



ARROW GRUTS

UTGAR

BEAST BONDING

Before taking a turn with Arrow Gruts, you may first take a turn with any Beast you control.

DISENGAGE

Arrow Gruts are never attacked when leaving an engagement.

ORC

COMMON SQUAD

ARCHERS

WILD

MEDIUM 4



1

LIFE

MOVE

6

SPACES

RANGE

6

SPACES

ATTACK

1

DIE

DEFENSE

1

DIE

40

POINTS



ARROW GRUTS



Grut
Mallidon's Prophecy
1, 2, 3/25

MOVE 6
SPACES

RANGE 6
SPACES

ATTACK 1
DIE

DEFENSE 1
DIE

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