



M

8  
COST

## HARATA NGAATORO

6  
DF6  
SP5  
WP2  
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.



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# HARATA NGAATORO

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Carved Taiaha</b>	6"	6	Df	-	3
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*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
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<b>Claimed by the Sea</b>	8"	0	-	6	-
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*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".

<b>Haka</b>	-	0	-	6	-
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*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.