

# GHOST WOLF

22PTS

BOSS, LEGENDARY, WARRIOR NATION, SPIRIT WALKER,  
CHIEF, MYTH, RAM



# GHOST WOLF

1 x

3

## THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

**BULLRUSH:** This Unit may Focus the Free Strike Action in a Charge Special Action for free.

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

**FAVOUR THE BOLD:** Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

**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.

**MONSTROUS:** If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

**QUICK STRIKE:** Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

**SURE FOOT:** The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.



v3.04c

### SPIRIT BLADES

ATTUNED

FATAL



RNG PRC ROA

1"

-1

2

### FANGED MAW

BRUTAL, TANGLE, REFINED

FATAL



-

-1

1

### RAZOR CLAWS

BRUTAL

LETHAL



1"

-1

3

