD

RAIDERS

WILD

MEDIUM 5



1

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

3

DICE

65

POINTS



DREADGUL RAIDERS



Earth

Vydar's Betrayal
20,21,22/25

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 4
DICE

DEFENSE 3
DICE