

[Double] Lashing Bone Tentacles: Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each 4-5, allocate 1 damage point to that fighter. For each 6, allocate a number of damage points to that fighter equal to the value of this ability.

[Triple] Lord of Skulls: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter.

[Triple] Daemon-forged Weapons: Until the end of this fighter's activation, add half the value of this ability (rounding up) to the damage points allocated by critical hits from attack actions made by this fighter that have a Range characteristic of 3 or less.

[Quad] Blood-fuelled Assault: This fighter makes a bonus move action. Then, they can make a bonus attack action. In addition, until the end of this fighter's activation, add half the value of this ability (rounding up) to the Strength characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.

