
















 Death - Flesh-eater Courts [995pts]	
<b>Leader</b>	
 Crypt Ghast Courrier	135pts
<b>Heroes</b>	
 Crypt Infernal	275pts
<b>Fighters</b>	
 Crypt Flayer	235pts
 Crypt Ghoul x3	55pts
 Crypt Horror	185pts

 Death - Flesh-eater Courts [995pts]	
<b>Selection Rules</b>	
	<b>[Reaction] Baffling Parlay</b> : fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. Subtract 1 from the Attacks characteristic of that attack action, to a minimum of 1.
 	<b>[Double] Chosen of the King</b> : A fighter can use this ability only if they are within 6" of a visible friendly fighter with the Flesh-eater Courts faction runemark and both the Hero and Berserker runemarks. Until the end of this fighter's activation, add 2 to the Attacks characteristic of melee attack actions made by this fighter.
	<b>[Double] Feeding Frenzy</b> : A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Remove a number of damage points from this fighter up to the value of this ability.
 	<b>[Double] Skewering Strike</b> : Add 1 to the Strength characteristic of the next melee attack action made by this fighter this activation. In addition, if that attack action scores a critical hit, until the end of the battle round, the target fighter cannot make move actions or disengage actions.
 	<b>[Triple] Bringer of Death</b> : Until the end of the battle round, add the value of this ability (rounding up) to the Move characteristic of friendly fighters while they make a move action that starts within 6" of this fighter.
 	<b>[Triple] Death Scream</b> : Roll a dice for each visible enemy fighter within 8" of this fighter. On a 5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.
	<b>[Quad] The Royal Hunt</b> : This fighter makes a bonus move action. Then, they can make a bonus attack action. In addition, add 1 to the Attacks characteristic of that attack action if this fighter is within 1" of a visible friendly fighter.