



# CRYPT HAUNTER COURTIER



A Crypt Hunter Courtier charges into the fray to the sound of ripping flesh and splintering bones. Broken and battered, their foes die by the dozen, even as the carrion knight's own misshapen body knits itself back together again with terrifying speed.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Bone Club	1"	3	4+	3+	-	3
Rancid Talons	1"	2	4+	3+	-	1

## DESCRIPTION

A Crypt Hunter Courtier is a single model armed with a Massive Bone Club and Rancid Talons.

## ABILITIES

**Noble Blood:** *The blood of their liege grants Crypt Hunter Courtiers a supernatural ability to heal any damage they suffer.*

In your hero phase, you can heal 1 wound allocated to this model.

**Chosen of the King:** *Crypt Hunters are amongst the most ardent of courtiers.*

You can re-roll hit rolls for attacks made by this model while it is within 18" of any friendly **ABHORRANTS**.

**Muster King's Chosen:** *With a cry, the courtier calls forth more of the Ghoul King's minions.*

In your hero phase, roll 6 dice for each friendly **CRYPT HAUNTER COURTIER** on the battlefield. For each 5+ you can return 1 slain model to a friendly **CRYPT HORRORS** unit that is within 10" of that **CRYPT HAUNTER 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.

## KEYWORDS

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