



8
COST

HARATA NGAATORO

6

DF

6

SP

5

WP

2

SZ

Henchman, Unique, Living • EVS

🛡️ **Combat Finesse:** When this model is targeted with a ⚔️ action, the attacking model's duel cannot be cheated.

Echoes of the Ocean: *Once per turn.* When a friendly Scheme marker is removed within 6", this model may drain a 💧 or remove a **Voyage** token. If it does so, it may make a Scheme marker within 6" of itself.

HARATA NGAATORO

Attack Actions

Rg Skl Rst TN Dmg

Carved Taiaha

//2" 6 Df - 3

This model may remove a **Voyage** token. If it does so, this action receives a 🗡️.

🗡️ **Reposition:** Move this model up to 3".

📖 **Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.

Tactical Actions

Rg Skl Rst TN Dmg

Claimed by the Sea

8" 0 - 6 -

Once per activation. Target a Scheme marker. Enemy models within (X)2" of the target must pass a TN 13 **Sp** duel or gain a **Staggered** token and be dealt 2 damage. Then, remove the target.

🌀 **Calm Waters:** This model gains a **Voyage** token.

🗡️ **Mass Hysteria:** Move models damaged by this action up to 3".

↓ Haka

- 0 - 6 -

This model may declare the **Prepare** action. Then, apply one of the following effects:

Pōwhiri: Friendly models within 3" heal 1.

Peruperu: Enemy models within 3" must pass a TN 13 **Wp** duel or gain a **Staggered** token.

Ngeri: Another ally within 3" declares the **Interact** action.