Arc Lightning 2 6 5
Hit Effect: After the Arc Lightning damage roll, Luella may make a 3 damage roll against up to 2 other models within 1 hex of the target's hex.

Supercharge 1 - -
Rolling Thunder 1 4 5
If Luella moved 3 or more hexes this activation, Rolling Thunder is a bonus action.

Lightning Flash 2 6 -
If Luella moved 3 or more hexes this activation, Lightning Flash is a bonus action. Hit Effect:

Maelstrom Champion
A maelstrom moves the turn token +1 step when they knock out an enemy follower.

Momentum
When Luella makes an advance action, she may gain +1 for that action. If she does, she must move in a straight line.

Protective
At the end of the Shield Maidens' activation, if any Shield Maidens are adjacent to Luella, Luella gains .

Cleave 1 6 3 6 4 5
March - - -
Move each Shield Maiden up to 1 hex.

Empower
Move each Shield Maiden up to 1 hex.

Storm Rider
Move Luella up to 2 hexes. Then make a 3 damage roll against each enemy within range.

Maelstrom Champion
A maelstrom moves the turn token +1 step when they knock out an enemy follower.

Momentum
When Luella makes an advance action, she may gain +1 for that action. If she does, she must move in a straight line.

March - - -
Move each Shield Maiden up to 1 hex.

Protective
At the end of the Shield Maidens' activation, if any Shield Maidens are adjacent to Luella, Luella gains .