

# SMALL SPIRIT TOTEM

WARRIOR NATION, STRUCTURE



# SMALL SPIRIT TOTEM

1 x

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### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

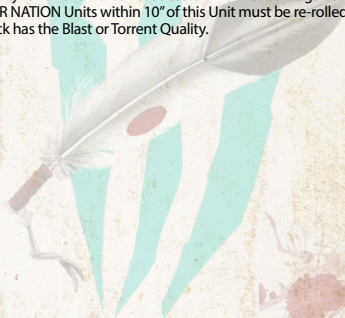
**INITIAL DEPLOYMENT:** This Unit cannot be placed into Reserve. Before any other deployment, starting with Player B, each player must take it in Rounds to place a Unit with the Initial Deployment rule onto the Play Area. The Unit may not be placed within 10" of any edge of the Play Area. They may not be deployed within 10" of your opponent's deployment zone and cannot be deployed in Impassable terrain.

**INSIGNIFICANT:** The Unit may never be Activated and its destruction never awards Victory Points unless specified in the Adventure.

**TOTEMIC:** Any WARRIOR NATION Units within 10" of this Unit may ignore the penalty for Uneven Ground. Successful Aim Checks against Size 1 WARRIOR NATION Units within 10" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.



v3.04c



RNG    PRC    ROA

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