

GREAT THUNDERBIRD

16PTS

SUPPORT, LEGENDARY, WARRIOR NATION, SPIRIT
ANIMAL, MYTH, FLIGHT



GREAT THUNDERBIRD

1 x

4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

GALVANIC: The Stun and Disorder Qualities do not cause Attribute penalties to be suffered by this unit, though they still count as having the Condition.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

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

SHROUDED: Successful Aim Checks against this Unit must be re-rolled.

STORMBRINGER: SPECIAL ACTION - Immediately place a Hazard and Disorder Condition on a Unit within 10".

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.



v3.04c

LIGHTNING BOLTS

HAZARDOUS, STUN, BRUTAL, SPECIAL
FATAL

	RNG	PRC	ROA
10"	10"	-1	4
1"	1"	-1	3

RAZOR CLAWS

BRUTAL
LETHAL