

COMMON ABILITIES

FLYING

When counting spaces for the unit's movement, ignore elevations. the unit may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When the unit starts to fly, if they are engaged then they will take any leaving engagement attacks.

DISENGAGE

The unit is never attacked when leaving an engagement.

COUNTER STRIKE

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against Samurai.

STEALTH FLYING

Flying + Disengage

SLITHER

The unit does not have to stop their movement when entering water spaces.

DOUBLE ATTACK

When the unit attacks, they may attack one additional time.

LAVA RESISTANT

The unit never rolls for molten lava damage or lava field damage, and it does not have to stop in molten lava spaces.