
















 Death - Nighthaunt [995pts]	
Leader	
  Lord Executioner	175pts
Heroes	
  Slasher Crone	165pts
Fighters	
  Dreadscythe Harriidan x3	105pts
  Spirit Host x2	110pts

 Death - Nighthaunt [995pts]	
	<p>[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.</p>
	<p>[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.</p>
 	<p>[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.</p>
 	<p>[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.</p>
 	<p>[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.</p>