

Death - Soulblight Gravelords [885pts]

Hero

Prince Duvalle

205pts

Fighters

Kosargi Nightguard

170pts

Dagger

Kosargi Nightguard

170pts

Dagger

Skeleton Warrior with Ancient Spear

50pts

Ancient Spear

Dagger

Skeleton Warrior with Ancient Spear

50pts

Ancient Spear

Dagger

Vyrkos Blood-born

120pts

Dagger

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120pts

Dagger

Selection Rules

☐ [Reaction] **Unfeeling Flesh** : fighter can make this reaction when they are targeted by a melee attack action but before the hit rolls are made. Subtract 1 from the damage points allocated to this fighter by each hit from that attack action (to a minimum of 1).


☐ [Double] **Fiendish Lure** : Until the end of the battle round, add 1 to the damage points allocated by each critical hit from attack actions made by friendly fighters that target an enemy fighter within 6" of this fighter.

☐ [Double] **The Thrill of the Hunt** : If the next attack action made by this fighter this activation targets an enemy fighter with any damage points allocated to them, add 1 to the Attacks and Strength characteristics of that attack action.

☐ [Triple] **Call the Crimson Feast** : Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.

☐ [Triple] **Summon Undead Minions** : Pick a friendly fighter with the Soulblight Gravelords faction runemark and the Minion runemark that has been taken down. Set up that fighter up on a

platform or the battlefield floor, wholly within 3” of this fighter. That fighter no longer counts as being taken down and has no damage points allocated to it.

 **[Triple] Thirst for Blood** : A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by this fighter this activation. Remove a number of damage points allocated to this fighter up to double the value of this ability.