



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.