



## TEETH OF THE MAKWA

AQUILLA

### HUNTING PARTY

After taking a turn with a Scout or Tribesman Hero you control, you may immediately move up to 6 Teeth of the Makwa figures you control up to 3 spaces each.

### SHIELD OF THE GREAT BEAR 16

When a Teeth of the Makwa figure receives one or more wounds, before removing that figure, roll the 20-sided die. If you roll a 16 or higher, ignore any wounds.

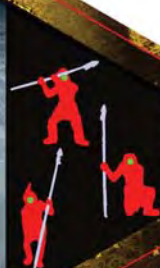
HUMAN

COMMON SQUAD

HUNTERS

FEARSOME

MEDIUM 4



1

LIFE

MOVE

5

SPACES

RANGE

4

SPACES

ATTACK

3

DICE

DEFENSE

2

DICE

70

POINTS



**TEETH OF  
THE MAKWA**



**Earth**  
Oreld's Orders  
3,4,5

**MOVE** 6  
SPACES

**RANGE** 4  
SPACES

**ATTACK** 3  
DICE

**DEFENSE** 3  
DICE