

Special Skills v.1.7.3

Special Skill Lists

Sigmarite	2
Rogue	2
Mutations	3
Khorne	4
Nurgle	4
Tzeentch	5
Slaneesh	5
Dawi	6
Waaagh!	6
Virtues	7
Revenant	7
Scarab	8
Warbird	8
Aspects	9
Gladiator	9
Spawnings	10

Sigmarite Skills

Fanatical

Warrior is Immune to Fear and Panic and may not voluntarily leave close combat.

Bless Weapons (+1 S)

Warrior's close combat and shooting attacks have +1 Strength vs. Undead, Ghouls, Daemons, and any warrior with one or more Mutation skills.

Absolute Faith (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

Sign of Sigmar

Warrior starts each battle with 1 Free Power dice. Must be a priest to choose this skill.

Righteous Fury

Warrior *hates* all enemies in the first round of each close combat. (*i.e. all of their close combat attacks have +1 to hit.*)

Utter Determination (5+)

Warrior has a 5+ ward save against all types of attacks as long as he is down to one wound. No effect while warrior is *fleeing*. (*Ward saves cannot be increased beyond 4+.*)

No Retreat – No Surrender!

If this warrior is deployed and *not fleeing*, the warband may re-roll one failed Rout Test. Multiple warriors with this skill may allow multiple Rout Test to be re-rolled, though each Rout Test can only be re-rolled once.

Fiery Orator

If the warrior has the 'Leader' ability, other warriors in the warband that use his Ld instead of their own roll an extra D6 for fear and panic tests and discard the highest D6. Being within 6" of multiple warriors with this skill does *not* stack. No effect if warrior does not have the 'Leader' ability.

Templar

Warrior may re-roll all of his failed armour saves (*but not ward or regeneration saves*) where the result was a natural 1.

Divine Power

Warrior must be a Priest to choose this skill. When rolling to see if he generates Power Dice, he rolls 3D6 and discards the highest result.

Rogue Skills

Perfect Killer

Warrior's attacks (*both shooting and close combat*) are Armour Piercing (1). Stacks with other Armour Piercing effects he may have.

Poisonous Killer

Warrior may poison one of his weapons each battle. You may choose which.

Silent Killer

At the *end* of any close combat phase (*i.e. also opponent's*) where this warrior took an enemy *out of action* with a close combat attack, this warrior may *flee* close combat *without* his enemies gaining Free Hacks against him.

Swift Killer

Warrior gains +1 Movement, up to a maximum of Movement 5, and *flees* 3D6" instead of the normal 2D6".

Unseen Killer

Enemies must re-roll their successful armour saves (*but not ward or regeneration saves*) vs. all of this warrior's shots with Blowpipe, Throwing Knives / Stars, and Crossbow Pistols.

Shadow Lurker

If this warrior has 'Stealth,' all enemies suffer an additional -1 to hit for shooting at this warrior while he is in cover. No effect if warrior does not have 'Stealth,' or vs. enemies that ignore 'Stealth.'

Distract / Tail Fighting (-D3 I)

At the *start* of *each* close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -D3 Initiative to strike order that turn. This ability *cannot* be used while warrior is *fleeing*.

Jump Back

Enemies must re-roll their successful Initiative tests for charging this warrior without line of sight (*e.g. when he is around a corner, behind a wall, etc.*). No effect vs. enemies that automatically pass such tests (*e.g. enemies with the 'Sixth Sense' skill*).

Weapons Training: Assassin

Warrior becomes proficient with Fighting Claws, Blowpipe, Crossbow Pistol, and Throwing Knives / Stars. If his race is Skaven, he also becomes proficient with Weeping Blades.

Mutation Skills

Extra Head (4+)

Warrior has a 4+ special save vs. Critical Hits. If this save is successful, treat the critical hit as a normal hit instead. (*Special saves do not stack beyond 4+.*)

Metal Skin

Warrior gains 'Scaly Skin (6+).' No effect if he already has Scaly Skin. If the warrior is a Wizard, this will *not* prevent him from casting spells.

Cloven Hoofs

Warrior has +1 Movement, up to a maximum of Movement 5, and may re-roll failed Jump Down tests. No effect if he already has Cloven Hoofs.

Hideous Visage

Warrior causes *fear*. If he already causes *fear*, enemies that have to take a *fear* test within 1" of him must roll an extra D6 and discard the lowest result.

Blackblood

Whenever this warrior suffers a wound, all warriors with 1" of him (*friend and foe*) take 1 Strength 2 hit with armour saves as normal. Warrior *can* gain experience from taking enemies out of action this way, even if he is *out of action* himself.

Poison Glands

Warrior may poison one of his weapons each battle (*you may choose which*). If warrior is fighting unarmed, only a single attack will be *poisonous* each round because of this Mutation.

Acid Excretion

All of this warrior's close combat attacks are Armour Piercing (1). Stacks with other modifiers.

Horns (+1 S)

Warrior has +1 Strength the turn he charges.

Distensible Maw

- Warrior suffers no penalties for fighting unarmed.
- When striking at enemies that are down to 1 Wound, this warrior's *first* unarmed attack each turn (*including opponent's*) wounds automatically (*if it hits*) and ignores saves of any kind.

Mutation Skills

Acid Ichor

Warrior counts as being armed with a missile weapon that has the following properties:

Range: 6" **Strength:** 4

Armour Piercing (1)

Quick to Fire: No -1 to hit for moving and shooting.

Cannot be Robbed, Swapped, or Discarded.

- Warrior may fire this weapon using his BS or WS, whichever is higher.

Breathe Fire

Warrior counts as being armed with a missile weapon that has the following properties:

Range: Flame Template **Strength:** 3

Breath Weapon: All warriors under, or partially under, the template take 1 *flaming* Strength 3 hit.

Fire only once per battle.

Cannot be Robbed, Swapped, or Discarded.

Burning Body

Warrior's close combat attacks are *flaming*. He cannot *hide* and loses 'Stealth' if he has it.

- At the *end* of all close combat phases (*including opponent's*), all warriors (*friend or foe*) within 1" of this warrior take 1 *flaming* Strength 1 hit with armour saves as normal. This ability is active even while *fleeing*.

Tentacle (-D3 I)

At the *start* of *each* close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -D3 Initiative to strike order that turn. This ability *cannot* be used while warrior is *fleeing*.

Great Claw

One of the warrior's arms now counts as a close combat weapon with the following properties:

Strength Bonus: +1 Strength in *all* rounds of combat.

Grip: Only a single attack can be made with this weapon each round, no matter how many attacks the warrior has on his profile.

Cannot be robbed, swapped, or sold.

- (*Fighting with a Claw and a single, one-handed weapon gives the warrior +1 Attack (and -1 to hit) in the same way as if he were fighting with two weapons.*)

Khorne Gifts

Mark of Khorne (4+)

Warrior *hates* wizards and has a 4+ ward save vs. the effects of hostile spells.

Locus of Slaughter (+1 S)

Warrior has +1 Strength the turn he charges.

Blind Rage

Warrior is Immune to fear and panic and may not voluntarily leave close combat.

Spellgreed (12", +1 A)

Warrior gains +1 Attack for the rest of the battle each time an enemy Wizard successfully casts a spell within 12" of him. Requires line of sight.

Berserk Fury (+D3")

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". (*I.e. He rolls 2D6, adds the highest roll to his base Movement and then adds another D3 to that.*)

Bloodfever

Warrior *hates* all enemies in the first round of each close combat. (*I.e. all of his close combat attacks have +1 to hit.*)

Champion of Khorne

All of this warrior's Critical Hits with Great Axes and Throwing Axes automatically result in a 'Deathblow' result on the critical hits table (*re-rolled dice cannot cause critical hits*).

Skulltaker

Warrior may re-roll 'Free Hack' attacks that failed to wound.

Slaughterer

Warrior may re-roll all failed rolls 'to wound' with Axes and Great Axes the turn he charges.

Punisher

All of warrior's attacks with Morning Star, Flail and Combat Whip ignore Ward saves granted by Shields.

Mutation

Warrior gains one skill of your choice from the Mutations skill list, even if he does not normally have access to this list. (*This skill can only be taken once, i.e. it is not possible to obtain more than one mutation from this skill.*)

Nurgle Gifts

Mark of Nurgle

Warrior causes *fear*. If he already causes *fear*, enemies that have to take a *fear* test within 1" of him must roll an extra D6 and discard the lowest result.

Locus of Filth

Warrior may *poison* one of his weapons each battle. You may choose which.

Cloud of Flies (1", -1 I)

All enemies that are within 1" of this warrior suffer -1 Initiative to strike order in *all* rounds of combat. No effect vs. Undead and Daemons. Being within 1" of multiple warriors with this skill does *not* stack (*i.e. enemies still only suffer -1 Initiative*).

Nurgling Infestation

All of this warrior's close combat attacks have +1 to wound enemies that are down to 2 Wounds or less. This does not affect the enemy's armour save. No effect vs. Undead and Daemons.

Glorious Filth

All of this warrior's *poisonous* attacks have +1 to wound (*this does not affect the enemy's armour saves*). No effect vs. enemies immune to poison.

Bloated Body

Warrior gains +1 Toughness, but suffers -2 Movement, down to a minimum of Movement 3. He also loses all Speed skills, and can no longer gain Speed skills.

Magnificent Buboos

Warrior gains the 'Blackblood' Mutation. If he already has the 'Blackblood' Mutation, its effects are *poisonous* as well.

Oozing Slime

Enemies that successfully charge this warrior suffer -1 to hit in the first round of combat.

Bouncing Blubber

All critical hits scored against this warrior have a -D3-1 modifier to rolls on the critical hits chart.

Mutation

Warrior immediately gains one skill of your choice from the Mutations skill list, even if he does not normally have access to this list. (*This skill can only be taken once, i.e. it is not possible to obtain more than one mutation from this skill.*)

Tzeentch Gifts

Mark of Tzeentch

- If warrior is *not* a Wizard, he gains a 4+ ward save vs. the effects of hostile spells.
- If warrior *is* a Wizard, he starts each battle (and every Pit Fight) with 1 free Power Dice.

Locus of Change

Warrior may re-roll all armour saves (*but not ward or regeneration saves*) where the result was a natural 1.

Tendrils of Tzeentch

- If warrior is *not* a Wizard, he may re-roll his first failed roll 'to hit' in each close combat phase where the result was a natural 1.
- If warrior *is* a Wizard, he adds +6" to the range of all spells he is attempting to cast.

Ecstatic Duplication (5+)

Warrior has 'Regeneration (5+)' as long as he is down to 1 Wound.

Protean Form

Shooting at this warrior suffers an additional -1 to hit as long as the distance exceeds 12".

Far-seeing Eye of Tzeentch (+6")

Warrior has +6" to the maximum range of all shots with shooting weapons that normally have a range of 18" or more.

Incandescent Corona

Warrior gains the 'Burning Body' Mutation. If he already has it, hits from this ability may re-roll 1s 'to wound' as well.

Master of Magic

Warrior must be a wizard to take this skill. Warrior gains access to one of the 8 basic Lores of Magic, determined at random before each battle in addition to his other lore. He *always* knows the Signature Spells of both lores and when generating spells before the battle, he may freely decide which lore each of his spells will come from. Roll a D8 to see which lore is granted:

- (1) Fire (2) Death (3) Shadow (4) Beasts (5) Life (6) Metal (7) Light (8) Heavens.

Mutation

Warrior immediately gains one skill of your choice from the Mutations skill list, even if he does not normally have access to this list. (*This skill can only be taken once, i.e. it is not possible to obtain more than one mutation from this skill.*)

Slaanesh Gifts

Mark of Slaanesh

Warrior is immune to fear and panic.

Locus of Grace (+1 M, Flee 3D6")

Warrior gains +1 Movement, up to a maximum of Movement 5, and *flees* 3D6" instead of 2D6".

Soporific Musk (-D3")

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6". No effect vs. Undead and Daemons.

Swiftness of Slaanesh

Warrior has +2 Initiative to strike order in the first round of combat.

Lashing Tongue (-D3 I)

At the *start* of each *start* of each close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -D3 Initiative to strike order that turn. This ability cannot be used while warrior is *fleeing*.

Allure of Slaanesh (1", -1 Ld)

All enemies within 1" of this warrior suffer -1 Ld. Being within 1" of multiple warriors with this skill does *not* stack. No effect vs. Undead and Daemons.

Serpent Dodge

If warrior has the 'Dodge: Ranged' Speed skill, all shooting at him suffers an additional -1 to hit if the distance fired was 12" or less (*also applies vs. 'Stand and Shoot' attacks*). No effect vs. enemies that ignore the 'Dodge: Ranged' skill.

Caress of Slaanesh

Warrior gains the 'Great Claw (Arm)' Mutation. If he already has it, attacks with the Claw have an additional +1 to hit in *all* rounds of combat.

Needles of Delight

All of warrior's shots with Javelins have an additional +1 modifier to rolls on the Critical Hits chart and cause 2 Wounds instead of 1 on 'Deathblow' critical hits.

Mutation

Warrior immediately gains one skill of your choice from the Mutations skill list, even if he does not normally have access to this list. (*This skill can only be taken once, i.e. it is not possible to obtain more than one mutation from this skill.*)

Dawi Skills

Grudgebearer

Warriors *hates* all enemies in the first round of each close combat. (*I.e. all of their close combat attacks have +1 to hit.*)

Extra Tough (4+)

Warrior has a 4+ special save vs. Critical Hits. If this save is successful, treat the critical hit as a normal hit instead.

True Grit

Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

Bombardier

All of warrior's shots with Cinderblast Bombs have +1 to hit and an additional +1 modifier to rolls on the critical hits table. (*Does not grant proficiency with Cinderblast Bombs.*)

Magic Resistance (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

Tunneler (+3")

Warrior has +3" to the range to the range he spots *hidden* enemies. (*Stacks with Lantern.*)

Hammerer

All of warrior's close combat attacks that are Concussive add an extra point of Concussion to their effect (*e.g. Concussive 1 becomes Concussive 2, Concussive D3 becomes Concussive D3+1, etc.*). No effect on attacks that are not Concussive.

Shield Wall

While using a Shield, this warrior may re-roll armour saves (*but not ward or regeneration saves*) where the result was a natural 1. (*This skill does not grant proficiency with Shields.*)

Ferocious Charge (+D3") (Slayers Only)

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". (*I.e. He rolls 2D6, adds the highest roll to his base Movement and then adds another D3 to that.*)
Warrior's type must be Slayer to choose this skill.

Deathblow (Axes) (Slayers Only)

All of this warrior's Critical Hits with Axes, Great Axes, and Throwing Axes automatically result in a 'Deathblow' result on the critical hits table.
Warrior's type must be Slayer to choose this skill.

Waaagh! Skills

Choppa (+1 S)

Warrior has +1 Strength the turn he charges.

Extra 'ard

Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

Slasha

Warrior may re-roll up to one failed roll 'to wound' the turn he charges.

Waaagh! (+D3")

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". (*I.e. He rolls 2D6, adds the highest roll to his base Movement and then adds another D3 to that.*)

Basha

All of warrior's close combat attacks that are Concussive add an extra point of Concussion to their effect (*e.g. Concussive 1 becomes Concussive 2, Concussive D3 becomes Concussive D3+1, etc.*). No effect on attacks that are not Concussive.

Thick Skull

All critical hits scored against this warrior have a -D3-1 modifier to rolls on the critical hits chart.

Stomp

When striking at enemies that have Initiative 1, all of this warrior's close combat attacks have +1 Strength and ignore armour saves. (*Enemies whose Initiative has been reduced to 1 through e.g. Concussion also count as having I1 in this regard.*)

Darin'

Warrior may re-roll failed fear and panic tests. (*No effect if he also has 'Stubborn.'*)

Waaagh! Surge (6")

Warrior must be a Wizard to choose this skill: +1 to all spellcasting rolls to cast spells from the Lore of Big Waaagh! per 2 non-*fleeing* Orcs and/or Goblins in the warband that are within 6" of this warrior, up to a maximum of +3 (*the Wizard himself is not counted*). Does not require line of sight.

Tuska (D3 S3 Hits)

Enemies that intercept this warrior take D3 Strength 3 hits with armour saves as normal that are resolved *before* any normal blows are struck, but *after* 'Stand and Shoot' attacks.

Knightly Virtues

Virtue of Knightly Temper (+1 S)

Warrior has +1 Strength the turn he charges.

Virtue of Heroism

Warrior *hates* enemies that cause *fear* in *all* rounds of combat, and whenever he takes an enemy that causes *fear out of action*, roll a D6: On a roll of 4+, he gains an additional +1 XP.

Virtue of Stoicism

Warrior may re-roll failed fear and panic tests. (*No effect if he also has 'Stubborn.'*)

Virtue of Purity (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

Virtue of Noble Distain

Warrior *hates* all enemies armed with missile weapons in *all* rounds of close combat.

Virtue of the Impetuous (+D3")

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". (*I.e. He rolls 2D6, adds the highest roll to his base Movement and then adds another D3 to that.*)

Virtue of Empathy

If warrior has the 'Leader' ability, all other warriors that use his Ld instead of their own roll an extra D6 for fear and panic tests and discard the highest D6. Being within 6" of multiple warriors with this skill does *not* stack. No effect if warrior does not have the 'Leader' ability.

Virtue of Ferocity

Warrior re-roll all failed rolls 'to hit' with Flail or Morning Star the turn he charges (*but not the turn he is charged*).

Virtue of the Able

Warrior may re-roll all armour saves (*but not ward or regeneration saves*) where the result was a natural 1.

Virtue of Discipline

If this warrior is deployed and *not fleeing*, the warband may re-roll one failed Rout Test. Multiple warriors with this skill may allow multiple Rout Test to be re-rolled, though each Rout Test can only be re-rolled once.

Revenant Skills

Dredknight

Warrior may re-roll one failed 'to hit' roll in *all* rounds of close combat (*including opponent's*) and may not leave close combat voluntarily. (*Re-rolled dice cannot cause critical hits.*)

Dark Acolyte

Warrior starts each battle (*and all Pit Fights*) with 1 free Power Dice. Must be a wizard to take this skill.

Nightshroud (-D3")

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6". No effect vs. enemies that ignore 'Stealth.'

Supernatural Horror

Must cause *fear* to take this skill: Enemies that take a *fear* test within 1" of this warrior must roll an extra D6 and discard their lowest result.

Red Fury (+1 S)

Warrior has +1 Strength the turn he charges.

Seneschal

Warrior ignores hits from the 'Crumble' rule. No effect if warrior does not have 'Crumble.'

Forbidden Lore

Warrior must be a wizard to take this skill: If warrior has access to Dark Magic, he gains access to Necromancy and *vice versa*: Warrior *always* knows the Signature Spells of both lores and when generating spells before each battle, he may freely decide which lore each spell will come from.

Chill Touch

Warrior's first hit in each Close Combat phase (*i.e. also opponent's*) ignores armour saves (*but not Ward or Regeneration saves*).

Hunter in the Dark (+1 A) (Vampire Only)

Warrior's race must be Vampire to choose this skill: Warrior gains +1 Attack on profile the turn he charges and he was *hidden* at the start of the turn.

Beguile (-D3 I) (Vampire Only)

Warrior's race must be Vampire to choose this skill: At the *start of each* close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -D3 Initiative to strike order that turn. This ability *cannot* be used while warrior is *fleeing*.

Scarab Skills

Scarab of Life-Essence (5+)

Warrior has Regeneration (5+) as long as he is down to 1 Wound.

Scarab of Domination

If this warrior is deployed and *not fleeing*, the warband may re-roll one failed Rout Test. Multiple warriors with this skill allow multiple Rout Test to be re-rolled, though each Rout Test can only be re-rolled once.

Scarab of Stinging

Warrior may *poison* one of his weapons each battle. You may choose which.

Scarab of Usirian (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

Scarab of Eternal Curse (2 S3 Hits)

Whenever this warrior is taken *out of action*, the enemy responsible for the attack takes 2 Strength 3 hits with armour saves as normal. Warrior *can* gain experience for taking enemies *out of action* this way, even while he is *out of action* himself.

Scarab of Insect Swarm

All enemies that are within 1" of this warrior suffer -1 Initiative to strike order in *all* rounds of combat. No effect vs. Undead and Daemons. Being within 1" of multiple warriors with this does *not* stack.

Scarab of Aspah

All of this warrior's *poisonous* attacks have +1 to wound (*this does not affect the enemy's armour saves*). No effect vs. enemies immune to poison.

Scarab of Vengeance

Warrior *hates* all enemies in the first round of each close combat.

Scarab of the Creator

Warrior may re-roll all armour saves (*but not ward or regeneration saves*) where the result was a natural 1.

Scarab of Vigilance

Warrior gains +1 Movement, up to a maximum of Movement 4.

Scarab of the Destroyer

When striking at enemies that are down to 1 Wound, this warrior's attacks with Flail wound automatically (*if they hit*) and ignore saves of any kind.

Warhird Skills

Kraken Slayer

All of warrior's shots with Javelins have an additional +1 modifier to rolls on the Critical Hits chart and cause 2 Wounds instead of 1 on 'Deathblow' critical hits.

Fanatical

Warrior is immune to fear and panic and may not leave close combat voluntarily.

Berserk Fury (+D3")

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". (*I.e. He rolls 2D6, adds the highest roll to his base Movement and then adds another D3 to that.*)

Bloodlust

Warrior *hates* all enemies in the first round of each close combat. (*I.e. all of his close combat attacks have +1 to hit.*)

Berserker Rage (+1 S)

Warrior has +1 Strength the turn he charges.

Onslaught (+1 A)

Warrior gains +1 Attack the turn he charges a full 10" or more.

Shield Wall

While using a Shield, this warrior may re-roll armour saves (*but not ward or regeneration saves*) where the result was a natural 1. (*This skill does not grant proficiency with Shields.*)

Hook and Slash (Axes)

All of this warrior's attacks with Axes (*not Great Axes or Throwing Axes*) ignore Ward saves granted by Shields.

Deathblow (Great Axe / Throwing Axes)

All of this warrior's Critical Hits with Great Axes and Throwing Axes automatically result in a 'Deathblow' result on the critical hits table.

Wolfborn

While this warrior is within 3" of a non-*fleeing* Animal in the warband, he may re-roll his first failed roll 'to hit' in each close combat phase (*including opponent's*). Requires line of sight.

Raider (Humans)

Warrior's race must be Human to choose this skill. Warrior gains +1 Movement, up to a maximum of Movement 5, and *flees* 3D6" instead of the normal 2D6".

Gladiator Skills

Ferocious

Warrior re-roll all failed rolls 'to hit' with Flail or Morning Star the turn he charges (*but not the turn he is charged*).

To the Death! (5+)

Warrior has a 5+ ward save against *all* types of attacks as long as he is down to 1 Wound. No effect while *fleeing*.

Grizzled

Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

Close-Quarters Fighting (-D3", 2" Radius)

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6" as long as this warrior is within 2" of any terrain feature.

Opportunist

Warrior may re-roll failed 'Free Hack' attacks that failed to wound.

Animal Fighter (+1 S)

All of warrior's close combat and shooting attacks have an additional +1 Strength vs. Animals.

Throw Sand (-D3 Initiative)

At the *start* of each close combat phase (*i.e. also opponent's*), one enemy of your choice that is within 1" of this warrior suffers -D3 Initiative to strike order that turn. This ability cannot be used while this warrior is *fleeing*.

Body Slam (+1 S)

Warrior has +1 Strength the turn he charges.

Killing Jab

When striking at warriors that are down to one wound, this warrior's attacks with Spiked Gauntlet wound automatically (*if they hit*) and ignore saves of any kind. This skill *cannot* be used while fighting with two Spiked Gauntlets.

Tiger Dodge

If warrior has the 'Dodge: Ranged' Speed skill, all shooting at him suffers an additional -1 to hit if the distance fired was 12" or less (*also applies vs. 'Stand and Shoot' attacks*). No effect vs. enemies that ignore the 'Dodge: Ranged' skill.

Netter

Warrior gains 'Scaly Skin (6+)' from Nets instead of the normal 6+ Armour Save.

Dryad Aspect Skills

Ironbark (6+)

Warrior gains 'Scaly Skin (6+).' If the warrior is a Wizard, this will *not* prevent him from casting spells.

Blessing of Ancients

- If warrior is *not* a Wizard, he has a 4+ ward save vs. the effects of hostile spells.
- If warrior *is* a Wizard, he starts each battle (*and all Pit Fights*) with one free Power Dice.

Shapeshifter

If this warrior has 'Stealth,' all enemies suffer an additional -1 to hit for shooting at this warrior while he is in cover. No effect if warrior does not have 'Stealth,' or vs. enemies that ignore 'Stealth.'

Malice of Ages

Warriors with this rule *hate* all enemies in the first round of each close combat. (*i.e. all of their close combat attacks have +1 to hit.*)

Oaken Crown (+1 S)

Warrior has +1 Strength when charging.

Razor Saps

All of this warrior's close combat attacks are Armour Piercing (1). Stacks with other modifiers.

Willow Venom

One of the warrior's unarmed attacks, chosen by you, will be *poisonous* in each round of close combat. (*Poisonous attacks may re-roll 1s 'to wound.'*)

Entangling Vines

Warrior may re-roll 'Free Hack' attacks that failed to wound.

Wildlife Empathy (-1 S)

Animals attacking this warrior suffer -1 Strength to their attacks. No effect vs. Undead and Daemons.

Sylvan Protector

Warrior *hates* Orcs, Goblins, Gor and Ungor in *all* rounds of combat.

Enrapture (-D3 I) (Heroes Only)

Warrior must be a hero to acquire this skill: At the *start of each* close combat phase (*i.e. also opponent's*) one enemy of your choice that is within 1" of this warrior suffers -D3 Initiative to strike order that turn. This ability *cannot* be used while warrior is *fleeing*.

Spawning Skills

Poison Glands

Warrior may *poison* one of his weapons each battle. You may choose which. (*Poisonous weapons may re-roll natural 1s 'to wound.'*)

Blot Toad Familiar

All of this warrior's *poisonous* attacks have +1 to wound (*this does not affect the enemy's armour saves*). No effect vs. enemies immune to poison.

Mark of the Old Ones

Warrior has a 4+ ward save against the effects of hostile spells.

Poison Resistance

Warrior is immune to poison.

Killer Instinct (Saurus Only)

Warrior's race must be Saurus to choose this skill. All of this warrior's attacks from the 'Predator Attack' rule have +1 'to hit' and +1 Strength. (*No effect if warrior does not have 'Predator Attack' rule.*)

Bloodroar (Saurus Only)

Warrior's race must be Saurus to choose this skill. Warrior causes *fear*.

Predator Scent (Saurus Only)

Warrior's race must be Saurus to choose this skill. All of warrior's close combat attacks have +2 Initiative to strike order vs. enemies who are down to 2 Wounds or less. No effect vs. Undead and Daemons.

Hardened Scales (Saurus Only)

Warrior's race must be Saurus to choose this skill. Warrior may re-roll all armour saves (*but not ward or regeneration saves*) where the result was a natural 1.

Reptilian Regrowth (Saurus Only)

Warrior's race must be Saurus to choose this skill. Warrior may remove one Campaign Injury from himself. This skill may be taken multiple times.

Sacred Duty (Saurus Only)

Warrior's race must be Saurus to choose this skill. Warrior *hates* Daemons in *all* rounds of combat; is immune to *fear* caused by Daemons; and gains an additional +1 XP each time he takes an enemy Daemon *out of action*.

Spawning Skills

Emissary (Skinks Only)

Warrior's race must be Skink to choose this skill. Warrior gains +1 Movement, up to a maximum of Movement 6, *flees 3D6*" (*instead of the normal 2D6*") and cannot capture scenario objectives.

Camouflage (Skinks Only)

Warrior's race must be Skink to choose this skill. If this warrior has 'Stealth,' all enemies suffer an additional -1 to hit for shooting at this warrior while he is in cover. No effect if warrior does not have 'Stealth,' or vs. enemies that ignore 'Stealth.'

Cunning (Skinks Only)

Warrior's race must be Skink to choose this skill. Warrior's attacks (*both shooting and close combat*) are Armour Piercing (1). Stacks with other Armour Piercing effects he may have.

Jungle Stalker (Skinks Only)

Warrior's race must be Skink to choose this skill. Enemies must re-roll their successful armour saves (*but not ward or regeneration saves*) vs. all of this warrior's shots with Blowpipe, Throwing Knives / Stars, and Javelins.

Jungle Lurker (Skinks Only)

Warrior's race must be Skink to choose this skill. Enemies must re-roll their successful Initiative tests for charging this warrior without line of sight (*e.g. when he is around a corner, behind a wall, etc.*). No effect vs. enemies that automatically pass such tests (*e.g. enemies with the 'Sixth Sense' skill*).

Fauna Warden (-1 S) (Skinks Only)

Warrior's race must be Skink to choose this skill. Animals attacking this warrior suffer -1 Strength to their attacks. No effect vs. Undead and Daemons.

Foretell Omens (Wizards Only)

Warrior must be a Wizard to choose this skill. After each battle or pit fight where he went *out of action*, this warrior may modify his *first* roll on the Campaign Injuries chart by +1/-1 (*stacks with other modifiers, such as e.g. from Lucky Charm*).

Zoetic Attendance (Wizards Only)

Warrior must be a Wizard to choose this skill. Warrior gains 'Multiple Shots x2' with Sunstaff (*i.e. may shoot twice at the same target with -1 to hit on both shots*). Does *not* stack with other 'Multiple Shots' effects the warrior may have.

v.1.7.3

Tweaked existing skills

Added many new Lizardmen Spawning skills.

Added Gladiator Skill: Netter

v.1.7.2

Sigmarite: Divine Power: Corrected Type (thanks to red5711).

v.1.7.1

Spawnings: Arcane Mastery: Warrior may also take Lore of Light.

v.1.7

Corrected Typos; Added More Skills.

Thanks to UnionJack1989 and red5711

v.1.5.1

Revamped many skills

v.1.5

Revamped many skills and rules on the four Chaos Gods' Special Skill Lists.

Replaced the Giant Beak Mutation with Burning Body.