



# CRYPT GHAST COURTIER



Hissing captains of the mordants, Crypt Ghastr Courtiers move among the pale ranks of the king's army to direct the cannibal formations. They drive more Ghouls into the fray, while seeking out gruesome trophies to bestow upon their 'men'.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bone Club	1"	3	3+	3+	-	1
Filthy Claws	1"	2	4+	3+	-	1

## DESCRIPTION

A Crypt Ghastr Courtier is a single model armed with a Bone Club and Filthy Claws.

## ABILITIES

**Muster Serfs:** *With a cry, the courtier calls forth more of the Ghastr King's lowest minions.*

In your hero phase, roll 6 dice for each friendly **CRYPT GHASTR COURTIER** on the battlefield. For each 2+ you can return 1 slain model to a friendly **SERFS** unit that is within 10" of that **CRYPT GHASTR COURTIER**. Slain models can be returned to more than one unit if you wish, but each successful dice roll can only be used to return a model to a single unit.

**Trophy Hunter:** *Crypt Ghastr Courtiers inspire their followers by holding aloft trophies torn from the bodies of their slain foes.*

If any enemy models are slain by wounds inflicted by this model's attacks, until the end of the phase in which the attacks were made add 1 to the Attacks characteristic of melee weapons used by friendly **SERFS** units while they are wholly within 16" of this model.

## KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, COURTIER, HERO, CRYPT GHASTR COURTIER