














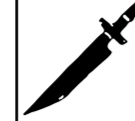














**WARLOCK ENGINEER**  **130**


				
1	3	3	2/4	
				
8	2	3	1/4	











 **16**  **3**  **18**




**DEATHMASTER**  **185**


				
1	5	4	2/4	
				
8	3	3	1/4	











 **17**  **3**  **18**




**NIGHTLEADER**  **125**


				
1	4	3	2/4	
				
8	3	3	1/3	











 **16**  **3**  **12**




**WARPLOCK JEZZAIL**  **150**


				
1	2	3	1/2	
				
6/20	1	4	4/10	

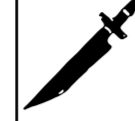









 **16**  **3**  **12**




**GUTTER RUNNER**  **90**


				
1	4	3	1/4	
				
8	2	3	1/3	






 **16**  **3**  **10**




**NIGHT RUNNER**  **75**


				
1	3	3	1/3	
				
8	2	3	1/2	






 **16**  **3**  **8**




**STORMVERMIN WITH RUSTY HALBERD AND CLANSIELD**  **80**


				
2	2	3	2/4	






 **16**  **5**  **10**


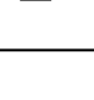

**STORMVERMIN WITH RUSTY HALBERD**  **95**



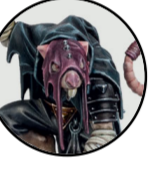



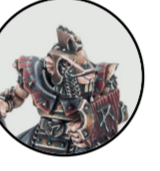
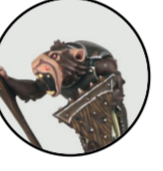


				
2	3	3	2/4	




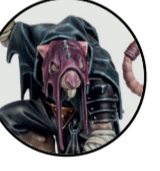
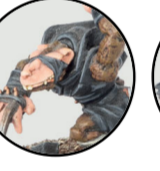

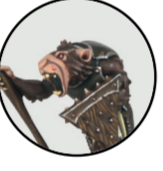





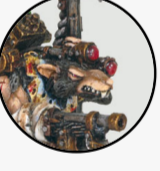


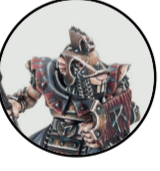



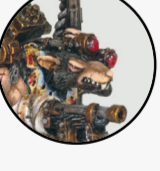
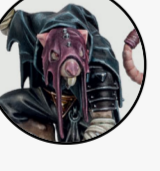
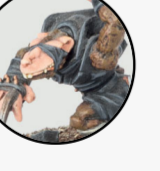

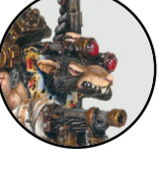
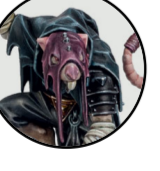
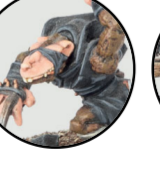
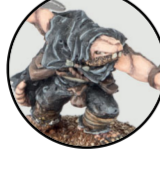
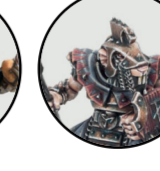







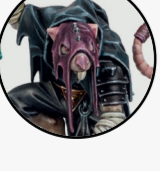
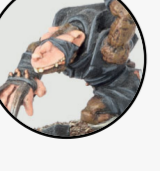


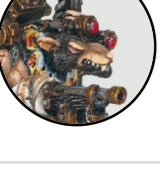
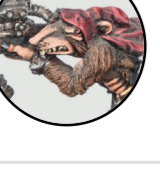
 **16**  **4**  **10**

**CLANRAT WITH RUSTY SPEAR**  **70**

				
2	2	3	1/4	

 **16**  **4**  **8**

Runemark	Reactions
	<p><b>Musk of Fear:</b> 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.</p> <p>        </p> <p><b>WARLOCK ENGINEER</b> <b>DEATHMASTER</b> <b>NIGHTLEADER</b> <b>WARPLOCK JEZZAIL</b> <b>GUTTER RUNNER</b> <b>NIGHT RUNNER</b> <b>STORMVERMIN WITH RUSTY HALBERD AND CLANSIELD</b> <b>STORMVERMIN WITH RUSTY HALBERD</b> <b>CLANRAT WITH RUSTY SPEAR</b></p>

Runemark	Abilities
 	<p><b>[Double] Scurry Away:</b> 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.</p> <p>      </p> <p><b>WARLOCK ENGINEER</b> <b>DEATHMASTER</b> <b>NIGHTLEADER</b> <b>GUTTER RUNNER</b> <b>NIGHT RUNNER</b> <b>CLANRAT WITH RUSTY SPEAR</b></p>
  	<p><b>[Double] Warp Lightning:</b> Pick a number of enemy fighters up to the value of this ability. The first fighter picked must be within 6" of, and visible to, this fighter and each subsequent fighter picked must be within 3" of, and visible to, a fighter that has already been picked. The same fighter cannot be picked more than once. Allocate 1 damage point to each fighter picked.</p> <p></p> <p><b>WARLOCK ENGINEER</b></p>
 	<p><b>[Double] Hired Bodyguard:</b> Until the end of the battle round, friendly fighters with the Hero runemark cannot be targeted while they are within 1" of this fighter.</p> <p> </p> <p><b>STORMVERMIN WITH RUSTY HALBERD AND CLANSIELD</b> <b>STORMVERMIN WITH RUSTY HALBERD</b></p>
 	<p><b>[Triple] Lead From The Back:</b> 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.</p> <p>  </p> <p><b>WARLOCK ENGINEER</b> <b>DEATHMASTER</b> <b>NIGHTLEADER</b></p>
	<p><b>[Triple] Poisonous Fumes:</b> 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.</p> <p>        </p> <p><b>WARLOCK ENGINEER</b> <b>DEATHMASTER</b> <b>NIGHTLEADER</b> <b>WARPLOCK JEZZAIL</b> <b>GUTTER RUNNER</b> <b>NIGHT RUNNER</b> <b>STORMVERMIN WITH RUSTY HALBERD AND CLANSIELD</b> <b>STORMVERMIN WITH RUSTY HALBERD</b> <b>CLANRAT WITH RUSTY SPEAR</b></p>
  	<p><b>[Triple] Running Death:</b> 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.</p> <p> </p> <p><b>DEATHMASTER</b> <b>NIGHTLEADER</b></p>
 	<p><b>[Quad] Expend Warpstone Spark Canister:</b> 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.</p> <p> </p> <p><b>WARLOCK ENGINEER</b> <b>WARPLOCK JEZZAIL</b></p>