

# GHOST WOLF

17PTS

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1 x

1


BOSS, WARRIOR NATION, HUMAN, CHIEF



Q5  
L3  
F7  
G6  
3  
M7  
A6

v3.04c

**SPIRIT BLADES**  
ATTUNED  
FATAL

	RNG	PRC	ROA
	1"	-1	2

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

**LARGESSE, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY,** (For more details see p.12 of the Rules)

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

**DANCES WITH WOLVES:** At the end of this Unit's Activation, a Friendly Unit of Hunting Wolves within 5" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

**INSPIRATIONAL:** Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

**RAPPORT:** Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

**TACTICAL BRILLIANCE:** This Unit gains +1 to Reserve Checks. Once per Round the unit, when Activated, may spend two Action Points to look at the top three cards from either their Adventure Deck or their Action Deck and replace them in any order on the top of that deck.

