



MARRO HIVE

UTGAR

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.

MARRO

UNIQUE HERO

HIVE

TERRIFYING

HUGE 17



6

LIFE

MOVE

0

SPACES

RANGE

1

SPACE

ATTACK

1

DICE

DEFENSE

2

DICE

160

POINTS





MARRO HIVE

Marr
Swarm of the Marro
7/16

MOVE 0
SPACES

RANGE 4
SPACES

ATTACK 4
DICE

DEFENSE 9
DICE

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