

Warlord
At-Will Power

Wolf Pack Tactics

Attack an adjacent monster.

Hit or miss, another hero in your tile may move up to their speed.

Att +6

Dmg 1

Warlord
Daily Power

White Raven Onslaught

Attack an adjacent monster.

Hit or miss, all heroes may move to any square in your tile.

Att +6

Dmg 3

Warlord
Utility Power

White Raven Formation

Use this power at the start of your hero phase.

Each hero may move up to their speed.

Warlord
Daily Power

Lead the Attack

Attack an adjacent monster.

Hit or miss, this monster permanently suffers -2 AC.

Att +6

Dmg 3

Warlord
At-Will Power

Guarding Attack

Attack an adjacent monster.

Att +6

Dmg 1 and heroes on your tile gain +2 AC until the end of your next turn.

Warlord
Utility Power

Defensive Rally

Use this power at the start of your Hero phase.

All other heroes in your tile heal 1 HP and remove all conditions.

Warlord
Utility Power

Crescendo of Violence

Use this power when another hero within 1 tile of you defeats a monster. That hero heals 2 HP.

Warlord
At-Will Power

Commander's Strike

Target an adjacent monster and another hero adjacent to that monster. That hero may attack the monster with an at-will power.

Warlord
Daily Power

Bastion of Defense

Attack an adjacent monster.

Hit or miss, other heroes on your tile heal 1 HP.

Att +6

Dmg 3 and all heroes gain +2 AC until the end of your next turn.