

Print Tips:

- Change the appearance of this page in "My Warband Settings" (low colour mode, adjust fighter references in the abilities table).
This message will be hidden when printing.

CHAMELEON SKINK ALPHA WITH MOONSTONE CLUB 90

1 4 3 1/3

16 3 12

CHAMELEON SKINK HORNBLOWER WITH MOONSTONE CLUB 70

1 3 3 1/3

16 2 8

HUANCHI'S CLAW 75

8 2 3 1/4

16 3 10

TERRAWING 90

1 3 3 1/3

10 3 8

TERRAWING 90

1 3 3 1/3

10 3 8

TERRAWING 90

1 3 3 1/3

10 3 8

CHAMELEON SKINK WITH MOONSTONE CLUB 70

1 3 3 1/3

16 3 8

CHAMELEON SKINK WITH MOONSTONE CLUB 70

1 3 3 1/3

16 3 8

CHAMELEON SKINK WITH MOONSTONE CLUB 70

1 3 3 1/3

16 3 8

CHAMELEON SKINK WITH DARTPIPE 70

6 2 1 1/2

16 2 8

CHAMELEON SKINK WITH DARTPIPE 70

6 2 1 1/2

16 2 8

CHAMELEON SKINK WITH DARTPIPE 70

6 2 1 1/2

16 2 8

CHAMELEON SKINK WITH DARTPIPE 70

6 2 1 1/2

16 2 8

Runemark	Reactions
	<p>Slippery: A fighter can make this reaction after they have been allocated damage points by a melee attack action. This fighter makes a bonus disengage action.</p> <p>CHAMELEON SKINK ALPHA WITH MOONSTONE CLUB CHAMELEON SKINK HORNBLOWER WITH MOONSTONE CLUB HUANCHI'S CLAW CHAMELEON SKINK WITH MOONSTONE CLUB CHAMELEON SKINK WITH DARTPIPE</p>

Runemark	Abilities
	<p>[Double] Agile Climbers: Until the end of this fighter's activation, do not count the vertical distance moved when this fighter is climbing.</p> <p>CHAMELEON SKINK ALPHA WITH MOONSTONE CLUB CHAMELEON SKINK HORNBLOWER WITH MOONSTONE CLUB HUANCHI'S CLAW CHAMELEON SKINK WITH MOONSTONE CLUB CHAMELEON SKINK WITH DARTPIPE</p>
	<p>[Double] Envenomed Weapons: Add 1 to the damage points allocated by each hit and critical hit from the next attack action made by this fighter this activation.</p> <p>CHAMELEON SKINK ALPHA WITH MOONSTONE CLUB CHAMELEON SKINK HORNBLOWER WITH MOONSTONE CLUB HUANCHI'S CLAW CHAMELEON SKINK WITH MOONSTONE CLUB CHAMELEON SKINK WITH DARTPIPE</p>
	<p>[Triple] Hurled Bolas: Pick a visible enemy fighter within 8" of this fighter and roll a number of dice equal to the value of this ability. If 1 of the dice scores a 6, that fighter makes 1 fewer action in this battle round (to a minimum of 0). If a fighter is reduced to 0 actions in this way, that fighter cannot be activated in this battle round.</p> <p>CHAMELEON SKINK ALPHA WITH MOONSTONE CLUB CHAMELEON SKINK WITH MOONSTONE CLUB</p>
	<p>[Triple] Call of the Hunt: Pick a friendly fighter with the Hunters of Huanchi and Beast runemarks within 9" of this fighter. That fighter makes a bonus move action. Then pick a visible enemy fighter within 1" of the fighter that made the bonus move action and allocate a number of damage points to that fighter equal to the value of this ability.</p> <p>CHAMELEON SKINK HORNBLOWER WITH MOONSTONE CLUB</p>
	<p>[Triple] Bellow of the Carnosaur: Pick an enemy fighter within 6" of this fighter. Until the end of the battle round, subtract 1 from the Move characteristic of that fighter (to a minimum of 1) and subtract 1 from the damage points allocated by each hit and critical hit from attack actions made by that fighter (to a minimum of 1).</p> <p>HUANCHI'S CLAW</p>
	<p>[Quad] Hit and Run: This fighter makes a bonus move action or a bonus disengage action, then this fighter makes a bonus attack action or a bonus move action.</p> <p>CHAMELEON SKINK ALPHA WITH MOONSTONE CLUB CHAMELEON SKINK HORNBLOWER WITH MOONSTONE CLUB HUANCHI'S CLAW CHAMELEON SKINK WITH MOONSTONE CLUB CHAMELEON SKINK WITH DARTPIPE</p>

UNIVERSAL REACTIONS

Reaction
<p>Counter: A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For each hit roll from that attack action that misses, allocate 1 damage point to the attacking fighter. For each hit roll of 1, allocate 2 damage points to the attacking fighter instead.</p>
<p>Take Cover: A fighter that is in cover can make this reaction after they are targeted by a missile attack action but before the hit rolls are made. After the hit rolls have been made, roll a dice for each critical hit. On a 4+, that critical hit becomes a hit instead. Fighters with the Mount runemark (🐎) cannot make this reaction.</p>
<p>Strike Them Down: A fighter can make this reaction when a visible enemy fighter within 1" of them makes a disengage action but before that fighter moves away. Roll a dice. On a 4+, allocate D6 damage points to that enemy fighter.</p>

UNIVERSAL ABILITIES

Runemark	Ability
	<p>[Double] Rush: Add 1 to the Move characteristic of this fighter until the end of their activation.</p>
	<p>[Double] Onslaught: Add 1 to the Attacks characteristic of melee attack actions made by this fighter until the end of their activation.</p>
	<p>[Triple] Respite: A fighter cannot use this ability if they are within 1" of any enemy fighters. Remove a number of damage points allocated to this fighter equal to the value of this ability.</p>
	<p>[Triple] Inspiring Presence: Pick a visible friendly fighter within 6" of this fighter that has not activated yet this battle round. You can activate that fighter immediately after this fighter's activation ends.</p>
	<p>[Quad] Rampage: This fighter can make a bonus move action up to a number of inches equal to the value of this ability. Then, they can make a bonus attack action.</p>