













 <b>Death - Soulbright Gravelords [885pts]</b>		
<b>Hero</b>		
<b>Prince Duvalle</b>		<b>205pts</b>
<b>Fighters</b>		
<b>Kosargi Nightguard</b> Dagger		170pts
<b>Kosargi Nightguard</b> Dagger		170pts
<b>Skeleton Warrior with Ancient Spear</b> Ancient Spear Dagger		50pts
<b>Skeleton Warrior with Ancient Spear</b> Ancient Spear		50pts
<b>Vyrkos Blood-born</b> Dagger		120pts
<b>Vyrkos Blood-born</b> Dagger		120pts

 <b>Death - Soulbright Gravelords [885pts]</b>		
<b>Selection Rules</b>		
	<b>[Reaction] Unfeeling Flesh</b> : 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).	
  	<b>[Double] Fiendish Lure</b> : 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.	
 	<b>[Double] The Thrill of the Hunt</b> : 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.	
  	<b>[Triple] Call the Crimson Feast</b> : 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.	
 	<b>[Triple] Summon Undead Minions</b> : Pick a friendly fighter with the Soulbright 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.	
 	<b>[Triple] Thirst for Blood</b> : 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.	