



**ZETTIAN  
INFANTRY**  
UTGAR

**UTGAR SOULBORG  
BONDING**

Before taking a turn with Zettian Infantry, you may take a turn with any Soulborg Hero you control who follows Utgar.

**CIRCUITRY REPLACEMENT**

If a friendly Soulborg Hero who follows Utgar receives one or more wounds from a special power that is not an attack, you may destroy a guard in the Zettian Infantry you control that is adjacent to that Hero to ignore any wounds that Hero just received.



SOULBORG

COMMON SQUAD

GUARDS

LOYAL

MEDIUM 4

1

LIFE

MOVE

4

SPACES

RANGE

4

SPACES

ATTACK

2

DICE

DEFENSE

3

DICE

65

POINTS





**ZETTIAN  
INFANTRY**



**Alpha Prime**  
March of the Soulborgs  
1,2,3/3

**MOVE** 4  
SPACES

**RANGE** 4  
SPACES

**ATTACK** 2  
DICE

**DEFENSE** 3  
DICE

