

ALCON THE SKY SPIRIT

20PTS

BOSS, LEGENDARY, WARRIOR NATION, SPIRIT WALKER,
PEYASA, FLIGHT, MYTH

v3.04c

**CHETAN BOW**ATTUNED, BRUTAL
LETHAL 

RNG PRC ROA

20" -3 1

RAZOR CLAWSBRUTAL
LETHAL 

1" -1 3

ALCON THE SKY SPIRIT

1 x

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.**DEADEYED:** This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.**ELUSIVE:** Backstab Reactions against this Unit suffer a -4 penalty.**FLIGHT OR FIGHT: REACTION** - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impossible terrain or cause the Unit to be Engaged.**LONG SHOT:** This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.**SPIRIT AIM:** Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may adds +1 to its Aim unitl the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.**TREASURE HUNTER:** This Unit and Units with the MERCENARY Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.