

WENDIGO

15PTS

SUPPORT, LEGENDARY, HEX, CARCOSA, WYLDBORNE,
RAM, MYTH, TAINTED



WENDIGO

1 x

4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see Special Rules on p.12 of the rules book)

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

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

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

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

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

WEIRDING: This Unit may allow a friendly Unit within 5" of this Unit to spend this Unit's Fortune as though it was their own.

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



v3.04c

WENDIGO REAPER

SPECIAL, HEAVY, SHRED
BRUTAL

	RNG	PRC	ROA
	15"	-2	4

NECROTIC BREATH

HAZARDOUS, TORRENT, SPECIAL
FATAL

	-	-1	1
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CRUEL HORNS

LETHAL, REFINED, SPECIAL
-2 PIERCE

	1"	0	1
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