

# TARASCUS



## TITANIC ABILITIES

**Sweep:** The player designates an enemy unit in contact with the titan. Each fighter in the designated unit undergoes a Strength test with an Action Value of 6. Fighters closest to the Titan are eliminated first.

**Roar:** Each enemy unit within 15 cm of the titan undergoes a Courage test of which the difficulty is the Fear value of the titan. If a unit fails the test, it is routed.



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20	0	24	9
			
4	7	24	
			
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## COMPOSITION OF A UNIT

**Category:** Titan

**Number:** 1

**Equipment:** None

**Special Fighters:** None

**Reach:** A fighter with Reach can attack enemies he is in contact with and those within 3 cm of him.

## ABILITIES

**Charging strength:** When the fighter performs a successful charge, the fighter adds his Attack to his Strength on hand-to-hand Strength tests

**Implacable:** after performing an assault, the fighters still in contact with enemies resolve a new combat. They no longer get the bonus for charging. This ability can only be used once per round.

## COST OF A TARASCUS UNIT

Composition	Standard (1)	Extra Fighter
Standard	1775	+1775

(1): 1 Tarascus