**Keera**

**Firebrand**
Each enemy champion that is within 2 hexes of 1 or more Young Dragons gains 1 wound.

**Slayer Champion**
A slayer moves the turn token +1 step when they knock out an enemy champion.

**By My Command!**
The range of Keera’s skills must be determined from a Young Dragon within 3 hexes of her.

**Vicious Bite**
Hit Effect: If the target is a champion it gains 1 wound.

**Rain of Fire**
Hit Effect: 1 wound.

---

**Young Dragons**

**Draconic Rage**

**Roar**
Hit Effect: 1 wound.

**Flight**
During an advance action, the Young Dragons may move through other models’ hexes but cannot end their movement on those hexes.

**Bite**
Hit Effect: If the target is a champion it gains 1 wound.

**Fiery Breath**
Hit Effect: Q

**Flight**
During an advance action, the Young Dragons may move through other models’ hexes but cannot end their movement on those hexes.

**Royal Summons**
The Young Dragons may make an advance action or a recruit action.

**Regal Blessing**
If a Young Dragon is within range they gain 3.

**By My Command!**
The range of Keera’s skills must be determined from a Young Dragon within 3 hexes of her.