



## HEAVY GRUTS

UTGAR

### ORC CHAMPION BONDING

Before taking a turn with Heavy Gruts, you may first take a turn with any Orc Champion you control.

### DISENGAGE

Heavy Gruts are never attacked when leaving engagements.



ORC  
COMMON SQUAD

WARRIORS

WILD

MEDIUM 4

1

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

3

DICE

70

POINTS





## HEAVY GRUTS



**Grut**  
Dawn of Darkness  
4,5,6,7/21

**MOVE** 5  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 3  
DICE

**DEFENSE** 3  
DICE

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