



**Avalonian Colossus**




4/6/10

**Size 3**  
**Tough/2**  
**Expert (Brutal)**  
**Fearsome (15)**  
**Stubborn**



**Avalonian Colossus (1)**

**Stubborn**  
The Avalonian Colossus cannot be the target of friendly special skills and formulas.

**Tough/2**  
A Tough miniature has a particular build or some other protection that allows it to withstand even the most powerful blows. When this miniature is subject to damage in Close Combat or ranged attack, the amount of Damage is reduced by (2) to a minimum of 1 point. This skill has no effect on damage inflicted without a dice roll.

**Fearsome (15)**  
A miniature charged (or engaged) by The Colossus or trying to charge (or engage) the Colossus must first make a Mind attribute roll against a complexity level of 15. If the roll is failed, the miniature must add 1 Penalty die to all its combat rolls for as long as it is in Close Combat with the Fearsome miniature. This roll must be made every time a miniature is charged or tries to charge a Fearsome opponent. The effects of this skill are cumulative.



**55pt**