

# GREATER SPIRIT TOTEM

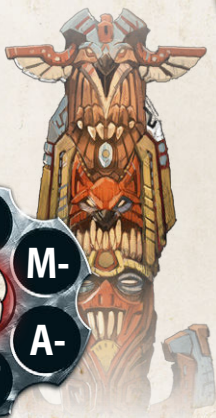
WARRIOR NATION, STRUCTURE



# GREATER SPIRIT TOTEM

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2



v3.04c

## 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.

**NODE OF POWER:** This Unit regains Fortune up to its starting value at the start of each Resolution Phase. Furthermore this Unit may allow a friendly Unit within 10" of this Unit to spend this Unit's Fortune as though it was their own.

**RALLY:** Any friendly Units (excluding this unit) within 10" may remove the Hunkered Condition and/or automatically pass any Morale Checks unless they are AUTOMATA or have the Lobotomised special rule.

**SPECTRAL CONDUCTOR:** SPIRIT Units arriving from Reserve may be deployed in base contact with a Model in this Unit. They Receive a point of Fortune and +1 Limit for the Round that they do so.

**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.

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