





HAKSA

ORC SHAMAN

MOV	AGI	RES	MEL	MAG	RNG
3	4	1	6	7	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
16	17	19

SOUL HARVEST **4**

	Cost	Reach	Glance	Solid	Crit
 Staff	1AP	2	2	3	4
 Hex Bolt	1AP	5	1	2	3

Baleful Hex (1♣) - [*Manoeuvre*] Enemy damaged by Haksa's *Hex Bolt* Attack suffers curse.

Healing Idol (1AP) - [*Active*] Place a Healing Idol Icon in an unoccupied hex within 2 hexes. Friendly models that begin their activation within 2 hexes of the Icon Heal 1D3. Expires at the start of Haksa's next activation.

Voodoo Idol (1AP) - [*Active*] Place a Voodoo Idol Icon in an unoccupied hex within 2 hexes. When an enemy ends an advance or **Charge** within 2 hexes of the Icon, the action is **Interrupted**. The **Interrupt** occurs after the enemy has finished their move but before dice are determined (in case of a **Charge**). The enemy takes 1D6 damage and the Idol expires. A Warband can have a maximum of 2 Voodoo Idols in play at one time.

Equilibrium (1AP+1F) - [*Active*] Target enemy within 2 hexes takes D3+2 True Damage. Target friendly model within 2 hexes Heals for the same amount. **Equilibrium** cannot do more damage, or Heal for more than the target enemy model's current health.

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

Lvl 2: Resistance Idol (1AP) - [*Active*] Place a Resistance Idol Icon in an unoccupied hex within 2 hexes and choose a *condition*. While within 2 hexes of the Icon, friendly models cannot have the chosen *condition* applied to them. Expires at the start of Haksa's next activation.

Lvl 3: Shatter (2F) - [*Active*] Target enemy within 4 hexes. One magical artefact equipped to that model, and chosen by the active player, is destroyed and permanently removed from the game. **Shatter** costs one less Fate for each Soul bound to Haksa.

GODS



CLASS

