

Colossus, Tier IV

· Neutral · Eldfall Chronicles

Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Colossal	3	4	14	14	8	8	6	17	10	6	20

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.

Traits

Construct. This model cannot be affected by the following Traits: Surprise Attack, Stagger, Vampirism, Mindgame and Burn. It cannot be affected by the Charm Skill or Toxic Environment. It cannot enter Panicked, Bleeding, Poisoned, Weakened and Confused States. Spells or Abilities that allow the attacker to regain HP when it deals a Wound to a model cannot affect this model. It cannot regain HP from Spells or Skills without the Earth Element. If the model's HP reaches 0, it is removed from the field.

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

Trample. When this model declares Run Special Movement, it can move through any model of a smaller Size. When it moves through or touches another model's Hitbox in such a way, that model suffers a Hit with the Knockdown Trait and PW equal to the T of this model. (Note: the Reacting model can avoid receiving a Hit with a successful Dodge.)

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.

Intimidating. Models in the Panicked state with LoS towards this model suffer -6 M

Skills

Taunt. When this model performs a Movement, it may force enemy models with LoS to this model or within whose awareness this model enters, to perform an INT roll. Every enemy that fails needs to declare a Reaction.

Inventory

Inventory space: 2

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
Hack & Thrash	1	Weapon	T	1	2	—	Sweep I; Knockdown; Cleave.

Glossary

- Bleeding.** A model in this state must perform a Toughness roll in its every Strategic phase. A failed roll causes the model to suffer a Wound.
- Cleave.** If a model suffers at least one Wound with this Trait, it automatically suffers another Wound.
- Confused.** A model in this state has halved Offense, Defense, Accuracy, Intellect, Agility and Morale.
- Knockdown.** A model that suffers a Hit with this Trait becomes Crouched (State). This trait does not affect models two or more Sizes larger than the attacker.
- Panicked.** On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence. If it starts its turn Engaged it will declare Idle and Dodge. If the Movement of the model in this State would end past the edge of the field, the model is removed from play and counts as a loss. If the model fails the roll in its Reactive Role, it can only declare Dodge towards the edge of the field or Nothing as its Reaction.
- Poisoned.** A model in this state must perform a Toughness roll with a -6 modifier in its every Strategic phase. A failed roll causes the model to suffer a Wound.
- Sweep.** On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.
- Weakened.** A model in this state has halved Toughness, and -1 Stamina.