

Oni Marauder

· Oni Clans · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Huge	2	5	14	10	8	8	8	15	3	4	14

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

- Affinity (Profane).** A model with this Trait can cast (Profane) Spells. (For example: Profane = fire, water, profane, etc.)
- Demon.** When this model deals a Wound to a model, that model must perform a M roll. If failed, the wounded model becomes**Panicked** (State) until the end of the turn. If this model scores a Critical Hit, the hit model automatically becomes **Panicked** (State) until the end of the turn. This model's Attack receives +4 Modifier when it is declared against a model in the Panicked State. This trait does not work against models with this Trait.
- Survival (Difficult Environment).** This model is not affected by the Difficult Environment.
- Menacing.** Models with LoS to this model suffer a -2 M modifier for every level of this ability.

Skills

Leap. This model can perform the Jump Special Movement as if it were a Normal Movement. While performing Jump, its SPD is not halved.

Inventory

Inventory space: 5

Item	Qty	Cat.	PW	RCH	STK	WGT	Effect
War Club	1	Weapon	T+4	2	2	3	Armor-Piercing, Sweep I, Stagger

Glossary

- Armor-Piercing.** Attacks with this trait ignore the target's ARM value.
- Stagger.** On hit, the target loses 1 Activation Point (min 0).
- Sweep I.** The attack hits all models within reach in a 180° arc (Level I).