

**CAMAZOTZ****12PTS**

FACE, HEX, MUTATION, DARK NATION, TAINTED



v3.04c

**SPIRIT BLAST**ATTUNED, TORRENT, SPECIAL  
DISORDER 

	RNG	PRC	ROA
	-	-2	1

**BLAZING FISTS**

HAZARDOUS

	-	-1	2
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**CAMAZOTZ**

1 x

2

**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)

**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.

**FLIGHT OR FIGHT: REACTION** - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to  $d5+2$ " from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impassible terrain or cause the Unit to be Engaged.

**MONSTROUS:** If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

**SKY-LEAP:** This Unit may make a Sky-Leap Special Action. Units making a Sky-Leap may be placed up to 7" from its position at the start of the Action. Ignore any terrain restrictions on the movement but the Unit must not end their Sky-Leap in Impassible terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.

