



Green Emperor

Jade Cult

level 3
AP 8

DAMAGE





REACH 1, COUNTERATTACK 1, LEADER 2, RESOURCEFUL 2

Green Emperor




DRAGON COIL (SBL2  VS.  / AP 3):
FRIENDLY MODELS ARE NOT AFFECTED BY DRAGON COIL.



DRAGON SPIRIT* ( / AP 1):
GREEN EMPEROR GAINS SPECTRAL AND BLITZER 1. IN ADDITION, HE MAY MOVE THROUGH SOLID TERRAIN AS LONG AS HE HAS SUFFICIENT MOVEMENT TO PASS ENTIRELY THROUGH THE OBJECT. **DRAGON SPIRIT*** LASTS UNTIL ONE OF THE FOLLOWING OCCURS: THE END OF THE ROUND; GREEN EMPEROR DECIDES TO END IT AT THE BEGINNING OF ANY OF HIS ACTIVATIONS; GREEN EMPEROR SUFFERS ANY DAMAGE.

DRAGON SCALE* ( / AP 1):
MAY BE USED ONLY IN THE FIRST ACTIVATION OF GREEN EMPEROR IN A GIVEN ROUND. GREEN EMPEROR CONSUMES ONE OF THE INFAMOUS DRAGON SCALES THAT FEED HIS ADDICTION. CHOOSE ONE OR MORE OF THE GAME EFFECTS THAT LAST UNTIL THE END OF THE ROUND. EACH EFFECT CHOSEN REDUCES THE EMPERORS AP ALLOWANCE FOR THE REST OF THE ROUND BY 1:

DRAGON SPIKES: RAISE COUNTERATTACK VALUE TO 3.

DRAGON ROAR: ANY LIVING MODEL WITH  VALUE OF 4 OR LESS MAY NOT END THEIR ACTIVATION CLOSER TO THE GREEN EMPEROR THAN THEY BEGAN UNLESS THEY PAY AN ADDITIONAL 1 AP

DRAGON BLOOD: GREEN EMPEROR GAINS REGENERATION 3 IN THE NEXT EFFECTS PHASE ONLY.

DRAGON MAGIC (PR  VS.  /RNG 6/AP 1): THIS ACTION DEALS NO DAMAGE. IF SUCCESSFUL, CHOOSE ONE SKILL (EXCLUDING E.T., FREE-LANCER, GIGANTIC, LIVING, MERC, MOUNT, NON-LIVING, MECHANICAL AND CONSTRUCT) THAT THE TARGET ENEMY MODEL HAS; THE TARGET MODEL LOSES THAT SKILL FOR THE REST OF THE ROUND.

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