

# ABHORRANT GHOUL KING

ON ROYAL ZOMBIE DRAGON

Surrounded by an aura of potent dark magic, the Abhorrant Ghoul King and his Zombie Dragon are death incarnate. As the monster shreds foes with fangs the size of swords, the king pulls warriors apart with his bare hands.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pestilential Breath	9"	1	3+	☀	-3	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gory Talons and Fangs	1"	5	3+	3+	-1	1
Snapping Maw	3"	3	4+	3+	-2	D6
Sword-like Claws	2"	☀	4+	3+	-1	2

## DAMAGE TABLE

Wounds Suffered	Move	Pestilential Breath	Sword-like Claws
0-3	14"	2+	7
4-6	12"	3+	6
7-9	10"	4+	5
10-12	8"	5+	4
13+	6"	6+	3

### KEYWORDS

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

## DESCRIPTION

An Abhorrant Ghoul King on Royal Zombie Dragon is a single model armed with Gory Talons and Fangs.

**MOUNT:** This model's Royal Zombie Dragon attacks with its Pestilential Breath, a Snapping Maw and Sword-like Claws.

**FLY:** This model can fly.

## ABILITIES

**Pestilential Breath:** *When a Zombie Dragon looses its breath, the killing miasma withers flesh and saps life from the living.*

When you attack with this model's Pestilential Breath, roll a dice before making the hit roll for the attack. If the roll is less than or equal to the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

**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 Malefic Hunger spells.

**Malefic Hunger:** *As the Abhorrant Ghoul King imposes his dark will upon his minions, they see a ripe banquet before them and descend upon it with ravening fury.*

Malefic Hunger has a casting value of 6. If successfully cast, until your next hero phase you can re-roll wound rolls for attacks made with melee weapons by friendly **FLESH-EATER COURTS** units wholly within 16" of the caster.

## COMMAND ABILITIES

**Summon Courtier:** *With a keening cry, the Ghoul King summons one of his most loyal servants to join the fray.*

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 **COURTIER** unit 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.