



# SU-BAK-NA



**MARRO**

**UNIQUE HERO**

**HIVELORD**

**TRICKY**

**MARR**

**HUGE 12**

**5**  
LIFE



**6**



**1**



**7**



**3**

POINTS  
**160**

## 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.



UTGAR

# SU-BAK-NA

heroScape

Orm's Return

1 of 5



6



1



7



8

