

Druj Chikad

Cunning warriors, fast unit

- Medium skirmishers
- Loose formation fighting
- Move, attack, retreat
- Outflank and distract the enemy

Rough 1:1:1 mix of Blades, Barbs and Spikes

Het has +1 hit and +1 hero point

“We sharpen our blades; We fight unhindered; We strike where we can”

Chikad Barbs

- Ideally Medium Armour
- Sword and Buckler
- 4 hits
- 4 hero points
- Cleaving Strike
- Stay with Me

Chikad Blades

- Ideally Medium Armour
- Paired Weapons
- 4 hits
- 3 hero points
- Cleaving Strike
- Stay with Me

Chikad Spikes

- Ideally Medium Armour
- Spear or Polearm
- 4 hits
- 3 hero points
- Mighty Strikedown
- Stay with Me

Apply True Vervain - Spend 30 seconds roleplaying applying the herb to another Druj