

Nature Spirit: This unit may be Deployed at the start of Turn 2 instead of during Deployment. When granted movement by an Order on Turn 2 or later, this unit may be placed in base contact with terrain anywhere on the table. This unit is immune to the Hazardous Terrain trait.

Awaken the Land: Any piece of terrain this Fireteam is touching is treated as Hazardous (2) to enemy Fireteams.

Devouring Land (5 v Df | 3"): Strength 3.

Fireteam (80mm | 3x30mm)



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Awaken the Land: Any piece of terrain this Fireteam is touching is treated as Hazardous (2) to enemy Fireteams.

Devouring Land (7 v Df | 3"): Strength 3.
Draw In: Move the target up to 2".

Fireteam (80mm | 3x30mm)