



## MARRO STINGERS

UTGAR

### STINGER DRAIN

After moving and before attacking, you may roll the 20-sided die. If you roll a 1-4, you must destroy a Marro Stinger you control and you cannot attack this turn. If you roll a 5-9, add 0 to the attack value of this card. If you roll a 10 or higher, add 1 to the attack value of this card.

MARRO

COMMON SQUAD

STINGERS

WILD

MEDIUM 4



1

LIFE

MOVE

5

SPACES

RANGE

5

SPACES

ATTACK

3

DICE

DEFENSE

3

DICE

60

POINTS





## MARRO STINGERS



Marr  
Swarm of the Marro  
11,12,13/16

**MOVE** 5  
SPACES

**RANGE** 5  
SPACES

**ATTACK** 3  
DICE

**DEFENSE** 3  
DICE