

CARCOSA REX

22PTS

BOSS, LEGENDARY, HEX, CARCOSA, MYTH, TAINTED



CARCOSA REX

1 x

3



v3.04c

"NIGHTBRINGER"

LINKED, BRUTAL, REFINED
FATAL

HEAVY TRIBAL AXE

BRUTAL
FATAL

RNG PRC ROA



13"

-2

2



1"

-2

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

COUNTER INTELLIGENCE: For each Unit in the Force that has this rule, once both sides have deployed but before any Trailfinder moves have been made, the players take it in Rounds (in initiative order) to redeploy a single Unit within their Deployment Zone if they wish. Each additional instance of Counter Intelligence in a Force allows an additional Unit to be redeployed. Each Unit may only be redeployed once.

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

INDOMITABLE: Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been are applied to it at that time. If failed, the Condition remains as normal.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

PRIMAL URGE: At the end of this Unit's Activation, a single CARCOSA Unit within 7" of this Unit may immediately Activate provided it has not yet Activated this round. The Unit gains +1 Limit for the Activation. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

