



## GROK RIDERS

UTGAR

### MARRO WARLORD BONDING

Before taking a turn with Grok Riders, you may first take a turn with any Marro Warlord you control.

### MARK OF THE WARLORD

When attacking a figure that is adjacent to any Marro Warlord you control, Grok Riders add 2 to their attack dice.

### GROK TRAINING

Marro Hive cannot rebirth Grok Riders with its Marro Rebirth special power.

MARRO

COMMON SQUAD

HUNTERS

MENACING

LARGE 5



1

LIFE

MOVE

7

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

3

DICE

130

POINTS





## GROK RIDERS



**Marr**  
Defenders of Kinsland  
8,9,10/19

**MOVE** 7  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 3  
DICE

**DEFENSE** 4  
DICE

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