



UTGAR

TOR-KUL-NA

MARRO

HIVELORD

TERRIFYING

MARR



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 wound destroys the figure, move Tor-Kul-Na onto the space that figure occupied, and you may continue Tor-Kul-Na's movement. If the chosen figure is not 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.



6

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

6

DICE

DEFENSE

5

DICE

220

POINTS



UTGAR

TOR-KUL-NA



MOVE

6
SPACES

RANGE

1
SPACE

ATTACK

6
DICE

DEFENSE

9
DICE

heroScope

Swarm of the
Marro
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