

CRYPT HORRORS

Each sweep of a Crypt Horror's claws ladles heaps of dripping meat into its gaping maw. Blessed by the abhorrant's blood, their own flesh heals quickly, and even mortal wounds close over as if they never were.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Club and Septic Talons	1"	3	4+	3+	-	2

DESCRIPTION

A unit of Crypt Horrors has any number of models, each armed with a Club and Septic Talons.

CRYPT HAUNTER: The leader of this unit is a Crypt Haunter. Add 1 to the Attacks characteristic of a Crypt Haunter's Club and Septic Talons.

ABILITIES

Chosen of the King: *Crypt Horrors are the most devoted servants in a Ghoul King's army.*

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

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

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

Warrior Elite: *Crypt Horrors are amongst the most deadly warriors in a court.*

If the unmodified wound roll for an attack made with a Club and Septic Talons is 6, that attack has a Damage characteristic of 3 instead of 2.

KEYWORDS

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