

LUCRETIA & TITUBA

21PTS

BOSS, LEGENDARY, HEX, MUTATION, HUMAN, HEX
BEAST, RAM, TAINTED



LUCRETIA & TITUBA

1 x **3**

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

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.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

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

PROFANE NEST: When this Unit is deployed, place a Hexalith Unit within 3" of this Unit. This Hexalith Unit has no cost and is in addition to any other Hexaliths provided by other rules.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.



v3.04c

	RNG	PRC	ROA
HEX BOLT SHRED, REFINED LETHAL	10"	-1	3
SHADOW VORTEXS SPECIAL, LETHAL, BLAST, CLOSE WORK FATAL	8"	-2	2
FRENZIED ATTACK SPECIAL, BRUTAL LETHAL	-	-3	1
HAMMERHAND STUN BRUTAL	-	0	1

