



VARGHULF COURTIER

Blood gushing from its fanged maw and matting its fur, the Varghulf Courtier kills without restraint or reason. Even as enemies are heaped broken at its feet, it looses a piercing howl, calling the warriors of the court to its side. Not that the Varghulf needs help to dismember its victims – each sweep of its claws fells warriors by the handful.



MELEE WEAPONS

Immense Claws

Dagger-like Fangs

Range

2"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

3+

2+

-2

D3

DESCRIPTION

A Varghulf Courtier is a single model. It rips its prey apart with Immense Claws and Dagger-like Fangs.

FLY

Varghulf Courtiers can Fly.

ABILITIES

To the King!: In each of your hero phases, roll 6 dice. For each roll of a 2 or more, add one model to a unit of Crypt Ghouls from your army within 10". However, for any roll of 5 or more, you can instead add one model to a unit of Crypt Horrors or Crypt Flyers from your army within 10". You can distribute these models between any units within range if you wish.

Feed on Dark Magic: If this model is within 18" of a **FLESH-EATER COURTS WIZARD** that successfully casts a spell, you can re-roll all its failed hits rolls that turn.

King's Champion: If there are at least 10 enemy models within 3" after a Varghulf Courtier piles in, it makes 6 attacks rather than 4 with its Immense Claws.

Victory Feast: A Varghulf Courtier heals D3 wounds at the end of each combat phase in which it slew any models.

KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, HERO, COURTIER, VARGHULF COURTIER