

NLIE



♥ 24

♣ 5

♠ 1

♣ 3

♣ 0



✖ **SERVANT:** Will advance 3 spaces on initiative and is immune to negative conditions.

✖ **HUGE:** Ignores the effect of obstacles, difficult and occupied terrain on ♣ and LoS. Pushes other miniatures and live resistors to the closest square he will not enter during his ♣.

✖ **SNAKE'S TAIL:** If it deals ♣, provokes ♣.

1-2 **WILD'S CLAW (+ ♥)**

1. ♣ adjacent to the maximum amount of enemies and ✖ them all with -1 ♣.
2. ♣ toward enemy.

3 **BLOODY SPEED (+ ♣)**

1. ♣ adjacent to the maximum amount of enemies. **SNAKE'S TAIL** against one. If it deals ♣, **SNAKE'S TAIL** against another enemy who has not been attacked with -2 ♣. Repeat this sequence until one ✖ deals no ♣ reducing 2 extra ♣ after each ✖.
2. ♣ toward enemy.

4 **PHASE SHIFT (FIRST INITIATIVE)**

1. The nue and the target ✖ (♣) with +3 ♣. Only the ✖ with the highest amount of ♣ is applied. If both have the same amount of ♣, both are applied. +5 ♣ for both this round.

5 **DARK CLOUD (- ♣)**

1. If ♥ are 10 or less, +5 ♣ this round. If no ♣ is received this round, regains 5 ♥.
2. ♣ adjacent and ✖.
3. ♣ toward enemy.

6 **ELECTRIC SHOCKWAVE (+ ♣)**

1. This ✖ has no ♣ limitation. Deal ♣, ♣, ♣, ♣ and -1 ♣ to the target.