

**KENZAI HYO**

15PTS

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1 x

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

v3.04c

**NUNCHUKU**  
REFINED  
BRUTAL

RNG    PRC    ROA

1"    0    4

**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)

**IMMUNE TO PAIN:** The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

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

**REPAIR:** Any STRUCTURE, ARTEFACT or friendly MACHINE or CONSTRUCT Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Shock or Shred Qualities.

**SAWBONES:** Any friendly Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Lethal or Fatal Qualities. Sawbones has no effect on MACHINE, ARTEFACT or STRUCTURE units.

**SET BOOBY TRAPS:** After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

**TRAPPER:** When using the Set Booby Traps rule, this Unit may instead remove up to two Size 1 Booby Trap Markers instead of the usual 1. This Unit critically passes the Quick check when making a Move Action within 10" of a Booby Trap Marker.