

SENECA, THE NANOMAGE

Controller ♦♦♦♦

5 4 5

Displace a ♦ Nanoscreen obstacle in the HexaDome in 1-3.

3 Nanoskin → The target may add a ♦ to a combat roll. Nanoskin is not cumulative and the bonus ♦ is for one use only.

2 Nanobots → Impose the ⚡ Immunity State on the target.

3 Nanoscreen → Place a ♦ Nanoscreen obstacle in the HexaDome.

Nanoshield Allied characters in 0-2 may add a ♣ to their combat rolls.

Nanomage For normal actions Seneca may change any ♣ to a *

IMMUNITY V2

During the Actions Step of Seneca's Activation.

Until the end of the round, the ⚡ Immunity State grants following bonus for your characters:

Ignore the next wound or state imposed to your character as well as displace, place or move effects by enemies.

NANOSKIN V2

During the Actions Step of Seneca's Activation.

Impose the ⚡ Immunity State to all of your characters in the HexaDome

NANOSHIELD V2

During the Actions Step of Seneca's Activation.

Until the end of the round change the text of the Nanoshield skill to:

Allied characters may add ♣♣ to their combat rolls.

NANOSCREEN V2

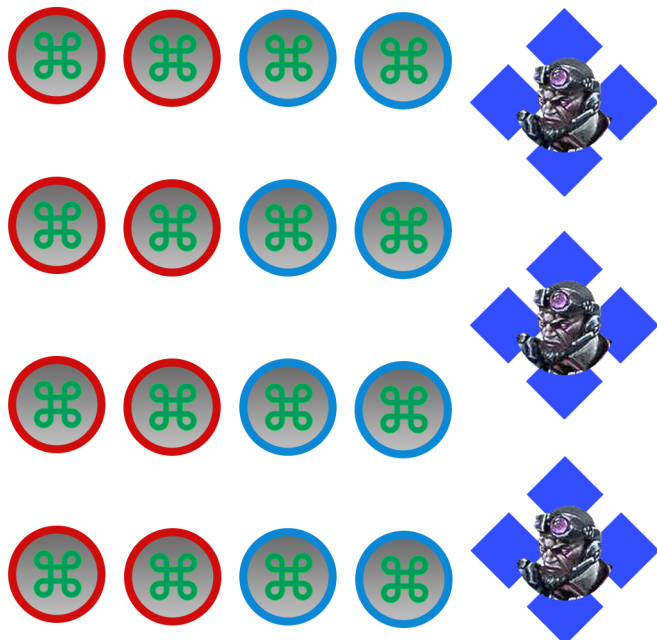
During the Actions Step of Seneca's Activation.

You may place up to 2 ♦ Nanoscreen obstacles in the HexaDome.

⚡ IMMUNITY STATE

Ignore the next wound or state imposed to the character.

The state is active on both sides.



♦ NANOSCREEN OBSTACLE

Counts as a normal minion and obstacle that gives ♣♣ cover and has following stats:

Movement 0
 Defense ♣♣
 Brawn -
 Agility -
 Hitpoints 1 ♦

This means you can destroy Nanoscreens.

You cannot place Nanoscreen obstacles adjacent to other minions and other Nanoscreen obstacles.