



NAKITA AGENTS

VYDAR

SMOKE POWDER 13

When any Nakita Agent you control, or any figure you control that is adjacent to any Nakita Agent you control, is targeted for a normal attack from a non-adjacent opponent, you may roll the 20-sided die. If you roll a 13 or higher, all Nakita Agents you control, and all figures you control that are adjacent to those Nakita Agents, no longer have any visible hit zones for the duration of the targeting figure's turn.

ENGAGEMENT STRIKE 15

If an opponent's small or medium figure moves adjacent to a Nakita Agent, roll the 20-sided die. If you roll a 15 or higher, the opponent's figure receives a wound. Figures may be targeted only as they move into engagement with a Nakita Agent.

GORILLINATOR MOVEMENT BONDING

Before taking a turn with Nakita Agents, you may move 3 Gorillinators you control up to 7 spaces each.

HUMAN

UNIQUE SQUAD

AGENTS

TRICKY

MEDIUM 4



1

LIFE

MOVE

5
SPACES

RANGE

6
SPACES

ATTACK

3
DICE

DEFENSE 3
DICE

120
POINTS





NAKITA AGENTS



Earth

Thora's Vengeance
11,12,13/26

MOVE

5
SPACES

RANGE

6
SPACES

ATTACK

3
DICE

DEFENSE

3
DICE

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