

GRYPH-HOUNDS

Gryph-hounds are pack-hunting creatures from the realm of Azyr, noble beasts that detest corruption. Their sharp senses pierce deception as easily as their beaks and claws shred the flesh of the unfaithful.



MELEE WEAPONS

Beak and Claws

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Gryph-hounds has any number of models that each attack with their Beak and Claws.

GRYPH-HOUND ALPHA: If a unit of Gryph-hounds has 3 or more models, one Gryph-hound can be a Gryph-hound Alpha. Add 1 to the Attacks characteristic of a Gryph-hound Alpha's Beak and Claws.

ABILITIES

Loyal Companion: *Once a Gryph-hound has bonded with a companion, it will defend it to the death.*

Add 2 to the Attacks characteristic of this unit's Beak and Claws while this unit is wholly within 6" of a friendly **LORD-CASTELLANT** or **LORD-VERITANT**.

Darting Attacks: *Gryph-hounds attack in a series of darting strikes.*

Each time this unit attacks, it can make a 6" retreat move after all of its attacks have been resolved.

Warning Cry: *It is said that it is impossible to sneak up on a Gryph-hound.*

If a reserve enemy unit is set up on the battlefield for the first time within 10" of this unit, friendly **STORMCAST ETERNAL** units wholly within 9" of this unit can attack that reserve unit with all of the missile weapons they are armed with. A unit that uses this ability to attack a reserve unit cannot use this ability to attack another reserve unit in the same phase.

KEYWORDS

ORDER, CELESTIAL, STORMCAST ETERNAL, GRYPH-HOUNDS