

# ABHORRANT GHOUL KING ON TERRORGHEIST

A spine-chilling shadow against the sky, the Abhorrant Ghoul King and his Terrorgheist embody the eternal darkness of undeath. From the gaping maw of the massive bat-beast, a shrill scream cuts across the battlefield, turning blood to ice. From the beast's back, the king uses dark sorcery to invigorate his army and call more slaving mordants to the fray.



| MISSILE WEAPONS               | Range | Attacks | To Hit    | To Wound | Rend | Damage |
|-------------------------------|-------|---------|-----------|----------|------|--------|
| Terrorgheist's Death Shriek   | 10"   | 1       | See below |          |      |        |
| MELEE WEAPONS                 | Range | Attacks | To Hit    | To Wound | Rend | Damage |
| King's Gory Talons            | 1"    | 5       | 3+        | 3+       | -1   | 1      |
| Terrorgheist's Skeletal Claws | 2"    | *       | 4+        | 3+       | -1   | D3     |
| Terrorgheist's Fanged Maw     | 3"    | 3       | 4+        | 3+       | -2   | D6     |

| Wounds Suffered | DAMAGE TABLE |              |                |
|-----------------|--------------|--------------|----------------|
|                 | Move         | Death Shriek | Skeletal Claws |
| 0-3             | 14"          | 6            | 4              |
| 4-6             | 12"          | 5            | 4              |
| 7-9             | 10"          | 4            | 3              |
| 10-12           | 8"           | 3            | 3              |
| 13+             | 6"           | 2            | 2              |

## DESCRIPTION

An Abhorrant Ghoul King on Terrorgheist is a single model. The Abhorrant Ghoul King lashes out with his Gory Talons, whilst his fearsome Terrorgheist steed wracks its foes with its Death Shriek, and rips them in half with its Fanged Maw and Skeletal Claws.

## FLY

An Abhorrant Ghoul King on Terrorgheist can fly.

## ABILITIES

**Death Shriek:** The terrifying shriek of a Terrorgheist is enough to stop a warrior's heart. When making a Death Shriek attack, pick a target and roll a dice, adding the number shown in the damage table above. If the total is higher than that unit's Bravery, it suffers a number of mortal wounds equal to the difference.

**Gaping Maw:** If the wound roll for an attack made with a Terrorgheist's Fanged Maw is 6 or more, the creature bites a great chunk out of its prey, or even swallows it whole; the attack inflicts 6 mortal wounds instead of its normal damage.

**Infested:** When a Terrorgheist is finally destroyed, it explodes into a swarm of bats that feast on those nearby. When this model is slain, inflict D3 mortal wounds on each unit (friend or foe) within 3" of it before removing the model.

**Royal Blood:** This model heals D3 wounds in each of your hero phases.

## MAGIC

An Abhorrant Ghoul King on Terrorgheist is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Unholy Vitality spells.

## UNHOLY VITALITY

The Abhorrant Ghoul King infuses the crooked bodies of his minions with dark magic, making it incredibly difficult for their enemies to stop their ravenous onslaught. Unholy Vitality has a casting value of 6. If successfully cast, pick a **FLESH-EATER COURTS** unit within 18". Until your next hero phase, roll a dice each time a model from the unit you picked suffers a wound or a mortal wound; on a roll of 5 or 6, the wound is ignored.

## COMMAND ABILITY

**Summon Royal Guard:** If an Abhorrant Ghoul King uses this ability, then you can set up a new unit of up to 3 Crypt Horrors or Crypt Flyers within 3" of any edge of the battlefield and more than 9" from enemy models. They cannot move in the subsequent movement phase.

## KEYWORDS

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