









 Death - Nighthaunt [825pts]	
   Tomb Banshee	175pts
Fighters	
Dreadscythe Harri dan x2	140pts
Glaiveur alth Stalker	110pts
Murmurn Banshee x2	130pts

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Selection Rules	
	[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.
	<input checked="" type="checkbox"/> [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.
 	<input checked="" type="checkbox"/> [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.
 	<input checked="" type="checkbox"/> [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.