

MOONSWIFT

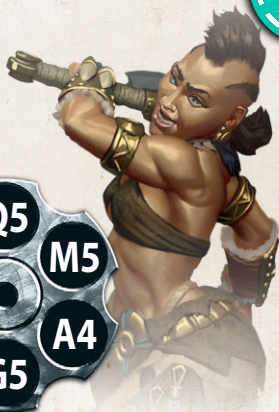
FACE, WARRIOR NATION, HUMAN

11PTS

**MOONSWIFT**

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v3.04c

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BOUNDING STRIKE: If this Unit wounds an enemy Model with a Strike Action, this Unit may be placed up to half its Quickness value from its current position.

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

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

SPIRIT AXES

ATTUNED

FATAL



RNG	PRC	ROA
-	-2	2

THROWING KNIVES

THROWN

-1 PIERCE



RNG	PRC	ROA
-	0	3

