



MARRO WARRIORS



MARRO

UNIQUE SQUAD

WARRIORS

WILD

MARR

MEDIUM 4

1

LIFE



6



6



2



3

POINTS

105

WATER CLONE

Instead of attacking with the Marro Warriors, roll the 20-sided die for each Marro Warrior in play. If you roll a 15 or higher, place a previously destroyed Marro Warrior on a same-level space adjacent to that Marro Warrior. Any Marro Warrior on a water space needs a 10 or higher to Water Clone. You may only Water Clone after you move.



UTGAR

MARRO WARRIORS

heroScape

Rise of the Valkyrie
13, 14, 15, 16 of 30



6



6



2



4

