**Stonefist**

**Common Rules**
- The unit consists of 1 model. This unit is Unique and can only be included once in the army.
- This unit has the following Common Rules: MELEE, SURE FOOT, UNTOUCHABLE, SAVING TARGET.

**Special Rules**
- **Spirit Aim:** The unit may choose to use their Mind Attribute in place of their Aim Attribute. Aim Checks made using the Mind Attribute do not suffer Obscured penalties (but the target still gains a bonus to their Hide Check as normal).
- **Running:** After activation, provided the model does not make a Move Action, it gains +2 to Hit for the remainder of the turn.
- **Berserker:** This unit may replace its MELEE Test for a Boss Thrust +4 points. It no longer counts as a boss unit and gains +1 to Hit and the Berserker Common Rule. As a Boss it may take a Action Pose as normal. If it takes a Theme Pose for it, then this unit may take its Theme Pose instead.

**Ghost Wolf**

**Common Rules**
- The unit consists of 1 model. This unit is Unique and can only be included once in the army.
- This unit has the following Common Rules: MELEE, THE QUICK AND THE DEAD, LANGUAGE, UNTOUCHABLE, SURE FOOT, SAVING TARGET.

**Special Rules**
- **Inspirational:** Any friendly unit including this unit within 6" may re-roll a single die roll in their Activation.
- **Looting:** Once per Activation, if this unit wipes out the last model in an enemy unit with a Skirmish Action this unit gains +1 Fortune Chip (even if they do not have a Fortune value).
- **Command Master:** The unit may make a second Strike Action in an Activation for one Action Point: the plus the usual +1 to Hit +2 Hit. The Combat Action still costs two Action Points as normal.
- **Furious:** This unit can Focus Move Actions for an additional cost.

**Small Spirit Totem**

**Common Rules**
- The unit consists of 1 model. This unit is Unique and can only be included once in the army.
- This unit has the following Common Rules: MELEE, THE QUICK AND THE DEAD, LANGUAGE, UNTOUCHABLE, SURE FOOT, SAVING TARGET.

**Special Rules**
- **Portal Model:** This unit counts as a Portal model for the purposes of Portal Manipulation.
- **Dispersed Deployment:** This unit cannot be placed into Reserve. After standard deployment but before any Trialblazer units have deployed, starting with Player 1, each player must take it in turns to place a unit with the Dispersed Deployment rule onto the Play Area. Units must be placed at least 6" apart from another unit and 6" away from any edge of the Play Area and must be placed outside of the deployment zones.
**Plains Stalkers**

**Common Rules**

UNIT: This unit consists of 3-6 models. The minimum unit size is 3 which costs 150 points. You may add up to 3 further models for 35 points each. This unit has the following Common Rules: SKIRMISHERS & TRAILFINDER.

**Special Rules**

EXPERIENCED UNIT: A model in the unit may replace a Ranged Weapon with a firearm from the special issue section of their Faction Armory at the indicated points cost. If the unit size at maximum unit size, a second model may then replace a Ranged Weapon with a firearm from the special issue section of their Faction Armory at the indicated points cost.

CHILDREN OF THE GREAT SPIRIT: The unit may ignore Roller Checks and ignores the penalty for Unseen Ground. The unit may not be included in Posse with TINTED or AUTOMANIA units.

**White Buffalo**

**Common Rules**

UNIT: This unit consists of 1 model. This unit is Unique and can only be included once in the army. This unit has the following Common Rules: MIGHTY, THE QUICK AND THE DEAD, TARGET PRIORITY: TRAILBLAZER & RUSH FOOT.

**Special Rules**

COMBAT MASTER: The unit may make a second Stike Action in an Activation for one Action Point each, rather than the usual. A third or fourth Combat Action still costs two Action Points as normal.

**Hawkeye**

**Common Rules**

UNIT: This unit consists of 1 model. This unit is Unique and can only be included once in the army. This unit has the following Common Rules: MIGHTY, THE QUICK AND THE DEAD, TARGET PRIORITY: CATCHER, TEARAWAY & RUSH FOOT.

**Special Rules**

GUN DOWN: The unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this unit does not hit a friendly Engaged unit on a Critical Fail when making a Shoot Action against an Engaged enemy.

SPIRIT AIM: The unit may choose to use their Mind Attribute in place of their Aim Attribute. Aim Checks made using the Mind Attribute do not suffer Obscured penalties (but the target still gains a bonus to their Def Check as normal).

FORWARD ECHOES: As long as this unit is within 10” of two or more friendly units (including models and Factions), this unit and the friendly units gain +1 Grit.

TROOPER: This unit’s army may always include an additional BOOZE TRAP. Strategic unit for the appropriate points cost. Furthermore, this unit ignores the Targeting Deduction rule.

DIVING BREATH: Should this unit be destroyed it can make a free Combat Action before being removed from the Play Area.

**The Apache Kid**

**Common Rules**

UNIT: This unit consists of 1 model. This unit is Unique and can only be included once in the army. This unit has the following Common Rules: MIGHTY, THE QUICK AND THE DEAD, TARGET PRIORITY: SLIM FOOT & RUSH FOOT.

**Special Rules**

SPIRIT AIM: The unit may choose to use their Mind Attribute in place of their Aim Attribute. Aim Checks made using the Mind Attribute do not suffer Obscured penalties (but the target still gains a bonus to their Def Check as normal).

FORWARD ECHOES: As long as this unit is within 10” of two or more friendly units (including models and Factions), this unit and the friendly units gain +1 Grit.

TROOPER: This unit’s army may always include an additional BOOZE TRAP. Strategic unit for the appropriate points cost. Furthermore, this unit ignores the Targeting Deduction rule.

DIVING BREATH: Should this unit be destroyed it can make a free Combat Action before being removed from the Play Area.
Raging Bear
Boss, Legendary, Warrior Nation, Beast, Male, Spirit Warriors

**Common Rules**
UNIT: This unit consists of 1 model. The unit is unique and can only be included once in the army.
This unit has the following Common Rules: METTLE, TOUGH, LARGE SIZE, TARGET PRIORITY, TRANSFERRABLE.

**Special Rules**
COMBAT MASTER: The unit may make a second Strike Action in an Activation for one Action Point rather than the usual . A third or fourth Combat Action still costs two Action Points as normal.
FRENZY: For each Critical Success this model或多或少 during a Fight Check, this model may make a Free Strike Action. This Free Strike Action is still subject to Frenzy.
BLUDGEONING: Once per Action, if this unit wipes out the last model in an enemy unit with a Strike Action this unit gains +1 Fortune Chip even if they do not have a Fortune Chip.

Kaga Brothers
Support, Warrior Nation, Human, Male

**Common Rules**
UNIT: This unit consists of 3-6 models. The minimum unit size is 3 units which costs 15 points, you may add up to 3 further models for 45 points each. This unit has the following Common Rules: SKIRMISHERS

**Special Rules**
SPECIAL ISSUE: Any model in this unit may replace a Bladed Weapon with a weapon from the Special Issue section of their Faction Army at the cost of 5 points.
CHILD OF THE GREAT SPIRIT: The unit may ignore Shock Checks and ignores the penalty for Unknown Terrain. The unit may not be included in Posse with TAINTED or MARKED units.
KAGA BROTHERHOOD: Models in this unit gain +1 Skill while in base contact with (or mounted on) another friendly model with this rule. This unit may re-roll Shock Checks to hold their nerve for Give Ten Hell Reactions. This unit may re-roll failed Shock Checks. Units with this rule may not transport units without this rule.

Walks Looking
Bos, Warrior Nation, Human, Female

**Common Rules**
UNIT: This unit consists of 1 model. The unit is unique and can only be included once in the army.
This unit has the following Common Rules: METTLE, THE QUICK AND THE DEAD, LARGE SIZE, TARGET PRIORITY, TRANSFERRABLE.

**Special Rules**
COMBAT MASTER: The unit may make a second Strike Action in an Activation for one Action Point rather than the usual . A third or fourth Combat Action still costs two Action Points as normal.
SOUL STORM: This unit cannot be made to re-roll successful Aim or Fight Checks in Combat Actions.
FORTIFICATE: During this unit’s Activation, spend an Action Point to nominate a friendly unit in Line of Sight within 12. That nominated unit gains +1 modifier to their Initiative this turn.

Longtree
Face, Outlaws, Hell, Warrior Nation, Human, Male, Mercenary, Dark Nation

**Common Rules**
UNIT: This unit consists of 1 model. The unit is unique and can only be included once in the army.
This unit has the following Common Rules: METTLE, THE QUICK AND THE DEAD, LARGE SIZE, TARGET PRIORITY

**Special Rules**
SAVAGE: Any friendly unit (excluding this unit) within 13 gains the Tough common rule. Savage has no effect on MACHINE, ARTIFACT or STRUCTURE units.
SAWYER: Once per turn, when Activated, the unit may spend two Action Points to activate a friendly model to select and examine a random card in their opponent’s Hand of Adventure cards. The chosen card must be discarded and a new one drawn to replace it.
ENERATE: For one Action Point this unit may select as many enemy in Line of Sight within 12. The target unit must make a Fear Check. If the check fails, the selected unit immediately loses +5 Fortune Chips.
MARKED: The unit ignores the Disorder effects of the Smokin’ man weapon quality.