



## AZURITE WARLORD

ULLAR

### 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

Azurite Warlord does not have to stop his movement when entering water spaces.

VIPER

UNIQUE HERO

WARLORD

REBELLIOUS

MEDIUM 6



8

LIFE

MOVE

6  
SPACES

RANGE

1  
SPACE

ATTACK

4  
DICE

DEFENSE

3  
DICE

145

POINTS





**AZURITE WARLORD**



**Marr**  
Warlord's Wrath  
1/1

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 5  
DICE

**DEFENSE** 3  
DICE