



UTGAR

MARRO STINGERS

MARRO

STINGERS

WILD

MARR



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.



1

LIFE

MOVE

5

SPACES

RANGE

5

SPACE

ATTACK

3

DICE

DEFENSE

3

DICE

60

POINTS





UTGAR

MARRO STINGERS



MOVE 5
SPACES

RANGE 5
SPACE

ATTACK 3
DICE

DEFENSE 3
DICE

heroScape

Swarm of the
Marro
11, 12, 13 of 16