



## WO-SA-GA

UTGAR

### COIL CRUSH

When attacking a small, medium or large figure, if Wo-Sa-Ga inflicts at least 2 wounds, roll the 20-sided die. If you roll a 15 or higher, destroy the defending figure.

### SLITHER

Wo-Sa-Ga does not have to stop her movement when entering water spaces.

MARRO

UNIQUE HERO

HIVELORD

TERRIFYING

HUGE 10



4

LIFE

MOVE

6  
SPACES

RANGE

1  
SPACE

ATTACK

6  
DICE

DEFENSE

4  
DICE

135

POINTS



**WO-SA-GA**



**Marr**  
Aquila's Alliance  
4/5

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 7  
DICE

**DEFENSE** 8  
DICE

©2007 Hasbro