

FIRE EAGLE

16PTS

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



FIRE EAGLE

1 x

4



Q3
L3
F6
G6
M4
A5
1
A5

v3.04c

FIERY TORRENT

HAZARDOUS, TORRENT
LETHAL



RNG	PRC	ROA
-	-1	1

RAZOR CLAW

BRUTAL
LETHAL



1"	-1	4
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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

DEATH FROM ABOVE: This Unit may end a Flight Special Action Engaged in combat. If it does so it may make an immediate Fight Special Action for 1 Action Point (regardless if it has already made this Special Action this Activation).

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.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

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.

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