



CRYPT FLAYERS



Monstrous predators of the sky, Crypt Flayers flock together in a beating of dark wings and hissing maws. Enemies are snatched up by their sudden strikes and torn asunder while the creatures' keening call is enough to break a warrior's spirit.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Death Scream	10"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Talons	1"	4	4+	3+	-1	1

DESCRIPTION

A unit of Crypt Flayers has any number of models, each armed with a Death Scream and Piercing Talons.

CRYPT INFERNAL: The leader of this unit is a Crypt Infernal. Add 1 to the Attacks characteristic of a Crypt Infernal's Piercing Talons.

FLY: This unit can fly.

ABILITIES

Death Scream: *Crypt Flayers can unleash an ultrasonic cry that can kill or debilitate their victims.*

Do not use the attack sequence for an attack made with a Death Scream. Instead roll 2D6. Subtract 2 if the target unit is more than 3" from the attacking model. If the result is higher than the target unit's Bravery characteristic, the target unit suffers a number of mortal wounds equal to the difference between its Bravery characteristic and the result.

Skewering Strike: *Sometimes a Crypt Flayer will strike with such force that the victim is skewered upon its piercing talons.*

If the unmodified hit roll for an attack made with Piercing Talons is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, KNIGHTS, CRYPT FLAYERS