



ULLAR

VENOC VIPERS



VIPERS

COMMON SQUAD

SCOUTS

RELENTLESS

MARR

MEDIUM 5

1

LIFE



7



1



3



0

POINTS

40

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.



VENOC VIPERS

heroScape

Malliddon's Prophecy
15, 16, 17 of 25



7



1



3



0

