

MAHPA NAPA THE CLOUD RUNNER 20PTS

BOSS, LEGENDARY, WARRIOR NATION, HUMAN, SPIRIT
ANIMAL, CHIEF, MYTH, FLIGHT, MOUNTED, ONIYA



MAHPA NAPA THE CLOUD RUNNER

1 x

4



v3.04c

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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

DEATH FROM ABOVE: This Unit may end a Flight Special Action Engaged in combat. If it does so it may make an immediate Fight Special Action for 1 Action Point (regardless if it has already made this Special Action this Activation).

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

FATEWEAVER: SPECIAL ACTION - Look at the top card from either their opponent's Adventure Deck or Action Deck. Discard that card or return it to the top of the deck.

GALVANIC: The Stun and Disorder Qualities do not cause Attribute penalties to be suffered by this unit, though they still count as having the Condition.

INDOMITABLE: Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been are applied to it at that time. If failed, the Condition remains as normal.

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

	RNG	PRC	ROA
LIGHTNING BOLT HAZARDOUS, STUN, BRUTAL, SPECIAL FATAL	10"	-1	3
RAZOR CLAWS BRUTAL LETHAL	1"	-1	3
CHETAN SPEAR REFINED, THROWN LETHAL	2"	-2	1

