



ME-BURQ-SA

UTGAR

PARALYZING STARE 16

After moving and before attacking, choose any small or medium figure within 6 clear sight spaces of Me-Burq-Sa. Roll the 20-sided die. If you roll 16 or higher, the chosen figure cannot roll any defense dice if attacked by Me-Burq-Sa this turn.

MARRO

UNIQUE HERO

WARLORD

WILD

LARGE 7



3

LIFE

MOVE

8

SPACES

RANGE

6

SPACES

ATTACK

3

DICE

DEFENSE

3

DICE

50

POINTS





ME-BURQ-SA



Marr
Utgar's Rage
20/22

MOVE 8
SPACES

RANGE 6
SPACES

ATTACK 3
DICE

DEFENSE 5
DICE

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