

 6
COST

MOUNTED GUARD

5
DF7
SP5
WP3
SZ

Minion (2), Living • Guard

**Cumbbersome:** 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
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Target gains an **Injured** token.

¶ **Rear Up:** Once per activation. Deal 1 damage to enemy models within 12" of this model.

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

Peacebringer	12"	5	Df	-	2
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¶ **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	-
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Move this model up to its **Sp.**

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