



ULLAR

VENOC VIPERS

VIPERS

SCOUTS

RELENTLESS

MARR



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.



1

LIFE

MOVE

7

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

0

DICE

40

POINTS





ULLAR

VENOC VIPERS



heroScape

Malliddon's
Prophecy
15, 16, 17 of 25

MOVE 7
SPACES

RANGE 1
SPACE

ATTACK 3
DICE

DEFENSE 0
DICE