



## TOR-KUL-NA UTGAR

### TRAMPLE STOMP

At any point while moving, Tor-Kul-Na may choose a small or medium figure that is adjacent, on the same level, and on a space where Tor-Kul-Na may end his movement. Roll the 20-sided die. If you roll 1-7, the figure is safe and Tor-Kul-Na's movement ends. If you roll 8-20, the chosen figure receives one wound. If the chosen figure is not destroyed, move Tor-Kul-Na onto the space that figure occupied, and you may continue Tor-Kul-Na's movement. If the chosen figure is destroyed, Tor-Kul-Na's movement ends. Tor-Kul-Na must be on a space where he can end movement each time he uses this power.

MARRO

UNIQUE HERO

HIVELORD

TERRIFYING

HUGE 11



6

LIFE

MOVE

6

SPACE

RANGE

1

SPACE

ATTACK

6

DICE

DEFENSE

5

DICE

220

POINTS





**TOR-KUL-NA**



**Marr**  
Swarm of the Marro  
6/16

**MOVE** 6  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 6  
DICE

**DEFENSE** 9  
DICE