



# KNIGHTS OF KENABRES

While displayed, any character may add 1d6 to a check to defeat a barrier that has the Army trait that uses one of the following checked skills:

<input type="checkbox"/>		<b>Righteous Medal of Valor:</b> Strength	<input type="checkbox"/>		<b>Righteous Medal of Clarity:</b> Intelligence
<input type="checkbox"/>		<b>Righteous Medal of Agility:</b> Dexterity	<input type="checkbox"/>		<b>Righteous Medal of Spirit:</b> Wisdom
<input type="checkbox"/>		<b>Righteous Medal of Vigor:</b> Constitution	<input type="checkbox"/>		<b>Righteous Medal of Command:</b> Charisma



### NEW RULE: TROOPS

Sword of Valor introduces a new type of support card: troops. Certain scenarios in this adventure require you to display the troop Knights of Kenabres. When a card tells your party to gain a medal on it, check 1 box on the front of it.



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**TROOP 2**