










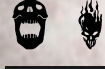

 Death - Nighthaunt [995pts]	
  Tomb Banshee	175pts
Fighters	
 Chainrasp	85pts
 Dreadscythe Harrikan x3	105pts
 Glaiveurraith Stalker x2	90pts
 Murmour Banshee x2	120pts

 Death - Nighthaunt [995pts]	
	[Reaction] Flickering Form : fighter can make this reaction when an enemy fighter finishes a move action within 3" of them. Note the distance between this fighter and the enemy fighter that made the move action. Remove this fighter from the battlefield and then set this fighter up on a platform or the battlefield floor no further from the enemy fighter that made the move action.
	[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] Chilling Horde : A fighter can use this ability only if there is a visible friendly fighter with the Minion runemark within 3" 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.
	[Triple] Frightful Touch : Until the end of this fighter's activation, count each hit from melee attack actions made by them as a critical hit instead.
	[Triple] Harrowing Shriek : 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 roll of 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.
	[Triple] Spectral Summon : Pick a friendly fighter that has been taken down. Set that fighter up on a platform or the battlefield floor 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.