Maharal

Myth . Golem

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	8	7	7	6	7	2	28

24PTS ③

LAMP POST – 9 / COMBAT / Base / Fatigue

SAND STORM – 1
Unless already in Hard Cover, models within 8" of this model are considered to be in Soft Cover until the end of turn.

ABOMINATION
This Model causes Fear. Madness is gained regardless of whether you pass or fail your Fear test. If passed you may act as normal.

SINGULAR PURPOSE
When Maharal first activates Mark an enemy Model. Maharal gains +2 to Combat Attacks while targeting the Marked Model. Maharal does not provoke Disengaging Strikes from any Model except the Marked Model. If the marked Model is slain, immediately flip this card.

SWEEPING STRIKE
If this Model inflicts at least 1 WND with a Combat Attack during its activation then it may immediately perform another Combat Attack against a different enemy Model in base contact for free. It may not attack the same Model twice during this action.

v2.00

Maharal

Myth . Golem

MV	CH	CD	RD	AD	SAN	MYTH	WND
0	0	10	10	10	12	0	28

REPURPOSE – 1
Other friendly Models within 8" may take this action. Choose an enemy Model as a target for Singular Purpose and flip this card.

SCOURING SANDS
Until this card is flipped, any enemy Model that starts or ends their activation within 3" of Maharal suffers –1 to MV and CH until their activation ends, and suffers 1 WND.

DORMANT
Maharal may not move or take any actions during his activation and any conditions are removed when Maharal flips to this side. While in a Dormant state Maharal is immune to all conditions.

AWAKENING (FLIP)
If Maharal is attacked, immediately flip this card and gain Singular Purpose marking the attacker.

v2.00