



SCORPION

HANZO HASASHI

"GET OVER HERE!"

After moving and before attacking with Scorpion, if Scorpion is unengaged, you may choose one small or medium non-adjacent figure within 4 clear sight spaces whose base is no more than 8 levels above Scorpion's height or 8 levels below Scorpion's base. Roll the 20-sided die. If you roll 12 or higher, you may place the chosen figure on an empty space adjacent to Scorpion. After the figure is placed, you must roll the 20-sided die. If you roll 12 or higher, that figure receives 1 wound. You may add 1 automatic skull to your first attack against the chosen figure this turn but if you do, Scorpion may not attack again this turn. Figures placed by "Get Over Here!" do not take leaving engagement attacks.



UNDEAD

UNIQUE HERO

NINJA

VENGEFUL

MEDIUM

5

HELLFIRE VENGEANCE

Add 1 to Scorpion's "Get Over Here!" roll for each Unique Hero you control with one or more wounds and 1 for each destroyed Unique Hero in your army, up to a maximum of +4.

COMBAT TELEPORT 3

After attacking an adjacent figure with Scorpion, if you rolled at least one blank you may place him on any empty space within 3 spaces of his original placement and attack one additional time. When Scorpion starts to Teleport, he will not take any leaving engagement attacks.



6

LIFE

MOVE

5

RANGE

1

ATTACK

4

DEFENSE

4

205

POINTS

