

## Wolf Spirit Guard 31pt

A miniature with the Guard skill protects all friendly miniatures of Size 2 or smaller within 2 inches of itself. When a "guarded" miniature is the target of a ranged attack, an alchemical formula, a charge or an engagement, the guard can switch place with the guarded miniature. No reaction can be made when this skill is activated. This skill has no effect if the guard himself is targeted by the same action as the miniature it is guarding (in the case of an alchemical formula, for example). It also has no effect if an enemy miniature is in the guard's combat range. The use of this skill is declared after all the effects of an action have been announced (such as any enhancements for an alchemical formula, for example).

A miniature with this skill can change its CC to "Inactive" after both opponents have revealed their CC. If the previous CC selected would have required AP expenditure, that AP is not spent.

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