

RAGING BEAR

19PTS

BOSS, LEGENDARY, WARRIOR NATION, SPIRIT WALKER,
MAKWA, MYTH



RAGING BEAR

1 x

3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE: (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.

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINED units.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

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

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.



v3.04c

FRENZIED ATTACK

SPECIAL, BRUTAL

LETHAL 

	RNG	PRC	ROA
FRENZIED ATTACK	-	-3	1

RAZOR CLAWS

BRUTAL

LETHAL 

RAZOR CLAWS	1"	-1	3
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'ROAR OF THE MAKWA'

ATTUNED, TORRENT, SPECIAL

BRUTAL 

'ROAR OF THE MAKWA'	-	-2	1
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