



STORY OF RAIJIN

7
COST5
DF6
SP5
WP2
SZ

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Electric Fields: Friendly Scheme markers within 6" gain the hazardous trait.

Middle of the Storm: The area within 3" of this model is concealing. Friendly models may choose to be unaffected by this terrain.

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Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Thunderous Blow

6" 6 Df - 2

Move the target up to 3" away. For each raise this attack receives, increase the distance moved by up to +3".

• **Puncture:** When resolving, this attack receives one additional raise.

Maddening Drums

10" 5 Wp - 1

Choose a marker within 6" and LoS of the target. Move the target in a straight line into base contact with the chosen marker, then remove the marker. Deal +1 damage to the target for every marker it moved through (to a maximum of +3).

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Thunderstruck

6" 0 - 6 -

Make a Scheme marker within range. Enemy models within (1)2" of the marker must pass a TN 12 Df duel or be dealt 2 damage and this model may move them 3". Then, remove the marker.

• **Flash of Insight:** When resolving, friendly models within range of a (1) generated by this action gain an **Insight** token.

• **Permanence:** When resolving, do not remove the made marker.