



ABILITIES OSSIARCH BONEREAPERS

[Double] **Nadirite Weapon:** Add 1 to the damage points allocated by each hit and critical hit from attack actions made by this fighter this activation that have a Range characteristic of 3 or less.

[Double] **Form Shield Wall:** Until the end of the battle round, add 1 to the Toughness characteristic of this fighter. In addition, until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the **Bulwark** runemark (☠) while they are within 3" of this fighter.

[Double] **Hunt and Kill:** A fighter can use this ability only if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.

[Triple] **Deathrider Charge:** Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.

[Triple] **Unstoppable Advance:** Until the end of the battle round, add half the value of this ability (rounding up) to the Move characteristic of friendly fighters that are in the same battle group as this fighter.

[Quad] **Blade-strike Aspect:** Add the value of this ability to the Attacks characteristic of attack actions made by this fighter this activation.

TYPES DE COMBATTANTS OSSIARCH BONEREAPERS



Cavalos Deathriders



Necropolis Stalkers



Mortek Guard