



KON-TAR-NA

UTGAR

LEAPING ASSAULT

After moving and before attacking, if Kon-Tar-Na moved less than 4 spaces, he may use Leaping Assault. Choose an opponent's figure within 3 clear sight spaces and place Kon-Tar-Na on any unoccupied space adjacent to the chosen figure. Kon-Tar-Na may not move more than 7 levels up or down using Leaping Assault. If Kon-Tar-Na is engaged when he starts his Leaping Assault, he will take any leaving engagement attacks.

TASTE OF BLOOD

Once per turn, after attacking, if Kon-Tar-Na destroyed an opponent's figure, you may attack one additional time with Kon-Tar-Na. Before the additional attack you may use his Leaping Assault special power.

MARRO

UNIQUE HERO

HIVELORD

RELENTLESS

LARGE 6



5

LIFE

MOVE

6

SPACES

RANGE

1

SPACE

ATTACK

5

DICE

DEFENSE

4

DICE

150

POINTS





KON-TAR-NA



Marr
Kon-Tar-Na's Ambush
1/1

MOVE 6
SPACES

RANGE 1
SPACE

ATTACK 5
DICE

DEFENSE 5
DICE

