

MAKARA**22PTS**BOSS, LEGENDARY, ORDER, SULTANATE, COR CAROLI,
PROCYON**MAKARA**

1 x

25



v3.04c

GLADION LANCE (MELEE)REFINED
FATAL

	RNG	PRC	ROA
	1"	-3	2

GLADION LANCE (UNLEASHED)REFINED, TORRENT
FATAL

	RNG	PRC	ROA
	-	-2	1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**LARGESSE, METTLE:** (For more details see p.12 of the Rules)**BLESSINGS OF THE ALLSHARD: REACTION** - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.**BULLRUSH:** This Unit may Focus the Free Strike Action in a Charge Special Action for free.**DYING BREATH:** Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.**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.**IMMUNE TO PAIN:** The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.**NIMBLE:** Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.**PARRY: REACTION** - After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.