



## CRYPT FLYERS

Monstrous predators of the sky, Crypt Flyers flock together in a beating of dark wings and hissing maws. Enemies are snatched from the ground by their sudden strikes, torn asunder by claw and talon, while the keening call of the Flyers is enough to break a warrior's spirit and send them scrabbling from the battlefield in terror.



### MISSILE WEAPONS

Fearsome Battle Cry

Range

10"

Attacks

1

To Hit

To Wound

Rend

Damage

See below

### MELEE WEAPONS

Piercing Talons and Claws

Range

1"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

### DESCRIPTION

A unit of Crypt Flyers has 3 or more models. They take wing before descending with a Fearsome Battle Cry to skewer their prey with Piercing Talons and Claws.

### CRYPT INFERNAL

The leader of this unit is a Crypt Infernal. A Crypt Infernal makes 5 attacks with its Piercing Talons and Claws.

### FLY

Crypt Flyers can Fly.

### ABILITIES

**Skewering Strike:** Each time you make a hit roll of 6 for a Crypt Flyer's Piercing Talons and Claws, that attack has impaled its target, inflicting a mortal wound instead of its normal damage.

**Fearsome Battle Cry:** Crypt Flyers can unleash a shrill scream that can kill and debilitate their victims. Each model in the unit can make a Fearsome Battle Cry attack in your shooting phase. To do so, pick a target within 10" and roll a dice, adding 1 to the result. If the total is higher than that unit's Bravery, it suffers a number of mortal wounds equal to the difference.

### KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, CRYPT FLYERS