



	4
	5
	5
	1
	0
	1



# Terror Cotta Warrior

Jade Cult

level 2  
AP 5

DAMAGE





ARMORED, INSIGNIFICANT, CONSTRUCT



# Terror Cotta Warrior



**TERROR STOMP (SBL 2  VS.  / AP 3):**  
THIS ACTION BENEFITS FROM SUPER DAMAGE 5.

**DEAFENING CLAMOR (AU 5  / AP 1):**  
UNTIL THE END OF THE ROUND, ENEMY MODELS IN THE AURA HAVE THEIR  REDUCED BY 1. PENALTIES FROM MULTIPLE DEAFENING CLAMORS STACK UP SUBJECT TO THE LIMIT OF PULP CITY MATH.

**HOMING ROCKET (PR  VS.  / RNG 8 / AP 2):**  
THE TARGET MODEL DOES NOT BENEFIT FROM THE IN COVER CONDITION.

**DE-ACTIVATE (SBL 5  VS.  / AP 2):**  
FIRE. ELIMINATE THIS MODEL. ALL MODELS IN THE AREA SUFFER AN OP-POSED ROLL; THIS MODEL ADDS +2 TO EVERY OPPOSED ROLL MADE IN THIS ACTION.

**TEAM POWER - TERROR ARMY:** A TEAM LED BY GREEN EMPEROR MAY PURCHASE UP TO 3 TERROR COTTA WARRIOR SUPREMES. UNLESS WITHIN THE COMMAND RANGE OF A FRIENDLY JADE CULT SUPREME (THAT IS NOT TERROR COTTA WARRIOR), A TERROR COTTA WARRIOR COUNTS AS HAVING NO TRUMP TRAITS AND MAY NOT COMBINE ACTIONS. TERROR COTTA WARRIOR MAY NEVER RUN\* NOR CHARGE\*.

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