



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**
DICE**160**
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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