

LOKESS**15PTS**FACE, LEGENDARY, HEX, CARCOSA, RAM, MYTH,
TAINTED**LOKESS**

1 x

3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:**TEAMWORK, METTLE,** (For more details see p.12 of the Rules)**BRACED:** During its activation, this Unit may spend a point of fortune to ignore the SPECIAL Quality on one of its ranged weapons for a single Action.**BULLRUSH:** This Unit may Focus the Free Strike Action in a Charge Special Action for free.**DEATH-DEALER:** When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.**DURABLE:** This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.**FRENZY:** For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.**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 applied to it at that time. If failed, the Condition remains as normal.**MONSTROUS:** If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

v3.04c

URSUN REPEATERLINKED, SPECIAL
BRUTAL

	RNG	PRC	ROA
	15"	-1	3

HEAVY TRIBAL AXEBRUTAL
FATAL

	1"	-2	1
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