



MARRO STINGERS



MARRO

COMMON SQUAD

STINGERS

WILD

MARR

MEDIUM 4

1
LIFE



5



5



3



3

POINTS

60

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.



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heroScape

Swarm of the Marro
11, 12, 13 of 16



5



5



3



3

