



# TOR-KUL-NA



**MARRO**

**UNIQUE HERO**

**HIVELORD**

**TERRIFYING**

**MARR**

**HUGE 11**

**6**

LIFE



**6**



**1**



**6**



**5**

POINTS

**220**

## 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.



UTGAR

# TOR-KUL-NA

heroScape

Swarm of the Marro  
6 of 16



6



1



6



9

