

## JACKALOPES



2

1

75

3

4

3

2

3

1

LIFE



## JACKALOPES - SPECIAL RULES

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**SAVAGE ATTACKS**

Savage Attack - Pointy Antlers 4 1

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**VITAL INFO**  
 Animal Minion Team, 3 Models - Jackalopes may move and attack as a small group instead of individually. When attacking, select the closest Jackalope to initiate the attack, and all others within range will add a bonus of +1 D6 to hit and +1 Strength for each Jackalope able to hit the enemy.

**FACTION - BEASTS**  
 Tooth & Claw - When unarmed, Beasts are considered to be fighting with two light 1-handed melee weapons, giving them a bonus of +1D6 to hit in melee combat, unless they are fighting with a 2-handed melee weapon instead.

**SKILLS**  
 Jumpy - Not slowed when moving over obstacles or through windows.  
 Ranger - Treat outdoor Area Terrain as open ground while moving.

**SAVAGE ATTACK RULES**  
 Pointy Antlers - Treat as Light 2-Handed Melee.

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