

ICHIKO KUGA

16PTS

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1 x

2

FACE, LEGENDARY, WARRIOR NATION, EMPIRE, SPIRIT
WALKER, NEKOMATA, OUJO, MYTH



Q5
L3
F6
G5
M8
A6
1

v3.04d

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.

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

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.

PORTAL GENERATOR: This Unit is able to make a Manipulate Portal Special Action each Activation. It can target friendly or enemy Portal Markers.

MUNBUREDO

THROWN
FATAL



RNG PRC ROA

- -1 1

NAGINATA

REFINED
LETHAL



2" -1 1

