

RAVEN SPIRIT

20PTS

RAVEN SPIRIT

1 x

3

BOSS, LEGENDARY, WARRIOR NATION, HUMAN,
SHAMAN, FLIGHT

v3.04c

Q4

L4

M8

4

F5

A6

G6

FETISH STAFFREFINED
SHOCK 

RNG PRC ROA

2"

0

1

SPIRIT BLASTATTUNED, TORRENT, SPECIAL
DISORDER 

-

-2

1

SPIRIT CLAWS

ATTUNED



-

-1

3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

ARCANE MASTERY: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to all of its Attributes until the start of its next Activation.

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

SPECTRAL SUMMONING: SPECIAL ACTION - This Unit may spend a point of Fortune to immediately deploy a SPIRIT Unit that is held in Reserve. The SPIRIT Unit must be deployed in base contact with a Model in this Unit, a Hexalith or a Greater Spirit Totem. It may Activate as normal this Round.

STORMBRINGER: SPECIAL ACTION - Immediately place a Hazard and Disorder Condition on a Unit within 10".

UNIQUE