

ABILITIES

OGROID MYRMIDON

[Double] **Berserk:** A fighter can only use this ability if 20 or more damage points have been allocated to them. Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.

[Triple] **Arcane Fury:** Until the end of this fighter's activation, add the value of this ability to the damage points allocated by each critical hit from attack actions made by this fighter that have a Range characteristic of 3 or less.

[Quad] **Blood Marshal:** Pick a friendly fighter within 4" of the fighter using this ability. Allocate 1 damage point to that fighter. If the fighter picked is not taken down, that fighter can make a bonus attack action that has a Range characteristic of 3 or less.



ABILITIES

MINDSTEALER SPHIRANX

[Double] **Telepathic Threatening:** Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.

[Triple] **Dominate Mind:** Pick a visible enemy fighter within 6" of this fighter and roll a number of dice equal to the value of this ability. For each roll of a 3-4, allocate 1 damage point to that fighter. For each roll of a 5-6, allocate 3 damage points to that fighter.

[Quad] **Charm:** Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability. That fighter cannot activate this battle round.



ABILITIES

FOMOROID CRUSHER

[Double] **Hurl Masonry:** A fighter can use this ability only if they are within 1" of an obstacle. Pick an enemy fighter within 8" of this fighter and roll a dice. On a 3-4, allocate 1 damage point to that fighter. On a 5-6, allocate a number of damage points to that fighter equal to the value of this ability.

[Triple] **Rampaging Charge:** Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick 1 visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.

[Quad] **Bloody Trophy:** A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. The player controlling this fighter immediately gains 1 wild dice that can be used in the hero phase of the next battle round.

