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- 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.

SKRITCH SPITECLAW 	KRRK THE ALMOST-TRUSTED 	LURKING SKAVEN 	HUNGERING SKAVEN 
FESTERING SKAVEN 	HUNGERING SKAVEN 	FESTERING SKAVEN 	WARPFIRE THROWER 
NIGHTLEADER 	GREY SEER 		


Runemark	Reactions
	Musk of Fear: A fighter can make this reaction after an enemy fighter finishes a move action visible to this fighter and within 3" of this fighter. Pick another friendly fighter with the Skaven faction runemark within 3" of this fighter. That fighter makes a bonus move action or a bonus disengage action, and must end that action more than 3" away from the enemy fighter that made the move action. SKRITCH SPITECLAW KRRK THE ALMOST-TRUSTED LURKING SKAVEN HUNGERING SKAVEN FESTERING SKAVEN WARPFIRE THROWER NIGHTLEADER GREY SEER

Runemark	Abilities
 	[Double] Scurry Away: A fighter can only use this ability if they are within 3" of an enemy fighter. Roll a dice. On a roll of 2+, this fighter makes a bonus disengage action. SKRITCH SPITECLAW KRRK THE ALMOST-TRUSTED LURKING SKAVEN HUNGERING SKAVEN FESTERING SKAVEN NIGHTLEADER GREY SEER
  	[Double] Consume Warpstone Token: Roll a number of dice equal to the value of this ability. For each roll of 1, allocate 1 damage point to this fighter. For each roll of 4+, add 1 to the damage points allocated to enemy fighters by each hit or critical hit from the next missile attack action made by this fighter in this activation. GREY SEER
 	[Triple] Lead From The Back: Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter. SKRITCH SPITECLAW NIGHTLEADER GREY SEER
	[Triple] Poisonous Fumes: Roll a dice for each visible enemy fighter within 3" of this fighter. On a roll of 3+, allocate a number of damage points equal to half the value of this ability (rounding up) to that fighter. SKRITCH SPITECLAW KRRK THE ALMOST-TRUSTED LURKING SKAVEN HUNGERING SKAVEN FESTERING SKAVEN WARPFIRE THROWER NIGHTLEADER GREY SEER
 	[Triple] There Are Always More: Pick a friendly fighter with both the Spiteclaw's Swarm and the Minion runemark that has been taken down. Set up that fighter once more on the battlefield wholly within 3" of this fighter. The fighter set up on the battlefield no longer counts as being taken down. Remove a number of damage points allocated to that fighter up to the value of this ability. SKRITCH SPITECLAW
  	[Triple] Running Death: This fighter makes a bonus move action or bonus disengage action. In addition, until the end of this fighter's activation, add 1 to the damage points allocated to enemy fighters by each critical hit from attack actions made by this fighter. NIGHTLEADER
 	[Quad] Expend Warpstone Spark Canister: This fighter makes a bonus attack action. In addition, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each hit and critical hit from that attack action. WARPFIRE THROWER

UNIVERSAL REACTIONS

Reaction
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.
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.
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.

UNIVERSAL ABILITIES

Runemark	Ability
	[Double] Rush: Add 1 to the Move characteristic of this fighter until the end of their activation.
	[Double] Onslaught: Add 1 to the Attacks characteristic of melee attack actions made by this fighter until the end of their activation.
	[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.
	[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.
	[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.