



VENOC VIPERS

ULLAR

SLITHER

Venoc Vipers do not have to stop their movement when entering water spaces.

FRENZY

After you take a turn with Venoc Vipers, roll the 20-sided die. If you roll a 16 or higher you may take another turn with Venoc Vipers.

VIPERS

COMMON SQUAD

SCOUTS

RELENTLESS

MEDIUM 5



1

LIFE

MOVE

7

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

0

DICE

40

POINTS



VENOC VIPERS



Marr
Mallidon's Prophecy
15, 16, 17/25

MOVE 7
SPACES

RANGE 1
SPACE

ATTACK 3
DICE

DEFENSE 0
DICE

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