

# Tornit



Colossius

BRTT001

# Tornit



Def.

Counter

C9

D3

S7

M3

A3

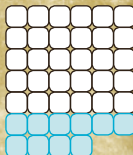
5

Dodge

AP



HP



**Weapon:** Trunk / 3 AP / 1D10 damage on each opponent within his zone of control. No CF when handling the trunk

**Thrusts:** Bat blow / 4 AP / C + D10 damage.

The victim is thrown away within the direction and of the distance of the damage die.

**Terror** / 2 AP, the opponent must immediately do a Morale roll.

**Big Foot:** when stamping the adjacent targets undergo the same amount of damage as the initial target.

**Cold Aura:** all non Thuleans within his zone of control loose 1 AP at the beginning of their activation.