



UTGAR

NE-GOK-SA

MARRO

WARLORD

TRICKY

MARR



MIND SHACKLE 20

After moving and before attacking, you may choose any unique figure adjacent to Ne-gok-sa. Roll the 20-sided die. If you roll a 20, take control of the chosen figure and that figure's Army Card. You now control that Army Card and all figures on it. Remove any Order Markers on this card. If Ne-Gok-Sa is destroyed, you retain control of any previously Mind Shackled Army Cards.



5
LIFE

MOVE

5
SPACES

RANGE

1
SPACE

ATTACK

3
DICE

DEFENSE

6
DICE

90
POINTS



UTGAR

NE-GOK-SA



MOVE 5
SPACES

RANGE 1
SPACE

ATTACK 4
DICE

DEFENSE 7
DICE

heroScape

Rise of the
Valkyrie
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