



UTGAR

# MARRO HIVE

MARRO

HIVE

TERRIFYING

MARR



## 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.



6

LIFE

MOVE

0

SPACES

RANGE

1

SPACE

ATTACK

1

DICE

DEFENSE

2

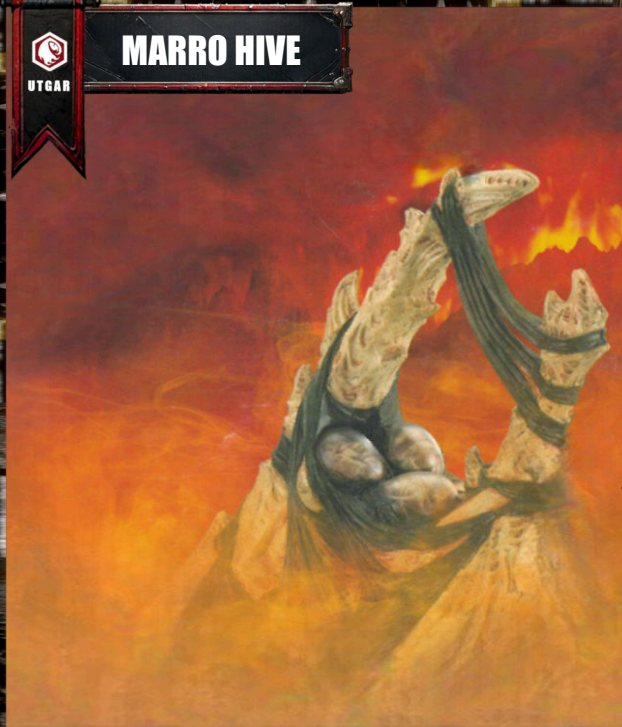
DICE

160  
POINTS



UTGAR

# MARRO HIVE



**MOVE** 0  
SPACES

**RANGE** 4  
SPACE

**ATTACK** 4  
DICE

**DEFENSE** 9  
DICE

heroScape

Swarm of the  
Marro  
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