



SU-BAK-NA



MARRO

UNIQUE HERO

HIVELORD

TRICKY

MARR

HUGE 12

5
LIFE

 **6**

 **1**

 **7**

 **3**

POINTS
160

HIVE SUPREMACY

Anytime you roll the 20-sided die for a Marro or Wulsinu Army Card, you may add 1 to your die roll.

FLYING

When counting spaces for Su-Bak-Na's movement, ignore elevation. Su-Bak-Na may fly over water without stopping. Su-Bak-Na may pass over figures without becoming engaged. Su-Bak-Na may fly over obstacles such as ruins. When Su-Bak-Na starts to fly, if he is engaged he will take any leaving engagement attacks.



UTGAR

SU-BAK-NA

heroScape

Orm's Return

1 of 5



6



1



7



8

