



6
COST

MOUNTED GUARD

5
DF

7
SP

5
WP

3
SZ



Minion (2), Living • Guard

Cumbersome: This model may not scale terrain.

☞ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

Unimpeded: This model is unaffected by severe and hazardous terrain.

MOUNTED GUARD

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Trample Underfoot	☞1"	5	Df	-	2

Target gains an **Injured** token.

☞ **Rear Up:** Once per activation. Deal 1 damage to enemy models within (X)2" of this model.

☞ **Reposition:** Move this model up to 3".

	Rg	Skl	Rst	TN	Dmg
Peacebringer	☞12"	5	Df	-	2

☞ **Reposition:** Move this model up to 3".

☞ **Maim:** Target gains an **Injured** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
↓ At a Gallop	-	0	-	6	-

Move this model up to its **Sp**.

☞ **I Can Dig It:** Make a Scheme marker in base contact with this model.