



MARRO HIVE



MARRO

UNIQUE HERO

HIVE

TERRIFYING

MARR

HUGE 17

6

LIFE



0



1



1



2

POINTS

160

HIVE MIND

After revealing an order marker on this Army Card, you may take a turn with any small or medium common Marro Squad you control before taking a turn. with Marro Hive. Any figure that is taking a turn must be within 12 clear.sight spaces of Marro Hive. prior to its movement.

MARRO REBIRTH

After taking a turn with Marro Hive, you may roll the 20-sided die. If you roll a 13 or higher, you may place any previously destroyed common Marro Squad figure from your army on an empty space adjacent to Marro Hive.



UTGAR

MARRO HIVE

heroScape

Swarm of the Marro
7 of 16



0



4



4



9

