

WARRIORS OF MALAL v.0.1

Cost	Name	Weapons				Runemarks								
195	Champion	Axe, Shield	4	6	25	Leader, Elite	1	4	4	2/4				
155	Warrior	Halberd	4	5	18	Elite	2	3	5	2/5				
155	Warrior	Great Weapon	4	5	18	Elite	1	4	5	2/5				
170	Warrior	Axes	4	5	18	Elite	1	5	4	2/4				
140	Sorcerer	Staff, Blast	4	5	15	Mystic	2	3	4	2/4	3-7	2	3	3/6
75	Marauder	Great Weapon	4	3	10		1	3	4	1/3				
70	Marauder	Axe, Shield	4	4	10		1	3	3	1/3				
55	Marauder	Flail	4	3	10		3	3	3	1/3				
75	Hook Horror	Claws	4	3	10	Trapper	1	3	4	1/3				
75	Parasite Tick	Jaws	6	3	8	Beast	1	3	3	1/3				

<p>[Special] Parasitic Psyche</p> <ul style="list-style-type: none"> • <i>Elite only.</i> • Pick one of the abilities available to a visible enemy fighter within 8" of this fighter. • Until the end of the battle round, this fighter may use that ability by paying its [Cost], regardless of any required runemarks. 	<p>[Free] Void Eater</p> <ul style="list-style-type: none"> • <i>Trapper only.</i> • Whenever an enemy fighter uses an ability that requires a [Triple] or [Quad] within 6" of this warrior, gain 1 Wild Dice. • The enemy fighter using the ability does <i>not</i> have to be visible to this fighter. 	<p>[Double] Parascythe</p> <ul style="list-style-type: none"> • Add +1 to the Strength of the next Attack action made by this warrior this activation. • Then, if that Attack action scored any hits or critical hits, remove Damage from this warrior equal to half the value of this ability (<i>rounded up</i>).
<p>[Triple] Oblivion Aura</p> <ul style="list-style-type: none"> • <i>Elite only.</i> • Allocate a number of Damage to all visible enemy fighters within 3" of this fighter equal to half the value of this ability (<i>rounded up</i>). 	<p>[Triple] Nothing Besides the Void</p> <ul style="list-style-type: none"> • <i>Elite only.</i> • Use only if an enemy fighter has been taken down by an attack action made by this fighter this activation. • This fighter makes a bonus move action. • Then, he can make a bonus attack action. 	<p>[Quad] Locus of Decimation</p> <ul style="list-style-type: none"> • A fighter can use this ability only if an enemy fighter has been taken down by an Attack action made by him this activation. • Until the end of the battle round, add half the value of this ability (<i>rounding up</i>) to the Attack characteristic of Attack actions made by visible friendly fighters (<i>including this fighter himself</i>) while they are within 6" of this fighter.
<p>[Double] Unmaker of the Mind</p> <ul style="list-style-type: none"> • <i>Mystic only.</i> • Pick a visible fighter within a number of inches of this fighter equal to twice the value of this ability (<i>rounded up</i>). • That enemy cannot use abilities this battle round. 	<p>[Double] It Should Not Be</p> <ul style="list-style-type: none"> • <i>Mystic only.</i> • Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a D6. • On a 3+, until the end of the battle round, that fighter cannot make Move actions or Disengage actions. 	<p>[Triple] Juxtaposition</p> <ul style="list-style-type: none"> • <i>Mystic only.</i> • Pick a visible enemy fighter within 4" of this fighter and a visible friendly fighter who is also within 4" of this fighter. • The chosen fighters exchange places on the battlefield.

