



## CRYPT HAUNTER COURTIER

A twisted carrion knight, 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 their own misshapen body knits itself back together again with terrifying speed. Crypt Horrors gather at the Courtier's haunting howl, and they plunge into battle once more.



### 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. It hacks down and mauls its enemies with a Massive Bone Club and Rancid Talons.

### ABILITIES

**Noble Blood:** This model heals 1 wound in each of your hero phases.

**Chosen of the King:** You can re-roll failed hit rolls for this model if it is within 15" of an **ABHORRANT GHOUL KING** from your army.

**Muster King's Chosen:** In each of your hero phases, roll 6 dice. For each roll of 5 or more, add one model to a unit of Crypt Horrors from your army within 10". You can distribute these models between any units within range if you wish.

### KEYWORDS

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