

QILIN 56

Sp	Df	Wp	Ar
9	5	5	7

Pass Through: Fireteams in this unit may move through other Fireteams.

Horned Charge (5 v Df | 2"): Strength 3, or Strength 4 on the Rush Order.

Pure Light: This Fireteam gains two Inspired Tokens.

Fireteam (120mm | 3x50mm), Squad (2)

QILIN

Sp	Df	Wp	Ar
10	5	5	7

Pass Through: Fireteams in this unit may move through other Fireteams.

Pull and Drag: After a Fireteam in this unit moves, one enemy Fireteam it moved through must pass a TN 15 **Sp** duel or be moved towards it up to a number of inches equal to the difference in their duel total and the TN.

Noble Creature: Fireteams in this unit may take a Action instead of a Action when given a Rush Order.

Horned Charge (6 v Df | 2"): Strength 3, or Strength 4 on the Rush Order.

Frighten: Target gains a Shaken Token.

Pure Light: This Fireteam gains two Inspired Tokens.

Fireteam (120mm | 3x50mm), Squad (2)