



CRYPT GHAST COURTIER

Hissing captains of the mordants, Crypt Ghast Courtiers move among the pale ranks of the king's army and direct its cannibal formations. Biting and clawing, they drive more ghouls into the fray, while, should a powerful enemy be slain, they will be first to descend upon the remains, picking it clean of trophies to bestow upon their 'men'.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bone Club	1"	3	3+	3+	-	1
Filthy Claws	1"	2	4+	3+	-	1

DESCRIPTION

A Crypt Ghast Courtier is a single model. He bludgeons and tears his victims with a Bone Club and Filthy Claws.

ABILITIES

Mustering Men-at-arms: In each of your hero phases, roll 6 dice. For each roll of 2 or more, add one model to a unit of Crypt Ghouls from your army within 10". You can distribute these models between any units within range if you wish.

Trophy Hunter: If this model slays an enemy model in the combat phase, add 1 to the Attacks characteristic of any melee weapons used by units of Crypt Ghouls from your army within 10" for the remainder of the phase.

KEYWORDS

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



CRYPT GHOULS

Filled with a dark hunger, Crypt Ghouls pounce upon their prey. While each ghoul is a dangerous enemy, they are even more ferocious in greater numbers, as each mordant competes with its voracious kin for food. Should a ghoul catch a glimpse of their king, they will fight all the harder, eager to prove their worth to the court.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sharpened Teeth and Filthy Claws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Crypt Ghouls has 10 or more models. They frantically tear into their victims with Sharpened Teeth and Filthy Claws.

CRYPT GHAST

The leader of this unit is a Crypt Ghastr. You can add 1 to wound rolls for a Crypt Ghastr.

ABILITIES

Battalion Strength: Crypt Ghouls make 1 extra attack with their Sharpened Teeth and Filthy Claws if their unit has 20 or more models.

Royal Approval: You can re-roll hit rolls of 1 for units of Crypt Ghouls that are within 15" of an **ABHORRANT GHOUL KING** from your army.

KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, CRYPT GHOULS