

# ICHIKO KUGA

20PTS

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1 x

4

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



Q7  
L3  
F7  
G6  
M8  
A6  
1

v3.04d

### MUNBUREDO

THROWN

FATAL



RNG	PRC	ROA
-	-1	1

### NAGINATA

REFINED

LETHAL



2"	-1	1
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### FRENZIED ATTACK

SPECIAL, BRUTAL

LETHAL



-	-3	1
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### THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, (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.

BOUNDED STRIKE: If this Unit wounds an enemy Model with a Strike Action, this Unit may be placed up to half its Quickness value from its current position.

HARDY: The Unit may re-roll failed Grit checks, 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 TAINTED Units. This Unit cannot benefit from any bonuses or rules conferred by WARRIOR NATION Units unless they also have the NEKOMATA trait.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

UNDERBOSS: For +3 points this Unit may replace its FACE Trait for a BOSS Trait, it is now considered a BOSS Unit rather than a Face Unit and loses the Teamwork rule. Furthermore the Unit gains +2 Fortune and the Largesse rule. As a BOSS it may take a Faction Posse as normal.

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

