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 becomesPanicked (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. When making a Damage Roll for a Hit with this Trait you only add halved ARM value.

Panicked. On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence. If it starts its turn Engaged it will declare Idle and Dodge. If the Movement of the model in this State would end past the edge of the field, the model is removed from play and counts as a loss. If the model fails the roll in its Reactive Role, it can only declare Dodge towards the edge of the field or Nothing as its Reaction.

Stagger. A model that suffers a Hit with this Trait loses 1 Activation Point (until the end of the turn). This Trait does not affect models two or more Sizes larger than the attacker.

Sweep. On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.