







































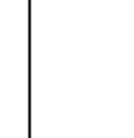
DEATHMASTER  **185**


					
1	5	4	2/4		
					
8	3	3	1/4		17 3 18













STORMFIEND WITH DOOMFLAYER GAUNTLETS  **270**


					
1	5	4	4/8		
					
15	5	35			













GUTTER RUNNER  **90**


					
1	4	3	1/4		
					
8	2	3	1/3		16 3 10













STORMVERMIN WITH RUSTY HALBERD  **95**


					
2	3	3	2/4		
					
16	4	10			













STORMVERMIN WITH RUSTY HALBERD AND CLANSHIELD  **80**


					
2	2	3	2/4		
					
16	5	10			













GIANT RAT  **70**


					
1	3	3	1/3		
					
18	2	4			













GIANT RAT  **70**



					
1	3	3	1/3		
					
18	2	4			






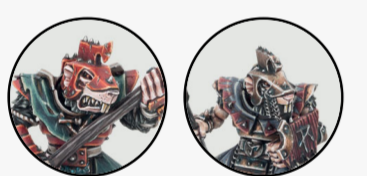





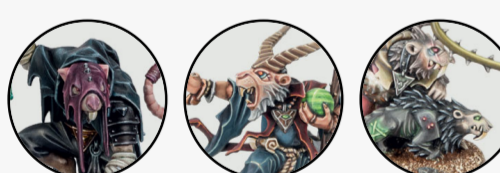




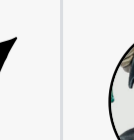
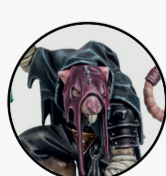



GIANT RAT  **70**

					
1	3	3	1/3		
					
18	2	4			

PACKMASTER  **70**

					
1	3	3	1/3		
					
3	3	3	1/2		16 3 8

Runemark	Reactions
	<p>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.</p>  <p>DEATHMASTER STORMFIEND WITH DOOMFLAYER GAUNTLETS GUTTER RUNNER STORMVERMIN WITH RUSTY HALBERD STORMVERMIN WITH RUSTY HALBERD AND CLANSHIELD GIANT RAT PACKMASTER</p>

Runemark	Abilities
 	<p>[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.</p>  <p>DEATHMASTER GUTTER RUNNER GIANT RAT PACKMASTER</p>
 	<p>[Double] Hired Bodyguard: 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>STORMVERMIN WITH RUSTY HALBERD STORMVERMIN WITH RUSTY HALBERD AND CLANSHIELD</p>
 	<p>[Double] Crack the Whip: Pick a visible friendly fighter with the Beast runemark within 4" of this fighter. That fighter makes a bonus melee attack action.</p>  <p>PACKMASTER</p>
 	<p>[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.</p>  <p>DEATHMASTER</p>
	<p>[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.</p>  <p>DEATHMASTER STORMFIEND WITH DOOMFLAYER GAUNTLETS GUTTER RUNNER STORMVERMIN WITH RUSTY HALBERD STORMVERMIN WITH RUSTY HALBERD AND CLANSHIELD GIANT RAT PACKMASTER</p>
  	<p>[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.</p>  <p>DEATHMASTER</p>
 	<p>[Triple] Crushing Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.</p>  <p>STORMFIEND WITH DOOMFLAYER GAUNTLETS</p>