

KOMANU RAYON

21PTS

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1 x

2

COMMANDER, LEGENDARY, WARRIOR NATION, EMPIRE,
SPIRIT WALKER, WAKA, NEKOMATA, MYTH



Q5
L4
M7
F8
A6
G6
3

v3.04c

KUROSHIRUDO

TANGLE

"ZENCHO"

ATTUNED

FATAL

RNG PRC ROA

- 0 1

1" -1 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

EYES ON TARGET: Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10" of this Unit. Once each Round this Unit may make a Go On Lookout Special Action for Free. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that complete a Move Action within 10" of this Unit.

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.

INVIGORATE: SPECIAL ACTION - Nominate a friendly Unit in Line of Sight within 10". That nominated Unit gains a +1 modifier to their Limit this Round.

NEKOMATA PURAIDO : This Unit cannot be included in a Posse or Detachment where there are any TAINTED Units. This Unit cannot benefit from any bonuses or rules conferred by WARRIOR NATION Units unless they also have the NEKOMATA trait.

PRODIGIOUS: This Unit gains +3 for Focused Action checks rather than the usual +2.

SAVANT: SPECIAL ACTION - Select and examine up to two random cards in the opponent's hand of Adventure cards. One of the chosen cards is discarded, the remaining is returned to the opponent's hand

SHIELD AURA: SPECIAL ACTION - This Unit gains +1 Grit for the remainder of the Round, unless the attack has the Shock, Blast or Torrent Quality.

