

GREAT ELK

15PTS

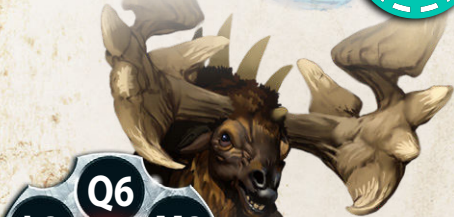
SUPPORT, LEGENDARY, WARRIOR NATION, SPIRIT
ANIMAL, MYTH, RAM



GREAT ELK

1 x

4



Q6
L3
F7
G6
M3
A5
1

v3.04c

IRIDESCENT BREATH

STUN, TORRENT
DISORDER



RNG PRC ROA

- -2 1

GNARLED ANTLERS

BRUTAL
LETHAL



1" -2 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

DEADLY RAM: This Unit wounds Models with a -2 penalty to their Grit (instead of the usual -1) when making Ram Actions.

DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

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.

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.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.

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