



## TUL-BAK-RA

UTGAR

### MIND BLAST SPECIAL ATTACK

Range 3. Attack 3.

Tul-Bak-Ra does not need clear line of sight to attack with Mind Blast Special Attack.

### TELEPORTATION

Instead of moving Tul-Bak-Ra normally, you may choose any empty space that is on the same level and within 10 spaces of Tul-Bak-Ra. Place Tul-Bak-Ra on the chosen space. When Tul-Bak-Ra starts to Teleport, if he is engaged he will not take any leaving engagement attacks.

### TELEPORT REINFORCEMENTS

When Tul-Bak-Ra receives one or more wounds from an opposing figure's Normal or Special Attack but is not destroyed, you may choose one friendly Marro Squad figure for every wound Tul-Bak-Ra just received. Place the chosen figure(s) on any empty space(s) adjacent to Tul-Bak-Ra. If the teleported figure(s) are engaged, they will not take any leaving engagement attacks.



6

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

4

DICE

130

POINTS

MARRO

UNIQUE HERO

OVERLORD

TERRIFYING

MEDIUM 5



**TUL-BAK-RA**



**Marr**  
Blackmoon's Siege  
24/24

**MOVE** 5  
SPACES

**RANGE** 1  
SPACE

**ATTACK** 5  
DICE

**DEFENSE** 7  
DICE

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