



SU-BAK-NA

UTGAR

HIVE SUPREMACY

Anytime you roll the 20-sided die for a Marro or Wulsinu Army Card, you may add 1 to your die roll.

FLYING

When counting spaces for Su-Bak-Na's movement, ignore elevation. Su-Bak-Na may fly over water without stopping. Su-Bak-Na may pass over figures without becoming engaged. Su-Bak-Na may fly over obstacles such as ruins. When Su-Bak-Na starts to fly, if he is engaged he will take any leaving engagement attacks.

MARRO

UNIQUE HERO

HIVELORD

TRICKY

HUGE 12



5

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

7

DICE

DEFENSE

3

DICE

160

POINTS





SU-BAK-NA



Marr
Orm's Return
1/5

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 7
DICE

DEFENSE 8
DICE