

[Double] On the Mawpath: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation. [Double] Might Makes Right: A fighter can use this ability only 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. [Double] Ironfist: Pick a visible enemy fighter within 1" of this fighter and roll 2 dice. For each 4-5, allocate 1 damage point to that fighter. For each 6, allocate a number of damage points to that fighter equal to the value of this ability. [Triple] Bullcharge: 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. [Triple] Sneaky Traps: Until the end of the battle round, each time an enemy fighter finishes a move action within 3" of this fighter, that fighter suffers impact damage.

[Quad] Thunderous Blast of Hot Metal: Add half the value of this ability (rounding up) to the Attacks and Strength characteristics of the next attack action made by this fighter this activation that targets an enemy fighter more than 3" away.



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