



SUJOAH

AQUILLA

POISON STING SPECIAL ATTACK

Range 1. Attack 4.

If Sujoah inflicts at least 1 wound with Poison Sting Special Attack, roll the 20-sided die for Poison Damage. If you roll 1-9, the defending figure receives no additional wounds for Poison Damage. If you roll 10-19, add 1 additional wound marker to the defending figure's Army Card, and roll again for Poison Damage. If you roll a 20, destroy the defending figure.

FLYING

When counting spaces for Sujoah's movement, ignore elevations. Sujoah may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Sujoah starts to fly, if he is engaged he will take any leaving engagement attacks.

INSECT

UNIQUE HERO

PREDATOR

RELENTLESS

HUGE 6



6

LIFE

MOVE

8

SPACE

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

4

DICE

185

POINTS





SUJOAH



Valhalla

Aquila's Alliance

5/5

MOVE 8
SPACES

RANGE 1
SPACE

ATTACK 7
DICE

DEFENSE 8
DICE

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