



## CRYPT HORRORS

Each sweep of a Crypt Horror's claws ladles heaps of dripping meat into its gaping maw. Especially powerful blows plunge right through their victims, leaving nothing but ruined corpses and a wash of gore. 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
Clubs and Septic Talons	1"	3	4+	3+	-	2

### DESCRIPTION

A unit of Crypt Horrors has 3 or more models. They fight with Clubs and Septic Talons.

### CRYPT HAUNTER

The leader of this unit is a Crypt Haunter. A Crypt Haunter makes 4 attacks.

### ABILITIES

**Warrior Elite:** Each time you make a wound roll of 6 for a Crypt Horror, that attack inflicts 3 damage instead of 2.

**Noble Blood:** Each Crypt Horror heals 1 wound in each of your hero phases.

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

### KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, CRYPT HORRORS