

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Colossal	3	5	16	10	8	8	8	17	4	8	18



Classes

Creature. Creatures have no particular abilities connected to their Class. However, some Quests may have rules that add a specific Effect to the Creature Class.

Berserker. Once per turn, if Berserkers would suffer one or more Wounds as a consequence of Damage Roll(s), they may perform a T roll for every Wound they would suffer. If a roll is successful, the corresponding damage is prevented.

Traits

Affinity (Profane). A model with this Trait can cast (Profane) Spells. (For example: Profane = fire, water, profane, etc.)

Demon. When this model deals a Wound to a model, that model must perform a M roll. If failed, the wounded model becomes**Panicked** (State) until the end of the turn. If this model scores a Critical Hit, the hit model automatically becomes **Panicked** (State) until the end of the turn. This model's Attack receives +4 Modifier when it is declared against a model in the Panicked State. This trait does not work against models with this Trait.

Survival (Difficult Environment). This model is not affected by the Difficult Environment.

Unstoppable. If the target of an Attack Action is smaller than this model, Confrontation among these models does not occur for that Attack Action. Successful Attack Rolls from one model do not block the other's.

Skills

Regeneration II. During its Strategic phase, this model may regain 2 HP and cancel the Bleeding, Weakened and Crippled States.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Smash and Trash	1	Weapo n	T	2	2	—	Sweep I, Advantage Medium, Large
Chrushing Maw	1	Weapo n	T	0	1	—	Cleave, Crippling
Quaking Smash	1	Weapo n	T	2	1	—	Knockback 1, Knockdown, Sweep II

Glossary

Advantage Medium, Large. —

Cleave. On a successful hit, the attack also hits all models in base contact with the target.

Crippling. On hit, the target gains the Crippled State (SPD halved until it regains HP).

Knockback 1. On hit, the target is pushed directly away from the attacker by 1 inch.

Knockdown. On hit, the target is knocked to the ground and gains the Crouched State.

Sweep I. The attack hits all models within reach in a 180° arc (Level I).

Sweep II. The attack hits all models within reach in a 360° arc (Level II).

Cost: 40 Limit: 1