



Mr. Cheng



ACTIONS

2

MOVE

5

FIGHT

2

STRENGTH

3

GUNS

2

REFLEX

4

Acidic Fumes,
Dark Energy, Power of Blood,
Ring of Ichiko, Jade Amulet.

SPELLS:

Leech Soul: Magic Projectile, Cost [1],
Range 12", Strength 5. *Leech.*

Bloodboil: Magic Attack / Buff [1],
Cost [0], Range 6". *Bloodboil.*

MAGIC
ABILITY 2

ARMOR

Triad of Lotus Dragon

ABILITIES:

Acidic Fumes: Mist Templates within 12" of this model are Acid templates instead. Models passing through or starting their activations in Acid Templates 1 damage unmodified by armor. Models cannot Mistwalk through these templates.

Dark Energy: When Mr. Cheng has 14 or more W, he gains +2 to F, S and R. When he has 21+ W, he gains +5 to F, S and R instead.

Power of Blood: At the beginning of this model's Activation, you may have this model lose 2 Wounds to gain 1 Magic Ability. This model may have no more than 5 Magic Ability.

GADGETS:

Ring of Ichiko: Confers Magic Ability [2] - Ritualism.

Jade Amulet: This model cannot be the target of spells.

SPELLS:

Leech Soul: Magic Projectile, Cost [1], Range 12", Strength 5.

This model gains Wounds equal to Wounds lost by the target.

Bloodboil: Magic Attack / Buff [1], Cost [0], Range 6".

Target model loses 2 W but gains +2S and +2F until end of turn.