



## CRYPT INFERNAL COURTIER

Leathery wings tucked against its body, the Crypt Infernal Courtier dives down from the sky, shrieking its rage. Plunging into the midst of its enemies with killing force, the vicious beast impales its prey in a shower of steaming gore. Even the courtier's breath is lethal – a gift bestowed upon it by the consumption of an undead dragon's flesh.



### MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Foetid Breath	9"	1	4+	3+	-1	D3

### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Skewering Talons	1"	5	4+	3+	-1	2

### DESCRIPTION

A Crypt Infernal Courtier is a single model. It impales its enemies with Skewering Talons and chokes them with its Foetid Breath.

### FLY

A Crypt Infernal Courtier can fly.

### ABILITIES

**Skewering Strike:** Each time you make a hit roll of 6 for a Crypt Infernal Courtier's Skewering Talons, that attack has impaled its target, inflicting two mortal wounds instead of its normal damage.

**Muster Royal Guard:** In each of your hero phases, roll 6 dice. For each roll of 5 or more, add one model to a unit of Crypt Players 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 INFERNAL COURTIER