

SKY STALLIONS

9PTS
PER MODEL

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



SKY STALLIONS

2-6 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

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.



v3.04c

SPIRIT BOW

ATTUNED

FATAL



RNG PRC ROA

20" -2 1

TOMAHAWK

THROWN

FATAL



- -1 1