



## MARRDEN HOUNDS

UTGAR

### WILD PACK MOVEMENT

Before moving, roll the 20-sided die. If you roll a 1-3, add 1 to the move value of this card. If you roll a 4-6, add 3 to the move value of this card. If you roll a 7-20, add 7 to the move value of this card.

### MARRO PLAGUE

After moving and before attacking, you must roll the 20-sided die once for each figure adjacent to any Marrden Hounds you control. If you roll a 16 or higher, that figure receives a wound. Soulborgs and Wulsinu are not affected by this marro plague.

WULSINU

COMMON SQUAD

HUNTERS

WILD

LARGE 4



1

LIFE

MOVE

1

SPACE

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

5

DICE

90

POINTS





## MARRDEN HOUNDS



**Marr**  
Jandar's Oath  
4,5,6/24

**MOVE** 8  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 3  
DICE

**DEFENSE** 5  
DICE

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