

**EVANGELINE**  
Mystic - Church



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●●● **HOLY ARMOR (MAGIC, EFFECT)**  
One target friendly unit gains Lv2 Shield.  
 ●●●● **BLESSING (MAGIC, EFFECT)**  
All friendly units inside Evangeline's Control Zone gain +1 to Attack and Defense. **UPKEEP:** ●  
 ● **VISION (MAGIC, EFFECT)**  
Detect any hidden unit inside Evangeline's Control Zone.  
 ●●●● **HEALING (MAGIC, EFFECT)**  
Heal 5 Life points of a friendly unit inside Evangeline's Control Zone.

**ANIMA** Lv. 50

**KHAINE D' LACREU**  
Warrior - Empire



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●●●● **DIVINE INTERVENTION (MAGIC, REACTIVE)**  
You can re-roll a die of any friendly unit inside Khaine's Control Zone.  
 ●●●● **SACRED ATTACK (KI, ATTACK)**  
Special Attack, +3 Attack / +2 Damage. Dark units suffer double damage from this attack.  
 ●●● **MARTYR SACRIFICE (MAGIC, REACTIVE)**  
You can redirect the damage from a friendly unit inside your Control Zone to Khaine instead.

**ANIMA** Lv. 50

**DUNCAN REID**  
Warrior - Empire



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●●●● **CROSSBLADE (KI, ATTACK)**  
Special Impact. Duncan carries out a normal attack; if the attack is successful, Duncan is able to make a second free attack.  
 ●● **PRIDE (KI, EFFECT, REACTIVE)**  
Duncan gains Lv. 2 Protection.

**ANIMA** Lv. 45

**KRONEN**  
Warrior - Empire



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●●●● **SCARLET HEARTBEAT (KI, COUNTER)**  
Special Counter. If you achieve a successful Dodge, the counter gains +4 Attack / +2 Damage.

**ANIMA** Lv. 40