




# ZHONYJA

## ORC WARRIOR

MOV	AGI	RES	MEL	MAG	RNG
<b>3</b>	<b>4</b>	<b>0</b>	<b>8</b>	-	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
<b>15</b>	<b>16</b>	<b>17</b>

SOUL HARVEST **2**

	Cost	Reach	Glance	Solid	Crit
Great Axe	<b>1AP</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>5</b>

## COMMON INNATE ABILITIES

### Honour

**The Reaper Calls** - [*Innate*] When Zhonyja does a critical hit with *Great Axe Attack*, place a *Fury Counter* on the model hit. *Fury Counters* applied by Zhonyja are removed at the end of Zhonyja's activation.

**Berserker Rage** - [*Innate*] Zhonyja gains +1 damage on *Great Axe Attacks* when she has 7 health or less.

**Death Toll (1F)** - [*Active*] Enemies within 2 hexes take 1D6 True Damage for each *Fury Counter* on them. Roll separately for each model.

**LEVEL 2** Gain 1 Health **LEVEL 3** Gain 1 Health

Lvl 2: **Relentless Charge** - [*Innate*] Zhonyja gains +1 MOV and +1 MEL when resolving a **Charge** action.

Lvl 3: **Counter Strike (Interrupt)** - [*Innate*] When **Charged** by an enemy, Zhonyja can choose to **Interrupt** the action. The **Interrupt** occurs after the enemy has finished their **Charge** move but before dice are determined. Zhonyja makes a **Great Axe Attack** against that enemy if they are within reach. No combat manouevres can be executed by **Counter Strike**. **Counter Strike** can apply a **Fury Counter** on a critical hit.

GODS



CLASS

