

ZORA - NAZOMBU ORACLE

13PTS

FACE, HEX, HUMAN, NAZOMBU, TAINTED



ZORA - NAZOMBU ORACLE

1 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

CURSE OF THE NAZOMBU: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all Size 1 NAZOMBU Units within 7". The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models.

EXPOSE THEIR WEAKNESS: Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.

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.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civillians, HANDS or TROOPS Units.

SHADOWY VISAGE: This Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.



v3.04c

SHADOW VORTEX

SPECIAL, LETHAL, BLAST, CLOSE WORK

FATAL

	RNG	PRC	ROA
	8"	-2	1

TELEKINE SMITE

ATTUNED, BLAST, CLOSE WORK

SHOCK

	10"	0	1
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FETISH STAFF

REFINED

SHOCK

	2"	0	1
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