



# MARRO WARRIORS



**MARRO**

**UNIQUE SQUAD**

**WARRIORS**

**WILD**

**MARR**

**MEDIUM 4**

**1**

LIFE



**6**



**6**



**2**



**3**

POINTS

**105**

## 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.



UTGAR

# MARRO WARRIORS

heroScape

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



6



6



2



4

