¥ 😿 🌞 Rat Ogor with Warpfire Gun	* * * * Rat Ogor	▼ ® Packmaster	¥ @ Siant Rat x3	● ¾ ♦ olceleaner: Fighters	Heroes	女 ※ ® ※ Master Moulder	Leader	Chaos - Skaven [1,000pts]
225pts	225pts	TOpts	Topts	Эцскі		125pts		00pts]

<b>ction] Musk of Fear</b> : fighter can make this reaction after an enemy fighter finishes a move action visible to this fighter and within 3" of fighter. Pick another friendly fighter with the Skaven faction runemark within 3" of this fighter. That fighter makes a bonus move action or a is disengage action and must end that action more than 3" away from the enemy fighter that made the move action. <b>ction] Shared Pain</b> : fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For hit roll from that attack action that hits, allocate I damage point to the attacking fighter. For each critical hit, allocate 2 damage points to the king fighter instead.
hit roll from that attack action that hits, allocate I damage point to the attacking fighter. For each critical hit, allocate 2 damage points to the
ANNY NIGHTEN MISTERIO.
<b>louble] Crack the Whip</b> : Pick a visible friendly fighter with the Beast runemark within 4" of this fighter. That fighter makes a bonus melee k action.
iouble] Flesh-mend : Pick a visible friendly fighter with the Beast runemark within 4" of this fighter. Remove a number of damage points of the total to that fighter up to half the value of this ability (rounding up).
louble] Lithe and Swift: Rdd 3 to this fighter's Move characteristic for their next move action in this activation.
<b>Jouble] Sadistic Killers</b> : Until the end of this fighter's activation, add I to the damage points allocated to enemy fighters by each hit and all the same attack actions made by this fighter.
<b>louble] 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 is a bonus disengage action.
ri <b>cie] Crushing Charge</b> : Until the end of this fighter's activation, the next time this fighter finishes a move action within I" of an enemy er, pick a visible enemy fighter within I" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
<b>rigle] Lead From The Back</b> : Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks characteristic elee attack actions made by visible friendly fighters while they are within 6" of this fighter.
rigle] Locus of Excruciation : Until the end of the battle round, add I to the Strength characteristic of melee attack actions made by e friendly fighters while they are within 6" of this fighter.