


LOREN**14PTS**FACE, LEGENDARY, HEX, NUCKALAVEE, WYLDBORNE,
RAM, MYTH, TAINTED**LOREN**

1 x

2



v3.04c

NUCKALAVEE JAVELINTHROWN
BRUTAL **FANGED MAW**BRUTAL, TANGLE, REFINED
FATAL 

RNG PRC ROA

1" -3 1

- -1 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY,** (For more details see p.12 of the Rules)**BULLRUSH:** This Unit may Focus the Free Strike Action in a Charge Special Action for free.**COMPEL: SPECIAL ACTION** - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models 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 the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.**DEADLY RAM:** This Unit wounds Models with a -2 penalty to their Grit (instead of the usual -1) when making Ram Actions.**DECAPITATE:** When a Size 1,2 or 3 Model is hit by an Action made by this Unit, the hit becomes Lethal. If the hit is already Lethal it becomes Brutal as well. MACHINE, SPIRIT or STRUCTURE Units are unaffected by Decapitate.**FORM UP ON ME:** After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation.**SPECIAL ACTION** - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.**MOVING TARGET:** Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.**NUCKALAVEE:** This Unit critically passes the Quick check when making a Move Action within 10" of a Booby Trap Marker or when making a Jump Action Climb. **SPECIAL ACTION** - This Unit may remove a Portal Marker or Booby Trap Marker within 12" of it.