

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.

**SAURUS SUNBLOOD**  **180**

				
1	4	4	2/5	

**4** **5** **25**

**SKINK STARPRIEST**  **145**

				
2	3	3	1/4	

**6** **3** **18**

**SKINK ALPHA WITH BOLTSPIITTER AND MOONSTONE CLUB**  **105**

				
1	4	3	1/3	

**6** **2** **12**

**SKINK WITH METEORIC JAVELIN AND STAR-BUCKLER**  **80**

				
1	3	2	1/3	



**6** **3** **8**

**SKINK WITH BOLTSPIITTER AND MOONSTONE CLUB**  **75**

				
1	3	2	1/3	



**6** **2** **8**

**SKINK WITH MOONSTONE CLUB AND STAR-BUCKLER**  **70**

				
1	3	2	1/3	



**6** **3** **8**

**SKINK WITH METEORIC JAVELIN AND STAR-BUCKLER**  **80**

				
1	3	2	1/3	



**6** **3** **8**

**SAURUS WARRIOR WITH CELESTITE CLUB**  **85**

				
1	4	4	1/3	




**4** **4** **12**



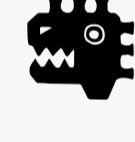

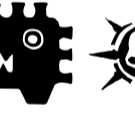

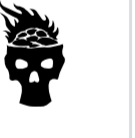



**KROXIGOR**  **180**

				
2	2	5	3/6	




**6** **4** **28**


Runemark	Reactions
	<p><b>Starborn:</b> A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. Count up to two critical hits from that attack action as hits instead.</p> <p><b>SAURUS SUNBLOOD</b> <b>SKINK STARPRIEST</b> <b>SKINK ALPHA WITH BOLTSPIITTER AND MOONSTONE CLUB</b> <b>SKINK WITH METEORIC JAVELIN AND STAR-BUCKLER</b> <b>SKINK WITH BOLTSPIITTER AND MOONSTONE CLUB</b> <b>SKINK WITH MOONSTONE CLUB AND STAR-BUCKLER</b> <b>SAURUS WARRIOR WITH CELESTITE CLUB</b> <b>KROXIGOR</b></p>

Runemark	Abilities
 	<p><b>[Double] Cold-blooded Commander:</b> A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.</p> <p><b>SAURUS SUNBLOOD</b> <b>SKINK STARPRIEST</b> <b>SKINK ALPHA WITH BOLTSPIITTER AND MOONSTONE CLUB</b></p>
 	<p><b>[Double] Nimble Retreat:</b> A fighter can only use this ability if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.</p> <p><b>SKINK STARPRIEST</b> <b>SKINK ALPHA WITH BOLTSPIITTER AND MOONSTONE CLUB</b> <b>SKINK WITH METEORIC JAVELIN AND STAR-BUCKLER</b> <b>SKINK WITH BOLTSPIITTER AND MOONSTONE CLUB</b> <b>SKINK WITH MOONSTONE CLUB AND STAR-BUCKLER</b></p>
  	<p><b>[Double] Tide of Serpents:</b> Pick a visible enemy fighter within 8" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate 3 damage points to that fighter.</p> <p><b>SKINK STARPRIEST</b></p>
 	<p><b>[Triple] Tearing Bite:</b> Add the value of this ability to the damage points allocated by each hit and critical hit from the next melee attack action made by this fighter in this activation.</p> <p><b>SAURUS SUNBLOOD</b> <b>SAURUS WARRIOR WITH CELESTITE CLUB</b> <b>KROXIGOR</b></p>
	<p><b>[Quad] Wrath of the Old Ones:</b> Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks and Strength characteristics of melee attack actions made by this fighter.</p> <p><b>SAURUS SUNBLOOD</b> <b>SKINK STARPRIEST</b> <b>SKINK ALPHA WITH BOLTSPIITTER AND MOONSTONE CLUB</b> <b>SKINK WITH METEORIC JAVELIN AND STAR-BUCKLER</b> <b>SKINK WITH BOLTSPIITTER AND MOONSTONE CLUB</b> <b>SKINK WITH MOONSTONE CLUB AND STAR-BUCKLER</b> <b>SAURUS WARRIOR WITH CELESTITE CLUB</b> <b>KROXIGOR</b></p>

**UNIVERSAL REACTIONS**

Reaction
<p><b>Counter:</b> 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><b>Take Cover:</b> 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><b>Strike Them Down:</b> 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><b>[Double] Rush:</b> Add 1 to the Move characteristic of this fighter until the end of their activation.</p>
	<p><b>[Double] Onslaught:</b> Add 1 to the Attacks characteristic of melee attack actions made by this fighter until the end of their activation.</p>
	<p><b>[Triple] Respite:</b> 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><b>[Triple] Inspiring Presence:</b> 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><b>[Quad] Rampage:</b> 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>