Lupus Rex *· Coalition of Thenion · Neutral · Eldfall Chronicles*



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Huge	—	9	—	+3	—	—	—	+2	-2	+1	—

Classes

Mount. This class indicates that this model can be mounted (ridden by a Rider). The Rider can be any model with this Mount's name on its Profile. See Mounts - Advanced Rules for details.

Traits

Vigilance. This model is immune to the Surprise Attack Trait. This model's Front arc extends to 360°. This model does not have a Back arc.

Acute Senses. A model with this trait may perform the Perceive and Uncover Actions with its AG instead of INT. The model's Awareness is increased by 3 inches. When performing a Dodge without LoS, its AG is not halved.

Skills

Hit and Retreat. During its Movement step, this model may cancel the Engaged state without any roll required. If it declares an Attack in its Activation, it may perform Walk during the end of Resolution step.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Bite & Claws	1	Weapon	13	0	2	—	—

Glossary

Engaged. During the movement step when in the Active role, an Engaged activated model may only declare Idle or Walk. However, if it declares Walk, it can only move directly towards the enemy model that is causing the Engaged state. If a model is Engaged by more than one model, it must choose one of the enemy models causing the Engaged state when declaring the Walk action and it must move directly towards that enemy model. While Engaged, a model may declare only Melee Attack, Assist (targeting itself) or Dodge. A model ceases to be Engaged when it leaves the melee weapon reach of the enemy model, Disengages with a Dodge, or by rendering the enemy model into the Incapacitated, Petrified, Crouched or Dead state. While a model is Engaged, it automatically has LoS to all enemy models that are causing it to be Engaged, but cannot react against models outside of its Awareness.