

STONEFIST

18PTS

BOSS, WARRIOR NATION, HUMAN, SPIRIT ANIMAL,
MOUNTED, SKY STALLION

Q6
L3
F6
G6
3
M6
A6

v3.04c

SONG OF THE STONE

BLAST, SPECIAL, STUN

FATAL

	RNG	PRC	ROA
 15"	-1	1	
 HAMMERHAND	-	0	1

HAMMERHAND

STUN

BRUTAL

STONEFIST

1 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

BUNKER: After Activation, provided this Unit does not make a Move Action and is not Hunkered, it gains +1 Grit and -1 Aim for the remainder of the Round. If this Unit Moves or becomes Hunkered it loses this Grit bonus and Aim Penalty.

SKY-LEAP: This Unit may make a Sky-Leap Special Action. Units making a Sky-Leap may be placed up to 7" from its position at the start of the Action. Ignore any terrain restrictions on the movement but the Unit must not end their Sky-Leap in Impassable terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

