



SUNWING ROC

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll a d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

HP: /55

Toughness: 2

Resistance: 6

Rank: Grunt
Type: Beast

DEFAULT CHARACTERISTICS

Unpredictable: Assign a number to each non-**FALLEN** Hero on a d4. Roll a d4 at the start of Foe's Turn. Foe Moves toward and Attacks that Hero this Turn. Reroll if roll result is unassigned to a Hero.

Fireblood: Heroes within 3 squares of this Foe who successfully hit Foe suffer 1 Stack of **BURNING VS** .

Hovering: Sunwing Roc's Move Actions are not affected by Elevation.

OPTIONAL MODIFIERS

Flight: Melee Actions by Heroes that only Target Sunwing Roc suffer -5 **A**.

Phoenix: Sunwing Roc heals from **BURNING** Damage.

| Name | Type | Range | Effect |
|---|-------|-------|---|
| BASIC ACTIONS [Storyteller only] Actions per Turn: 2 | | | |
| Swipe VS | Melee | 1 | Deal 1d10 + 10 Damage VS . |
| SPECIAL ABILITIES | | | |
| Windbeat AUTO-HIT | A | 5 | All Heroes are Pushed 3 Squares directly away from Sunwing Roc (if possible). |
| Flamestrike VS | B | 10 | Deal 1d10 + 10 Damage VS and suffer 1 Stack of BURNING VS . |