



UTGAR

MARRO WARRIORS

MARRO

WARRIORS

WILD

MARR



WATER CLONE

Instead of attacking with the Marro Warriors, roll the 20-sided die for each Marro Warrior in play. If you roll a 15 or higher, place a previously destroyed Marro Warrior on a same-level space adjacent to that Marro Warrior. Any Marro Warrior on a water space needs a 10 or higher to Water Clone. You may only Water Clone after you move.



1

LIFE

MOVE

6

SPACES

RANGE

6

SPACE

ATTACK

2

DICE

DEFENSE

3

DICE

105
POINTS



UTGAR

MARRO WARRIORS



heroScape

Rise of the
Valkyrie
13, 14, 15, 16 of 30

MOVE 6
SPACES

RANGE 6
SPACE

ATTACK 2
DICE

DEFENSE 4
DICE