

ABHORRANT GHOUL KING

On foot, the Abhorrant Ghoul King fights among his infantry. With his necromantic magic, the king imbues his followers with even greater fury, urging them into battle even as he rends apart foes with dripping claws and razor fangs.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gory Talons and Fangs	1"	6	3+	3+	-1	1

DESCRIPTION

An Abhorrant Ghoul King is a single model armed with Gory Talons and Fangs.

ABILITIES

Royal Blood: *The vampiric blood that courses through a Ghoul King's veins can heal even the most terrible wounds.*

In your hero phase, you can heal up to D3 wounds allocated to this model.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Black Hunger spells.

Black Hunger: *The Ghoul King invokes a terrifying frenzy in his deranged minions.*

Black Hunger has a casting value of 5. If successfully cast, pick 1 friendly **FLESH-EATER COURTS** unit wholly within 24" of the caster and visible to them. Add 1 to the Attacks characteristic of melee weapons used by that unit until your next hero phase.

COMMAND ABILITIES

Summon Men-at-arms: *With a curt command, the Ghoul King calls forth his finest men-at-arms.*

You can use this command ability at the end of your movement phase. If you do so, pick 1 friendly model that has this command ability and has not used it before in the battle. That model summons 1 unit of up to 10 **SERFS** to the battlefield. The summoned unit is added to your army, and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.

KEYWORDS

DEATH, VAMPIRE, FLESH-EATER COURTS, ABHORRANT, HERO, WIZARD, ABHORRANT GHOUL KING