

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.

<p>KIXI-TAKA, THE DIVINER 125</p> <table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>2</td> <td>3</td> <td>3</td> <td>1/4</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>3/7</td> <td>2</td> <td>3</td> <td>3/6</td> <td></td> </tr> </table> <p>6 3 18</p>						2	3	3	1/4							3/7	2	3	3/6		<p>KLAQ-TROK 190</p> <table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>4</td> <td>4</td> <td>2/4</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>4</td> <td>5</td> <td>28</td> <td></td> <td></td> </tr> </table>						1	4	4	2/4							4	5	28			<p>OTAPATL 80</p> <table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>2</td> <td>3</td> <td>1/2</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>12</td> <td>2</td> <td>3</td> <td>1/5</td> <td></td> </tr> </table> <p>6 2 10</p>						1	2	3	1/2							12	2	3	1/5		<p>TOK 80</p> <table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>3</td> <td>3</td> <td>1/3</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>12</td> <td>2</td> <td>3</td> <td>1/4</td> <td></td> </tr> </table> <p>6 2 10</p>						1	3	3	1/3							12	2	3	1/4	
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Runemark	Reactions
	<p>Starborn: 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>KIXI-TAKA, THE DIVINER KLAQ-TROK OTAPATL TOK HUACHI XEPIC TERRADON RIDER WITH STARSTRIKE JAVELIN TERRADON RIDER ALPHA WITH STARSTRIKE JAVELIN</p>

Runemark	Abilities
	<p>[Double] Cold-blooded Commander: 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>KIXI-TAKA, THE DIVINER TERRADON RIDER ALPHA WITH STARSTRIKE JAVELIN</p>
	<p>[Double] Nimble Retreat: 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>KIXI-TAKA, THE DIVINER OTAPATL TOK HUACHI XEPIC</p>
	<p>[Double] Chameleon Ambush: This fighter can use this ability only if there are no visible enemy fighters within 12" of this fighter. This fighter makes a bonus move action.</p> <p>OTAPATL</p>
	<p>[Triple] Imbue with Azyrite Energy: Until the end of the battle round, add 1 to the Move and Toughness characteristics of friendly fighters while they are within 9" of this fighter.</p> <p>KIXI-TAKA, THE DIVINER</p>
	<p>[Triple] Tearing Bite: 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>KLAQ-TROK</p>
	<p>[Triple] Meteoric Barrage: 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>TERRADON RIDER WITH STARSTRIKE JAVELIN TERRADON RIDER ALPHA WITH STARSTRIKE JAVELIN</p>
	<p>[Quad] Wrath of the Old Ones: 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>KIXI-TAKA, THE DIVINER KLAQ-TROK OTAPATL TOK HUACHI XEPIC TERRADON RIDER WITH STARSTRIKE JAVELIN TERRADON RIDER ALPHA WITH STARSTRIKE JAVELIN</p>

UNIVERSAL REACTIONS

Ability
<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]/(docs/rules/terrain#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>