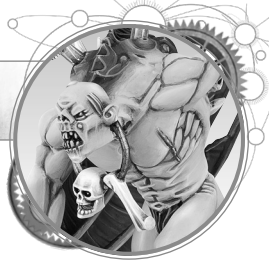




# CRYPT INFERNAL COURTIER



Leathery wings tucked against its body, the Crypt Infernal Courtier dives down from the sky, shrieking its rage. Plunging into the midst of its enemies with killing force, the vicious beast impales its prey in a shower of steaming gore.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Foetid Breath	9"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skewering Talons	1"	5	4+	3+	-1	2

## DESCRIPTION

A Crypt Infernal Courtier is a single model armed with Foetid Breath and Skewering Talons.

**FLY:** This model can fly.

## ABILITIES

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

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

**Muster Royal Guard:** *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 INFERNAL COURTIER** on the battlefield. For each 5+ you can return 1 slain model to a friendly **CRYPT FLAYERS** unit that is within 10" of that **CRYPT INFERNAL 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 INFERNAL COURTIER