



FIGHTER TYPES SPLINTERED FANG



Trueblood



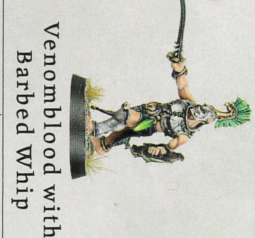
Serpent Caller



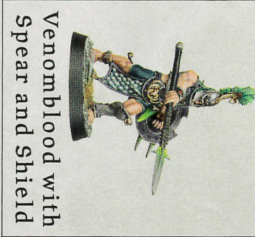
Serpents



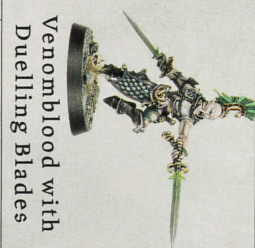
Pureblood



Venomblood with Barbed Whip



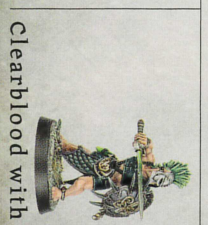
Venomblood with Spear and Shield



Venomblood with Duelling Blades



Venomblood with Blade and Barbed Whip



Clearblood with Shield



FIGHTER TYPES CORVUS CABAL



Shadow Piercer



Shrike Talon



Cabalist with Familiar



Cabalist with Spear



Cabalist



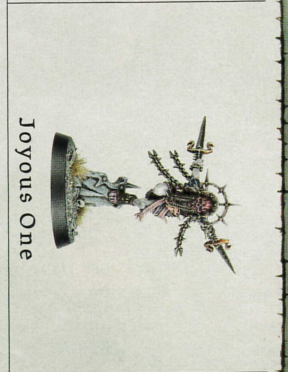
Spire Stalker



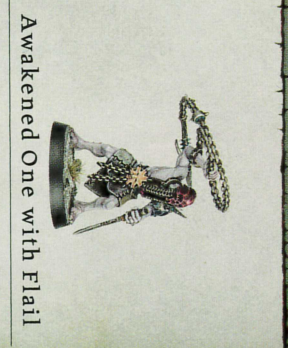
FIGHTER TYPES THE UNMADE



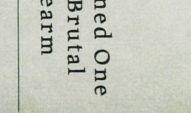
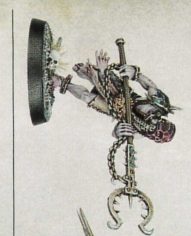
Blissful One



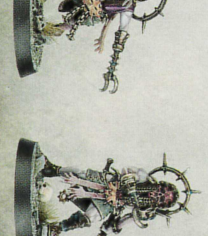
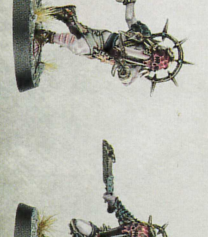
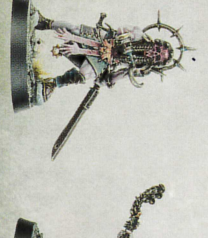
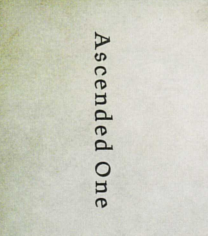
Joyous One



Awakened One with Flail



Awakened One with Brutal Polearm



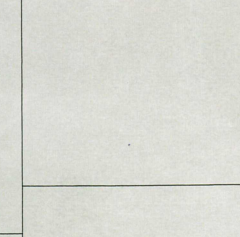
Ascended One



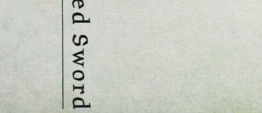
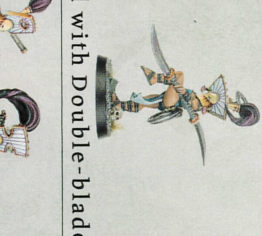
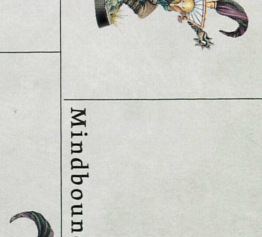
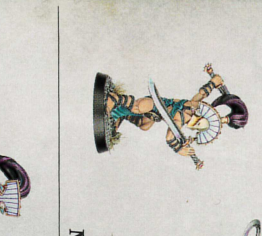
FIGHTER TYPES CYPHER LORDS



Thrallmaster

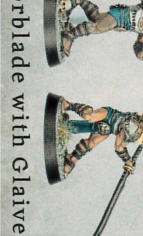
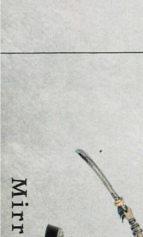


Luminate



Mindbound

Mindbound with Double-bladed Sword



Mirrorblade with Duelling Swords

Mirrorblade with Glaive



ABILITIES SPLINTERED FANG



[Double] **Poisoned Weapon:** Until the end of this fighter's activation, the Strength characteristic of attack actions made by this fighter count as being higher than the target's Toughness characteristic.



[Double] **Ensnaring Net:** Pick a visible enemy fighter within 3" of this fighter. Until the end of the battle round, that enemy fighter cannot make move actions or disengage actions.



[Double] **Fanged Buckler:** Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 3-4, allocate 1 damage point to that fighter. On a 5-6, allocate a number of damage points to that fighter equal to the value of this ability.



[Triple] **Snake Charming:** Pick a friendly fighter with the **Beast** runemark (🐾) within 4" of this fighter. That fighter makes a bonus attack action.



[Triple] **Relentless Killer:** 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 attack action.



[Quad] **Paralysing Venom:** Until the end of this fighter's activation, add the value of this ability to the damage points allocated by critical hits from attack actions made by this fighter, and after each attack action made by this fighter, roll a dice. On a 5-6, until the end of the battle round, the target fighter cannot make move actions or disengage actions.



ABILITIES CORVUS CABAL



[Double] **Raven Dart:** Pick a visible enemy fighter within 8" of this fighter and roll a dice. On a 3-5, allocate 1 damage point to that fighter. On a 6, allocate a number of damage points to that fighter equal to the value of this ability.



[Double] **Swift Climb:** Until the end of this fighter's activation, do not count the vertical distance moved when this fighter is climbing.



[Double] **Harrying Raven:** Pick an enemy fighter within 20" of this fighter. Until the end of the battle round, that fighter cannot make disengage actions.



[Triple] **Swooping Attack:** This fighter makes a bonus move action. In addition, if the fighter finishes that move action 3" or more vertically lower than their starting position, they can make a bonus attack action.



[Triple] **Gristly Trophy:** Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.



[Quad] **Death from Above:** This fighter makes a bonus move action. Then, they can make a bonus attack action. Add 1 to the Strength characteristic of that attack action if the fighter finished the move action 3" or more vertically lower than their starting position.



ABILITIES THE UNMADE



[Double] **Nightmarish Visage:** Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.



[Double] **Barbed Strike:** Until the end of this fighter's activation, if any attack action made by this fighter scores any hits or critical hits, subtract 1 from the Toughness characteristic (to a minimum of 1) of the target fighter until the end of the battle round.



[Double] **Chain Garrote:** Pick an enemy fighter within 5" of this fighter and roll a dice. On a 3-4, allocate 1 damage point to that fighter. On a 5-6, allocate a number of damage points to that fighter equal to the value of this ability.



[Triple] **Playing Frenzy:** Roll a dice for each visible enemy fighter within 3" of this fighter. On a 3-4, allocate 1 damage point to the fighter being rolled for. On a 5-6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.



[Triple] **Vessel of Torment:** 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. Then, they can make a bonus attack action.



[Quad] **Gift of Agony:** This fighter makes a bonus attack action. Add 1 to the Strength and Attacks characteristics of that attack action if this fighter has any damage points allocated to them.



ABILITIES CYPHER LORDS



[Double] **Throwing Stars and Chakrams:** Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.



[Double] **Acrobatic Leap:** This fighter can fly when making move actions until the end of their activation, however, when flying, they cannot move vertically upwards more than 3".



[Double] **Low Sweeping Blow:** Roll 1 dice for each visible enemy fighter within 2" of this fighter. On a 4-5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.



[Triple] **Shadowy Recall:** Pick a friendly fighter with the **Minion** runemark (👤) that is within 12" of this fighter. Remove that fighter from the battlefield and then immediately set them up anywhere on the battlefield within a number of inches of this fighter equal to the value of this ability.



[Triple] **Shattered Gloom Globe:** Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of this fighter.



[Quad] **Spinning Somersault Strike:** This fighter can fly when making move actions until the end of their activation; however, when flying, they cannot move vertically upwards more than 3". In addition, this fighter makes a bonus move action. Then, they can make a bonus attack action.



ABILITIES CHAOTIC BEASTS



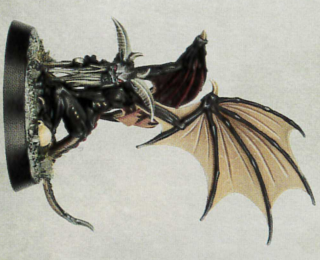
[Double] Cover: Until the end of the battle round, count each critical hit from attack actions that target this fighter as a hit instead.



[Double] Crazed Flock: Until the end of this fighter's activation, for each other friendly fighter within 3" of this fighter that has the same runemarks as this fighter, add 1 to the Attacks and Strength characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less.



Raptoryx



Fury



FIGHTER TYPES DAUGHTERS OF KHAINE



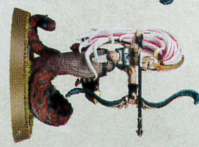
Khineraal Lifetaker Harriidynn



Khineraal Lifetaker



Blood Stalker Krone



Blood Stalker



Khineraal Heartrender

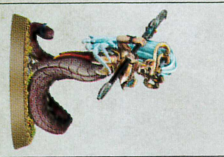


Khineraal Heartrender Shryke

Witch Aelf



Blood Sister Gorgai



Blood Sister



Witch Aelf with Sacrificial Knives



Witch Aelf with Sacrificial Knife and Bladed Buckler



Witch Aelf with Sacrificial Knives



Sister of Slaughter Handmaiden with Barbed Whip and Bladed Buckler



Sister of Slaughter Handmaiden with Barbed Whip and Bladed Buckler



Sister of Slaughter Handmaiden with Barbed Whip and Bladed Buckler



FIGHTER TYPES IRON GOLEM



Dominar



Ogor Breacher



Signifer



Drillmaster



Prefector



Iron Legionary



Iron Legionary with Bolas



Armator



Iron Legionary



Iron Legionary with Twin Hammers



FIGHTER TYPES UNTAMED BEASTS



Heart-eater



First Fang



Beastspeaker



Rocktusk Prowler



Preytaker with Fanged Axe



Preytaker with Sawtooth Blade



Plains-runner



Plains-runner



Plains-runner



ABILITIES UNIVERSAL ABILITIES

	[Double] Rush: Add 1 to the Move characteristic of this fighter until the end of their activation.
	[Double] Onslaught: Add 1 to the Attacks characteristic of attack actions made by this fighter until the end of their activation.
	[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.
	[Triple] Inspiring Presence: Pick a friendly fighter that has not activated yet this battle round and that is within 6" of this fighter. You can activate that fighter immediately after the activation of this fighter ends.
	[Quad] Rampage: This fighter makes a bonus move action. Then, they can make a bonus attack action.



ABILITIES DAUGHTERS OF KHAINE

	[Double] Bathe in Blood: A fighter can use this ability only if they are within 3" of a visible enemy fighter with 1 or more damage points allocated to them. Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of attack actions made by this fighter.
	[Double] Turned to Crystal: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of a 4-5, allocate 1 damage point to that fighter. For each roll of a 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Heartseekers: If the next attack action made by this fighter this activation scores one or more critical hits, and the target fighter is more than 3" away, allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Slaughterer's Strength: Until the end of this fighter's activation, add the value of this ability to the Strength characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.
	[Triple] Sacrifice to Khaine: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.
	[Quad] Death on the Wind: This fighter makes a bonus move action. Then, they can make a bonus attack action. In addition, add 1 to the Strength characteristic of that attack action if the fighter finished the move action 6" or more from than their starting position.



ABILITIES IRON GOLEM

	[Double] Throw Bolas: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.
	[Double] Spine-crushing Blow: Add the value of this ability to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Double] Lead with Strength: 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.
	[Triple] Living Battering Ram: 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] Stand Defiant: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.
	[Quad] Whirlwind of Death: Allocate a number of damage points to all visible enemy fighters within 3" of this fighter equal to the value of this ability.

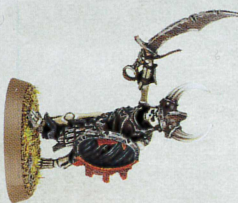


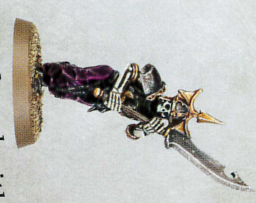
ABILITIES UNTAMED BEASTS

	[Double] Savage Fury: Add 1 to the Move characteristic of this fighter for the next move action they make this activation, and add 1 to the Attacks characteristic of the next attack action they make this activation.
	[Double] All-out Attack: 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] Beastmaster: Pick a visible friendly fighter with the Beast runemark () within 4" of this fighter. That fighter makes a bonus attack action.
	[Triple] Pounce: 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] Harpoon Snag: This fighter makes a bonus attack action. After that attack action, the fighter targeted by that attack action makes a bonus move action directly towards this fighter, as if they were jumping, a number of inches equal to the value of this ability.
	[Quad] Unleash the Beast: Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks and Strength characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less.



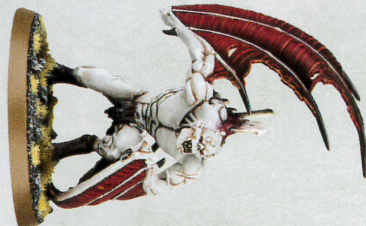
LEGIONS OF NAGASH

 Necromancer	 Skeleton Champion	 Skeleton Warrior with Ancient Spear
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 Skeleton Warrior with Ancient Blade	 Seneschal	 Grave Guard with Great Wight Blade	 Grave Guard with Wight Blade and Crypt Shield
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FLESH-EATER COURTS

 Crypt Haunter	 Crypt Flayer	 Crypt Infernal	 Crypt Horror
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 Crypt Ghoul	 Crypt Ghast
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NIGHTHAUNT

 Dreadwarden	 Grimghast Reaper	 Chainrasp
--	---	--

 Spirit Host	 Glaivewraith Stalker	 Extoller of Shyish
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IRONJAWZ

 Brute Boss with Boss Claw and Brute Smasha	 Brute with Jagged Gore-hacka	 Brute with Gore-choppa	 Brute Boss with Boss Choppa
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 Brute with two Brute Choppas	 Ardboy Boss with Orruk-forged Choppa and Smasha	 Ardboy with Orruk-forged Big Choppa	 Ardboy with Orruk-forged Choppa and Smasha
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LEGIONS OF NAGASH

ABILITIES

[Double] Shambling Horde: A fighter can use this ability only if they are within 6" of a visible friendly fighter with the **Leader** runemark (★). This fighter can make a bonus move action a number of inches equal to half the value of this ability (rounding up).

[Double] Chosen Champion: A fighter can only use this ability if they are within 6" of a visible friendly fighter with the **Leader** runemark (★). Add 1 to the Attacks and Strength characteristics of attack actions made by this fighter this activation.

[Double] Cursed Weapon: Until the end of this fighter's activation, add 1 to the damage points allocated by hits and critical hits from attack actions made by this fighter that have a Range characteristic of 3 or less.

[Triple] Necrotic Siphon: Pick a visible friendly fighter within 6" of this fighter. Allocate a number of damage points to that fighter equal to value of this ability. Then, remove a number of damage points from this fighter equal to double the value of this ability.

[Triple] Summon Undead: Pick a friendly fighter that has been taken down. Set up that fighter once more on the battlefield wholly within 3" of this fighter. The fighter set up on the battlefield no longer counts as being taken down. Remove a number of damage points allocated to that fighter equal to the value of this ability.

[Quad] Vanhel's Dance Macabre: A number of visible friendly fighters equal to the value of this ability that are within 6" of this fighter can each make a bonus move action or a bonus attack action (some can make bonus move actions, and others bonus attack actions).



FLESH-EATER COURTS

ABILITIES

[Double] Feeding Frenzy: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Remove a number of damage points from this fighter equal to the value of this ability.

[Double] Skewering Strike: Add 1 to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less. In addition, if that attack action scores a critical hit, until the end of the battle round, the target fighter cannot make move actions or disengage actions.

[Double] Chosen of the King: A fighter can use this ability only if they are within 6" of a visible friendly fighter with the **Leader** runemark (★). Until the end of this fighter's activation, add 2 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.

[Triple] Bringer of Death: Add the value of this ability to the Move characteristic of friendly fighters within 6" of this fighter when this fighter uses this ability, until the end of the battle round.

[Triple] Death Scream: Roll 1 dice for each visible enemy fighter within 8" of this fighter. On a 5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.

[Quad] The Royal Hunt: This fighter makes a bonus move action. Then, they can make a bonus attack action. In addition, add 1 to the Attacks characteristic of that attack action if this fighter is within 1" of a visible friendly fighter.



NIGHTHAUNT

ABILITIES

[Double] Aura of Dread: Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability. Until the end of the battle round, subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions made by that fighter. A fighter can only be targeted once per battle round by this ability.

[Double] Soul-marked Prey: Pick a visible enemy fighter within 3" of this fighter with 1 or more damage points allocated to them. Until the end of the battle round, add 1 to the Strength characteristic of attack actions made by friendly fighters that target that fighter. A fighter cannot be picked to be the target of this ability more than once per battle round.

[Triple] Frightful Touch: Until the end of this fighter's activation, count each hit from attack actions made by them as a critical hit instead.

[Double] Chilling Horde: A fighter can use this ability only if there is a visible friendly fighter with the **Minion** runemark (♣) within 3" of them. Add 1 to the Attacks characteristic of attack actions made by this fighter until the end of their activation.

[Triple] Spectral Summon: Pick a friendly fighter that has been taken down. Set up that fighter once more on the battlefield wholly within 3" of this fighter. The fighter set up on the battlefield no longer counts as being taken down. Remove a number of damage points allocated to that fighter equal to the value of this ability.

[Quad] Reaped Like Corn: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.



IRONJAWZ

ABILITIES

[Double] Charge! A fighter can use this ability only if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.

[Double] Shield Bash: After this fighter's next move action this activation, pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 4-5, allocate 1 damage point to that fighter. On a 6, allocate a number of damage points to that fighter equal to the value of this ability.

[Double] Duff Up Da Big Thing: Until the end of this fighter's activation, add 2 to the Attacks and Strength characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less and that target an enemy fighter with a Wounds characteristic of 15 or more.

[Triple] Waaagh!: Add the value of this ability to the Move characteristic of friendly fighters within 6" of this fighter when this fighter uses this ability, until the end of the battle round.

[Triple] Da Grab an' Bash: Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions. In addition, on a 6, this fighter can make a bonus attack action against that enemy fighter.

[Quad] Rampaging Destroyer: Until the end of this fighter's activation, add 1 to the Attacks characteristic of attack actions made by this fighter. In addition, each time an enemy fighter is taken down by an attack action made by this fighter this activation, this fighter can make a bonus move action.



FIGHTER TYPES
BONESPLITTERZ

 Savage Morboy Boss	 Savage Orruk with Savage Stikka and Bone Shield	 Savage Big Stabbas	 Savage Orruk Morboy with Bone Totem
 Savage Orruk Arrowboy	 Savage Orruk with Chompa and Bone Shield	 Savage Orruk Morboy	 Savage Orruk Arrowboy Boss
 Savage Boss with Chompa and Bone Shield			



FIGHTER TYPES
IDONETH DEEPKIN

 Namarti Thrall	 Namarti Thrall Icon Bearer	 Namarti Reaver	 Namarti Reaver Icon Bearer
 Morrsarr Lochian Prince	 Morrsarr Guard	 Ishlaen Guard	 Ishlaen Prince



FIGHTER TYPES
GLOOMSPITE GITZ

 Boingrot Boss	 Boingrot Bounder	 Squig Hopper Boss	 Squig Hopper	 Stabba with Pokin' Spear
 Squig Herder	 Stabba with Barbed Net	 Moonclan Boss	 Cave Squig	 Shoota
 Stabba				



FIGHTER TYPES
STORMCAST ETERNALS

 Vanguard-Raptor with Longstrike Crossbow	 Raptor-Prime with Longstrike Crossbow	 Hunter-Prime	 Aetherwing
 Vanguard-Raptor with Hurricane Crossbow	 Vanguard-Hunter	 Raptor-Prime with Hurricane Crossbow	 Gryph-hound



ABILITIES BONESPLITTERZ

[Double] Charge: A fighter can use this ability only if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.

[Double] Toof Shiv: Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 3-4, allocate 1 damage point to that fighter. On a 5-6, allocate a number of damage points to that fighter equal to the value of this ability.

[Double] Beast Spirit Ju-ju: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.

[Triple] Waagh! Add the value of this ability to the Move characteristic of friendly fighters within 6" of this fighter when this fighter uses this ability, until the end of the battle round.

[Triple] Loads Arrows: Add 1 to the Attacks characteristic of attack actions made by this fighter that target an enemy fighter more than 3" away.

[Quad] Rampaging Destroyer: Until the end of this fighter's activation, add 1 to the Attacks characteristic of attack actions made by this fighter. In addition, each time an enemy fighter is taken down by an attack action made by this fighter this activation, this fighter can make a bonus move action.



ABILITIES IDONETH DEEPKIN

[Double] Low Tide: A fighter can use this ability only if it is the first battle round. This fighter can make a bonus move action a number of inches equal to the value of this ability.

[Double] Sweeping Blow: Roll 1 dice for each visible enemy fighter within 2" of this fighter. On a 5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.

[Double] Storm Fire: Until the end of this fighter's activation, add 1 to the Attacks characteristic of attack actions made by this fighter that target an enemy fighter more than 3" away.

[Triple] High Tide: A fighter can use this ability only if it is the third battle round. Add 1 to the Attacks and Strength characteristics of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of this fighter.

[Triple] Biovoltaic Barrier: Until the end of the battle round, count each critical hit from attack actions that target this fighter as a hit instead.

[Quad] Biovoltaic Blast: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.



ABILITIES GLOOMSPITE GITZ

[Double] Backstabbing Mob: A fighter can use this ability only if there is a visible friendly fighter within 1" of them. Until the end of this fighter's activation, add 1 to the Attacks and Strength characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less.

[Double] Barbed Net: Pick a visible enemy fighter within 3" of this fighter and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.

[Triple] Boing! Boing! Boing! 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] Stab 'Em Good! Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of this fighter.

[Triple] Go Dat Way! Pick a friendly fighter with the **Beast** runemark (🐾) within 4" of this fighter. That fighter makes a bonus move action.

[Quad] Sneaky Stab: This fighter makes a bonus move action. Then, they can make a bonus attack action. In addition, if the fighter targeted by that attack action is within 1" of this fighter, add the value of this ability to the damage points allocated by hits and critical hits from that attack action.



ABILITIES STORMCAST ETERNALS

[Double] Tireless Hunters: 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] Warning Cry: Pick a visible enemy fighter within 6" of this fighter. Until the end of the battle round, you can re-roll 1 dice during attack actions made by friendly fighters that target that fighter.

[Double] Righteous Aura: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.

[Triple] Darting Attack: This fighter makes a bonus attack action. Then, they can then make a bonus disengage action.

[Triple] Rapid Fire: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation.

[Quad] Aimed Strike: Add the value of this ability to the damage points allocated to enemy fighters by each hit or critical hit from attack actions made by this fighter this activation.