

# STEPIE TRIBES

## NOBLES

### Activation

Activate a unit of Hearthguards or a Warlord.

## FREE MEN

### Activation

Activate a unit of Warriors.

## SLAVES

### Activation

Activate a unit of Levies.

## THE STEPPES

### Melee/Reaction

May only be used only if your unit does not have FATIGUE and was engaged in melee.

The melee immediately ends. Your unit takes two FATIGUE and makes a disengagement move of L. For this movement, the table edges do not count as impassable terrain, and if your unit moves off-table it counts as eliminated.

## DEADLY PLAINS

### Orders

Until start of your next turn, all your mounted units gain 3 Attack dice during step 2 of any shooting but only generate half their normal number of Attack dice during any melee.


## EMPTYING THE QUIVERS

### Shooting

Your unit may re roll once any Attack die that fails to hit. The target unit must re roll once any Defence die that successfully cancels a hit. All models in your unit are eliminated.

## THE ARROW KNOWS THE WAY

### Shooting

If you discard one FATIGUE from the target unit, during step 3, all its Defence dice with a result of 4 (after modifiers) are considered as failures. If a  was discarded, target takes one FATIGUE at the end of the shooting.

## RED SKIES

### Shooting

Choose a number between 1 and 6. Any Attack or Defence die of the chosen value (after modifiers) will count as a failure for both the shooting unit and the target.

## STEPPE PEOPLE

### Orders

Roll a number of extra Saga Dice equal to your current number of Warriors units.

## KHAN

### Activation

Activate for a shooting all your levy units that are within M of your Warlord. Each of these units gains three extra Attack dice during step 2 of these shootings.

## DIE BY THE BOW

### Activation/Reaction

May only be used only after an enemy unit has been activated for a movement and before it has been moved. Activate for a shooting all your levy units, targeting only the activated unit. If it suffers at least one casualty, reduce its movement (from L to M, M to S and S to VS).

## GALLOPING GHOSTS

### Shooting

If the target unit cannot draw a line of sight to any table edge (ignoring all terrain features and friendly units), its Armour is reduced by 2.

## BLACK ARROWS

### Melee/Reaction

May only be used once during each melee and only if you are defender. Resolve a shooting against one of the enemy units that your unit is engaged with.

## WILD CATS

### Activation

Designate one of your units that is more than M from any enemy model and has all its models within S of any table edge. Redeploy this unit anywhere on the table (with all its models S of any table edge but more than M from any enemy model). This unit takes one FATIGUE.

## THE DARKEST HOUR

### Activation

Activate all units in your command for a shooting that will not generate any FATIGUE. During step 2 of these shootings, each unit will gain a number of Attack dice equal to half those it generated.