



NE-GOK-SA

UTGAR

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.

MARRO

UNIQUE HERO

WARLORD

TRICKY

MEDIUM 5



5
LIFE

MOVE

5
SPACES

RANGE

1
SPACE

ATTACK

3
DICE

DEFENSE

6
DICE

90

POINTS



NE-GOK-SA



Marr

Rise of the Valkyrie™
12/30

MOVE 5
SPACES

RANGE 1
SPACE

ATTACK 4
DICE

DEFENSE 7
DICE

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