

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.

NEPHRITE PRIESTESS 105

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OBELISK BEARER 110

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IDOLARC 105

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DESECRATOR WITH STATUE-SMASHER HAMMER 100

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DESECRATOR WITH ICONOCLAST WARPICK 100

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DESECRATOR WITH ICONOCLAST WARPICK 100

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DEFACER WITH STONECUTTER TOOLS 95

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DEFACER WITH STONECUTTER TOOLS 95

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DEFACER WITH ANTITHETE BOW 95

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DEFACER WITH ANTITHETE BOW 95

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Runemark	Reactions
	<p>The Curse of Jade: A fighter can make this reaction when they are targeted by a melee attack action but before the hit rolls are made. Subtract 1 from the damage points allocated to this fighter by each hit and critical hit from that attack action (to a minimum of 1).</p> <p>NEPHRITE PRIESTESS OBELISK BEARER IDOLARC DESECRATOR WITH STATUE-SMASHER HAMMER DESECRATOR WITH ICONOCLAST WARPICK DEFACER WITH STONECUTTER TOOLS DEFACER WITH ANTITHETE BOW</p>

Runemark	Abilities
	<p>[Double] Stonewarp: A fighter can only use this ability if they are within 9" of a visible friendly fighter with the Jade Obelisk and icon-bearer runemarks. Remove a number of damage points allocated to this fighter equal to half the value of this ability (rounding up). If this fighter is also within 6" of a friendly fighter with the Jade Obelisk and Priest runemarks, remove a number of damage points allocated to this fighter equal to the value of this ability instead.</p> <p>NEPHRITE PRIESTESS OBELISK BEARER IDOLARC DESECRATOR WITH STATUE-SMASHER HAMMER DESECRATOR WITH ICONOCLAST WARPICK DEFACER WITH STONECUTTER TOOLS DEFACER WITH ANTITHETE BOW</p>
	<p>[Double] Rock-shattering Blow: Add 1 to the Strength characteristic of the next melee attack action made by this fighter this activation and add 1 to the damage points allocated by each hit and critical hit from that attack action.</p> <p>DESECRATOR WITH STATUE-SMASHER HAMMER DESECRATOR WITH ICONOCLAST WARPICK</p>
	<p>[Double] Hammering Strikes: A fighter can only use this ability if an enemy fighter has been allocated damage points by an attack action made by them this activation. Add half the value of this ability (rounding up) to the damage points allocated by each hit and critical hit from the next melee attack action this activation that targets that enemy fighter.</p> <p>DEFACER WITH STONECUTTER TOOLS</p>
	<p>[Triple] Bloody Tribute: A fighter can only use this ability if an enemy fighter has been taken down by them this activation. Pick a friendly fighter within 9" of a visible friendly fighter with the Jade Obelisk and icon-bearer runemarks. That fighter makes a bonus move action.</p> <p>NEPHRITE PRIESTESS</p>
	<p>[Triple] Gaze of the Idolarc: Pick a visible enemy fighter within 9" of this fighter. Subtract half the value of this ability (rounding up) from either the Move characteristic or the Toughness characteristic of that fighter (to a minimum of 1) until the end of the battle round.</p> <p>IDOLARC</p>
	<p>[Quad] Might of the Speaker: Pick a visible friendly fighter within a number of inches of this fighter equal to the value of this ability. Add 3 to the value of this ability if a friendly fighter with the Jade Obelisk and Priest runemarks is on the battlefield. That fighter can make up to 2 bonus move actions, bonus attack actions or bonus disengage actions in any combination.</p> <p>OBELISK BEARER</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>