**Beast**

Beasts: Generally wild, large, furry, pointy or just dangerous

Dependent Beasts: Require a Handler, without which they will dissipate

Wild: Beasts are considered “Wild” and must move towards the closest enemy every turn and proceed to charge if possible.

Beasts very generally do not have the proper mind-set to work machines / technology and are not normally granted such luxuries. Exceptions being independent characters or, possibly, squad leaders.

Beast Movement: Up to 5” non-combat.

Beast Charge: Up to 10” into combat.

Dependent Beasts may be “let off the leash” for combat moves.

“Let off the Leash”: A dependent beast may make a combat move without the rest of its squad. This means, if the dependent beast lives, it does combat on its own for the owner’s turn and the opponent’s following turn until the owner’s following turn where the rest of the squad must be move into coherency with the Dependent Beast and / or combat, whether or not the beast is alive, with the previously charged squad. The squad the dependent beast belonged to is not allowed to move or fire on the turn after the Dependent Beasts are “Let off the Leash” unless the enemy is killed, except to rally on the Dependent Beast(s).