



MARRO DIVIDERS UTGAR

CELL DIVIDE

When a Marro Divider you control receives one or more wounds from a Normal or Special Attack by an opponent's figure, you may roll the 20-sided die before removing that figure. If you roll a 17 or higher, ignore any wounds that figure just received and, if possible, place one of your previously destroyed Marro Dividers on a same-level space adjacent to the defending Marro Divider.

SELF-REPLICATING

Marro Hive cannot rebirth Marro Dividers with its Marro Rebirth special power.



MARRO
COMMON SQUAD
DIVIDERS
WILD
MEDIUM 4

1

LIFE

MOVE

5

SPACE

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

3

DICE

50

POINTS



MARRO DIVIDERS



Marr
Blackmoon's Siege
17, 18, 19/24

MOVE 5
SPACES

RANGE 1
SPACE

ATTACK 3
DICE

DEFENSE 3
DICE

©2009 Hasbro