

Warriors of Malal v.0.7

Warband Special Rules

Bringer of the Void

Warriors with this rule may re-roll natural 6s when taking fear tests (*but not panic tests*).

Cloven Hoofs

Warriors with this rule may re-roll failed Jump Down tests.

Primal Fury

Warriors with this rule *hate* all enemies in the first round of each close combat. (*i.e. all of their close combat attacks have +1 to hit.*)

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Brayherd Skills

When henchmen are promoted to heroes, only warriors whose race is Gor or Ungor may choose Brayherd skills as one of their three skill lists.

Attain Mark (10gc)

Each warrior with this rule may acquire the 'Mark of Malal' skill for 10gc per warrior. Each warrior has the opportunity to attain his mark when first hired, as well as between each battle.

The Number of Anarchy (11)

Whenever this warrior rolls 11 for one of his spellcasting rolls, choose an enemy Wizard within 36": This warrior and the enemy Wizard each lose one spell (*both chosen by you*). Then each party gains the spell the other just lost.

- Does *not* require line of sight.
- Any active instances of 'Remains in Play' spells that were just swapped are ended.
- This rule has no effect if there are no enemy Wizards within 36" of this warrior.
- Only Power Dice are counted when determining whether a spellcasting roll equalled 11. Modifiers from skills, items, etc. are not.

Warband Special Equipment

Blight Arrows 5gc

Special Equipment: All of wielder's shots with any kind of Bow are *poisonous*. If wielder also has other special arrows (*such as Hunting Arrows*), he must choose which arrows to use at the *start* of each Shooting phase. Blight Arrows last entire campaign. May be given to Henchmen.

Can only be carried by Ungors.

Gifts of Malal

Mark of Malal

Warrior's attacks (*both shooting and close combat, but not his spells*) are Armour Piercing (1). (*Stacks with other Armour Piercing effects he may have.*)

Locus of Decimation

Warrior has +1 Strength on Free Hack attacks and may re-roll Free Hack attacks that failed to wound.

Vengeance

Warriors *hates* all enemies in the first round of each close combat. (*I.e. all of his close combat attacks have +1 to hit.*)

Insanity Whispers

Warrior causes *fear*. (*No effect if he already causes fear.*)

Oblivion Aura

Enemies that take fear and panic tests within 1" of this warrior must re-roll dice rolls of 1. No effect vs. Undead and Daemons.

Obliterating Rage

Warrior may re-roll his first natural 1 'to wound' in each close combat phase (*including opponent's*).

Nothing Besides the Void

Warrior gains an additional +1 XP in each post-battle sequence where he survived one or more rolls on the Campaign Injuries chart (*i.e. he cannot gain more than 1 XP per post-battle sequence from this skill*).

Mutation

Warrior gains one skill of your choice from the Mutations skill list, even if he does not normally have access to that list. (*Skills can only be taken once unless otherwise noted, i.e. it is not possible to obtain more than one Mutation through this skill.*)

Parasitic Psyche (Wizards Only)

Must be a Wizard to choose this skill. Whenever warrior is deployed before a battle, roll a D3:

- (1) Warrior knows one random spell from the Lore of Nurgle this battle.
- (2) Warrior knows one random spell from the Lore of Tzeentch this battle.
- (3) Warrior knows one random spell from the lore of Slaanesh this battle.

Warband Special Equipment

Sickle of Ruin 15gc

Close Combat Weapon: Axe: Is exactly the same as an Axe, but with the following addition:

Predation (+2 I): Attacks with this weapon have +2 Initiative to strike order vs. enemies that are down to 2 Wounds or less.

Parascythe 20gc

Close Combat Weapon: Great Axe: Is exactly the same as a Great Axe, but with the following addition:

Reaping Strike: Attacks with thus weapon have a -1 modifier to the enemy's Ward and Regeneration saves.

Parasite Armour 30gc

Suit of Heavy Armour: Is affected by anything that affects Heavy Armour but is a separate proficiency from normal Heavy Armour.

Armour Save: 5+

Wearer gains 'Scaly Skin (6+).'

Initiative Penalty: Wearer suffers -1 Initiative.

Arcane: Does not prevent wearer from casting spells.

Drain Wearer: At the end of any power phase where wearer's 'Scaly Skin' save was restored to its full AS value after having been Sundered, wearer suffers -1 to a random characteristic for the rest of the battle, down to a minimum of 1. Which characteristic is determined by rolling a D3:

- (1) WS (2) BS (3) Initiative

Leech Pendant 10gc

Special Equipment: Whenever warrior is deployed before a battle, roll a D6:

- (1) Warrior gains the 'Locus of Slaughter' skill from the Gifts of Khorne skill list.
- (2) Warrior gains the 'Locus of Filth' skill from the Gifts of Nurgle skill list.
- (3) Warrior gains the 'Locus of Change' skill from the Gifts of Tzeentch skill list.
- (4) Warriors gains the 'Locus of Grace' skill from the Gifts of Slaanesh skill list.
- (5) Warrior gains the 'Spectral' rule this battle.
- (6) Choose which.

(*Spectral: Warriors with this rule may move through walls and other solid objects (but not other warriors). No effect on jumping or climbing. Cannot hide or capture scenario objectives.*)

Lore of Malal

Sig.: Unmaker of the Mind D7+ / D9+

The sorcerer uses the dark power of the void to rend his foe's mind asunder.

Range: 18"

Effect: D3 Strength 3 hits that ignore armour saves.

Augment (D9+): +6" range and if target is a wizard or priest, he also loses 1 random spell or prayer for the rest of the battle. *(This may be his signature spell or prayer.)*

1 Spite D7+

The sorcerer knows that to please Malal he must be willing to harm both himself and others.

Range: 6" or caster. Can only target friendly warriors.

Effect: Target suffers a Wound with no saves of any kind allowed and gains +1 Attack and +2 Initiative, and +1 to hit in close combat. In addition, he also becomes immune to fear and panic.

Remains in Play.

2 Vortex of Annihilation D9+ / D14+

A whirlwind of black and white skulls tears across the battlefield, devouring everything in its path.

Range: Draw a line 12" long, 2" wide, 2" tall.

Effect: All warriors (*friend or foe*) in the line of fire must take a Strength test: If failed, they suffer 1 Strength 6 hit. This spell stops if it hits a terrain feature.

Augment (D14+): All warriors (*friend or foe*) successfully wounded by this spell must take a panic test. *(No effect vs. enemies immune to panic.)*

4 Schismatic Lance D8+ / D11+

An ethereal beam from the void shoots forth from the palm of the sorcerer's hand.

Range: Draw a line 18" long, 1" wide, 1" high.

Effect: All warriors (*friend or foe*) in the line of fire take 1 Strength 3 hit with 'Armour Piercing (1).' This spell stops if it hits a terrain feature.

Augment (D11+): All hits (*including hits against friendly warriors*) must re-roll 1s 'to wound.'

4 Juxtaposition 5+ / D8+

The sorcerer releases a contrasting blast of energy that shrouds allies in blackness and blinds enemies with light.

Range: Caster, 3" radius.

Effect: Both of these happen:

- Caster and all allies (*but not enemies*) within 3" of caster have +1 Initiative to strike order in close combat this turn.
- All enemies (*but not allies*) within 3" of caster also suffer -1 Initiative to strike order in close combat this turn.

Augment (D8+): Radius is increased to 6".

5 It Should Not Be D7+

The sorcerer manifests the void around an opponent, creating a horrible feeling of emptiness.

Range: 12"

Effect: Target must take a panic test (*no effect vs. enemies immune to panic*).

6 Power of the Void D4+

The sorcerer draws upon the dangerous power of the void to bolster his power.

Range: Caster.

Effect: Caster gains +1 Strength until the end of this turn and +D3 Power Dice. If 3 dice are generated in this way, caster also takes 1 Strength 5 hit with no saves of any kind allowed. Being reduced to 1 Wound from this hit will *not* cause caster to take a Panic test.

Malal Skill Table

	Combat	Shooting	Academic	Strength	Speed	Malal	Brayherd
Chosen	V		V	V	V	V	
Chief	V	(+10gc)		V	V	V	
Sorcerer	(+10gc)		V		V	V	
Ungor Shaman	(+10gc)		V		V	(+10gc)	V
Brave	V	(+10gc)	(+10gc)	V	V	(+5gc)	

Malal Equipment Lists

Malal Chosen and Null Warriors

Close Combat
Hand Weapon
Great Weapon
Halberd
Morning Star

Shooting
Throwing Axes
Javelins

Armour
Light Armour
Heavy Armour
Parasite Armour
Shield

Chiefs, Braves, and Marauder Warriors

Close Combat
Hand Weapon
Great Weapon
Spear
Morning Star
Flail

Shooting
Bow
Throwing Axes
Javelins

Armour
Light Armour
Shield

Malal Sorcerer

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
Parasite Armour

Ungors

Close Combat
Hand Weapon
Great Weapon
Spear

Shooting
Sling
Short Bow
Javelins

Armour
Light Armour
Shield

Gors

Close Combat
Hand Weapon
Great Weapon
Morning Star

Shooting
Sling
Throwing Axes
Javelins

Armour
Light Armour
Shield

Ungor Shaman

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

HEROES

0-1 Malal Chosen

40gc to hire

Starting Experience: 18

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	3	4	1	8

SPECIAL RULES

Leader (6"), Bringer of the Void, Attain Mark (10gc)

0-2 Marauder Chiefs

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	7

SPECIAL RULES

Bringers of the Void

0-1 Malal Sorcerer

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Bringer of the Void, Attain Mark (10gc), The Number of Anarchy (11), Wizard (Shadow, Death, Malal or Chaos Rituals): Starts with 1 spell.

0-1 Ungor Shaman

30gc to hire

Starting Experience: 6

Race: Ungor

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	3	3	1	6

SPECIAL RULES

Cloven Hoofs, Wizard (Shadow, Beasts, Chaos Rituals or Kin-Magic): Starts with 1 spell.

0-3 Marauder Braves

15gc to hire

Starting Experience: 0

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

SPECIAL RULES

Bringers of the Void

HENCHMEN

Marauder Warriors

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	7

SPECIAL RULES

Bringers of the Void

0-6 Ungors

20gc to hire

Starting Experience: 4

Race: Ungor

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	3	3	1	5

SPECIAL RULES

Cloven Hoofs

0-3 Gors

35gc to hire

Starting Experience: 8

Race: Gor

M	WS	BS	S	T	W	I	A	Ld
5	3	2	3	4	3	3	1	6

SPECIAL RULES

Cloven Hoofs, Primal Fury

0-3 Null Warriors

45gc to hire

Starting Experience: 14

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	8

SPECIAL RULES

Bringers of the Void, Attain Marks (10gc), Heirloom: Parasite Armour

0-3 Chaos Hounds

30gc to hire

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

Bringers of the Void

Animals (*Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

EXTRA HENCHMEN

- A Malal warband may Gors for Hook Horrors, or mix the two, but the combined number of Gors and Hook Horrors in the warband may not exceed 3.

0-3 Hook Horrors

35gc to hire

Starting Experience: 6

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
4	2	-	4	3	3	3	1	6

SPECIAL RULES

Cause Fear, Void Eaters (6"), Rending Claws

Void Eater (6")

Wizards in the warband who are within 6" of this warrior do not roll on the magic miscasts table whenever they would suffer a miscast (*treat the spellcasting roll as a normal failed roll*). Active even while either party is *hiding* or *fleeing*. Does *not* require line of sight.

Rending Claws

Warriors with this rule suffer no penalties for fighting unarmed and may re-roll one failed roll 'to hit' in each close combat phase (*i.e. also opponent's*) while they are fighting unarmed. (*Re-rolled dice cannot cause critical hits.*)

EXTRA HENCHMEN

- A Malal warband may exchange Chaos Hounds for Parasite Ticks, or mix the two, but the combined number of Chaos Hounds and Parasite Ticks in the warband may not exceed 3.

0-3 Parasite Ticks

30gc to hire

Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	3	1	5

SPECIAL RULES

Draining Bite (6+)

Animals (*Cannot Climb; Cannot Hide; Flee 3D6"*); *Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

Draining Bite (6+)

The *first* time a warrior with this rule successfully wounds an opponent each battle, he gains 'Scaly Skin (6+)' for the rest of the battle.