MARCUS
HUMAN KNIGHT

MOV	AGI	RES	MEL	MAG	RNG
3	4	2	6	–	–

MAX HEALTH

Lvl 1	Lvl 2	Lvl 3
16	17	19

SOUL HARVEST 4

	Cost	Reach	Glance	Solid	Crit
Sword	1AP	1	2	3	4
Shield Bash	1AP	1	1	2	3

COMMON INNATE ABILITIES

Defender; Immune (*freeze*)

Knock Down (1♟) - [*Manoeuvre*] Enemy damaged by *Shield Bash Attack* suffers *knock down*.

Protective Stance (1AP) - [*Active*] Target friendly non-Defender model within 2 hexes gains +1 RES. Expires at the start of Marcus' next activation.

Wall of Ice (1AP+1F) - [*Active*] Place a wall template completely in unoccupied hexes within 4 hexes of Marcus. The wall has height (1) and provides cover. Expires at the start of Marcus' next activation.

Lvl 2: Winter's Bite - [*Innate*] Enemy models which begin an **Advance** or **Charge** action within 2 hexes of Marcus suffer a -1 MOV penalty for the duration of that action. Models with **Pathfinder** are affected by **Winter's Bite.**

Lvl 3: Blizzard - [*Active*] Place a Blizzard Icon in an unoccupied hex within 2 hexes. Enemies suffer -2 RNG, -2 MAG and -2 Soul Harvest while within 2 hexes of the Icon. Expires at the beginning of Marcus' next activation.

GODS   CLASS