



Foremost of the Summerking's butchers are the Skinnerkin, who work to secure the most delicious viands for his feasts. These masters of the slaughter carry racks of meat hooks in their very flesh, intent on stringing up their prey upon these blades alive – for the sake of freshness, of course.

WARSCROLL

# THE SKINNERKIN

MELEE WEAPONS

Skinnerkin Weapons

Range

1"

Attacks

3

To Hit

4+

To Wound

4+

Rend

-

Damage

1

The models in *The Skinnerkin* are *Gristla Tenderhooke*, *Young Master Kretch*, *Flensemaster Pewdrig*, *Seddrik the Chain* and *The Carnskyr*. Each is armed with *Skinnerkin Weapons*.

**Prime Cuts:** With cuts and swipes of surprising precision, the Skinnerkin's foes unwittingly find themselves the main ingredient of the upcoming feast.

If the unmodified hit roll for an attack made by this unit is 6, this unit receives 1 prime cut point.

**'Dinner is Served, Milord':** A grisly platter of splintered bones, rotten meat and spilled entrails is offered up to the nobility.

At the end of the combat phase, you can pick 1 friendly **FLESH-EATER COURTS HERO** wholly within 12" of this unit. Heal a number of wounds allocated to that unit up to the number of prime cut points this unit has. Then, reset this unit's prime cut points to 0.

KEYWORDS

DEATH, FLESH-EATER COURTS, HOLLOWMOURNE, MORDANT, SERFS, THE SKINNERKIN

FLESH-EATER COURTS (APRIL 2024)

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES	BASE SIZE
The Skinnerkin	5	90		Single, Unique	32mm [1], 25mm [4]