

## The Malakarian Defenders

Many regiments were formed from city militias and county levies at the outbreak of the war. Marching in support of one arch-mage or another, a great many soldiers were to lose their lives on the battlefield. Hordes of twisted Kin would fall upon battle lines, as spell-blasts fell among the ranks. Fell beasts were summoned and unleashed in countless numbers and waves of energy lashed the earth. To be a soldier in such times was to face death hundreds of times per day.

Those who survived the great battles returned home, only to find their home a blasted ruin. As the survivors began the task of rebuilding, others came looking for the precious few resources left. The former soldiers were forced to don their armour once again and took up arms to defend their home.

In the former county of Malakar, the survivors of the regiments and companies organised a watch patrol, trained by veterans who had fought through the long war. With an emphasis on defence, the watch would fight to ensure that their new community would endure.

Faction Rule: **Shield of Steel** - When a warrior with this rule successfully resists an enemy Strike action, make a Faction test. If the test is passed, the warrior Counter Attacks, using the Faction test result as their Counter Attack result. This counts as the warrior's Reaction for the turn.

Faction Spells (5 points per spell):

**Out of Harm's Way** - Range 12" - Manipulation - Target Warrior performs a Move action directly away from the nearest visible Enemy Warrior. If the target Warrior was carrying an objective, it is immediately dropped.

**Impenetrable Barrier** - Range 6" - Summoning - Place a 3" diameter Impenetrable Barrier marker within range of the caster. Friendly Warriors within the marker gain +2 Resist against Shoot and Cast actions, but cannot perform Shoot or Cast actions at targets outside the marker.

**Shield Slam** - Range 12" - Manipulation - Target Friendly Warrior immediately moves 6" towards the nearest Enemy Warrior. If they end this move in contact with the Enemy Warrior, perform a Strike action against the Enemy Warrior using the Friendly Warrior's Resist Stat in place of their Fight Stat.

**Hold to the Last** - Range 6" - Enchantment - This Warrior gains +1 Guts and ignores Resolve modifiers for being outnumbered.

**Combat Readiness** - Range 12" - Enchantment - This Warrior may make one additional Reaction this turn.

Faction Skills (5 points per skill):

**Riposte** - After successfully Counter Attacking an Enemy Warrior, or successfully using Shield of Steel, this warrior may perform the Focus action for free.

**Give Ground** - After successfully passing a Resolve test, this Warrior may perform a Move action for free, though they will still need to check for Leaving Combat if they are in contact with an Enemy Warrior.

**Sword and Shield** - When a Friendly Warrior in contact would be eligible to Counter Attack or use Shield of Steel, this Warrior may also attempt to Counter Attack or use Shield of Steel if they have not yet used their Reaction this turn.

**See It Coming** - This Warrior may perform a Counter Attack reaction once per turn that does not use their Reaction. This includes Shield of Steel.

Equipment:

Malakarian Defenders may take the following:

**Duelling Blade** - Single Handed - 5 points - This Warrior receives +1 Fight when attempting Counter Attacks. Enemy Warriors receive -1 Fight when attempting to Counter Attack this Warrior.

## Regimental Relics

No more than one of each Regimental Relic may be taken per warband. Only non-beast Specialists and Characters may select a Regimental Relic. Each Regimental Relic costs 5 points.

**Company Banner** – Friendly Warriors will make their first Flee move of the game towards the Company Banner rather than their table edge.

**Musician's Horn** – Once per game, the musician may play a rallying call. All Friendly Warriors get +2 Guts for the purposes of Resolve tests for this turn.

**The Malakarian Sword** – Single Handed – Counts as a Sword. All Friendly Warriors in contact with this Warrior receive +1 Resist.

**The Captain's Shield** – Single Handed – Counts as a Full Shield. All Friendly Warriors in contact with this Warrior receive +1 Guts.

## Faction Warriors

A Malakarian Defenders warband may contain the following:

0-6 Regulars

0-4 Specialists

1-3 Characters

Malakarian Trooper – Regular - 13 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
4	1	7+	7+	7+	7+	8+	X

Malakarian Veteran – Specialist – 18 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
4	1	7+	6+	7+	7+	7+	X

Malakarian Veterans may select +1 Body for 5 Points.

Malakarian Veterans may select a Warhorse Mount for 10 Points.

Malakarian Scout – Specialist – 20 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
5	1	6+	6+	7+	7+	8+	X

Malakarian Scouts may select either the **Nimble** or the **Sprint** skill for 5 Points.

Malakarian Man-at-Arms – Character – 29 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
4	2	7+	6+	7+	6+	6+	X

Malakarian Men-at-Arms may select 1 skill from the Faction Skills list (above)

Malakarian Men-at-Arms may select +1 Body for 10 Points.

Malakarian Men-at-Arms may select a Warhorse Mount for 15 Points

Malakarian Magus – Character – 22 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
4	1	7+	7+	7+	6+	8+	6+

Malakarian Magi may select 2 spells from the Faction Spells list (above) or the Elemental Spells Lists.

Malakarian Magi may select +1 Body for 5 Points.

Malakarian Captain – Character – 33 points

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
4	2	7+	5+	6+	6+	7+	X

Malakarian Captains may select 2 skills from the Faction Skills list (above) or the Common Skills list.

Malakarian Captains may select +1 Body for 10 Points.

Warhorse Mount

Move	Body	Agility	Fight	Resist	Guts	Faction	Magic
7	+1	7+	7+	-1	X	X	X

*Beast*