PRINCE UNATHI

+25 pts
Unique



7 SP | 6 DF | 8 WP | 7 AR

Poison Rocket (6 v Df | 12"): Strength 2, Area.

Poison Cloud: Create a 120mm Concealing [Low], Hazardous (3) terrain piece in base contact with the target.

Field Test (6 v 10 | 8"): Target Fireteam takes an Action printed on one of its attached Prototype Assets, then draw a card.

Call for Reinforcements (6 v 12 | 8"): Target friendly Squad with at least one Fireteam in range gains a Reinforcement Token.

2 TA

Fireteam (40mm),
Champion, Commander

PRINCE UNATHI

7 SP | 7 DF | 9 WP | 7 AR

Poison Rocket (6 v Df | 12"): Strength 2, Area.

Poison Cloud: Create a 120mm Concealing [Low], Hazardous (3) terrain piece in base contact with the target.

Field Test (8 v 10 | 8"): Target Fireteam takes an Action printed on one of its attached Prototype Assets, then draw a card.

Call for Reinforcements (8 v 12 | 8"): Target friendly Squad with at least one Fireteam in range gains a Reinforcement Token.

It's Dangerous to Go Alone: Target Reinforces and moves up to 5" in any direction.

They'll Be There Soon: Target gains a Reinforcement Token.

2 TA

Fireteam (40mm),
Champion, Commander