



ULLAR

# AZURITE WARLORD

VIPER

WARLORD

REBELLIOUS

MARR



## FURIOUS WRATH 3

When Azurite Warlord attacks, you may add 3 to his Attack number. If you do, at the end of Azurite Warlord's turn place 1 wound marker on Azurite Warlord's Army Card.

## SLITHER

Does not have to stop movement when entering water spaces.

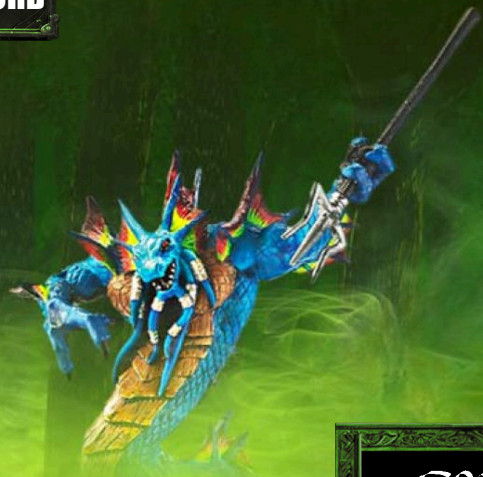


8 LIFE	
MOVE	6 SPACES
RANGE	1 SPACE
ATTACK	4 DICE
DEFENSE	3 DICE
145 POINTS	



ULLAR

## AZURITE WARLORD



C3V

Warlord's Wrath  
1 of 1

MOVE

6  
SPACES

RANGE

1  
SPACE

ATTACK

5  
DICE

DEFENSE

3  
DICE