



UTGAR

SU-BAK-NA

MARRO

HIVELORD

TRICKY

MARR



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.

5
LIFE

MOVE

6
SPACES

RANGE

1
SPACE

ATTACK

7
DICE

DEFENSE

3
DICE160
POINTS



UTGAR

SU-BAK-NA



MOVE

6
SPACES

RANGE

1
SPACE

ATTACK

7
DICE

DEFENSE

8
DICE

heroScope

Orm's Return
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