



SHIRO AMADA

UNCONVENTIONAL WARFARE

While Shiro is driving a huge vehicle, if you control fewer Unique Heroes than the total number of enemy figures on the battlefield you may:

- add 1 to the roll when rolling the 20-sided die for a special power on the card of a vehicle you control within 5 clear sight spaces of Shiro; and
- at the start of your turn, add 1 to the Move and Attack numbers of Shiro and figures you control within 5 clear sight spaces of Shiro until the end of your turn.

DISARMING OFFENSE

Once per game, when attacking an adjacent figure with a normal attack with a vehicle that Shiro is driving, if that vehicle has the Defensive Posture special power, you may add 2 automatic skulls to whatever is rolled.

If you do, after that attack that vehicle receives 1 wound.



HUMAN

UNIQUE HERO

PILOT

CONFLICTED

MEDIUM 5



4
LIFE



MOVE 5

RANGE 4

ATTACK 3

DEFENSE 3

120
POINTS