

ABHORRANT GHOUL KING ON 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. With a dark utterance, the king looses his will through his court, its warriors descending into an uncontrollable feeding frenzy.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Zombie Dragon's Pestilential Breath		9"	1	3+	☀	-3	D6
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
King's Gory Talons		1"	5	3+	3+	-1	1
Zombie Dragon's Maw		3"	3	4+	3+	-2	D6
Zombie Dragon's Claws		2"	☀	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Pestilential Breath	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

DESCRIPTION

An Abhorrant Ghoul King on Zombie Dragon is a single model. The Abhorrant Ghoul King lashes out with his Gory Talons, whilst his mighty Zombie Dragon rips apart its foes with its Claws and fanged Maw. The dragon's Pestilential Breath can strip flesh from bone.

FLY

An Abhorrant Ghoul King on Zombie Dragon can fly.

ABILITIES

Pestilential Breath: Roll a dice when you attack with the Zombie Dragon's Pestilential Breath. If the roll is equal to or less than the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

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

MAGIC

An Abhorrant Ghoul King on Zombie Dragon 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 Feeding Frenzy spells.

FEEDING FRENZY

As the Abhorrant Ghoul King imposes his dark will upon his minions, they see a ripe banquet before them and descend upon it with an insatiable hunger. Feeding Frenzy has a casting value of 6. If successfully cast, until your next hero phase you can re-roll all failed wound rolls for **FLESH-EATER COURTS** models from your army within 10" of the caster in the combat phase.

COMMAND ABILITY

Summon Courtier: If an Abhorrant Ghoul King uses this ability, then you can set up a new **COURTIER** model within 3" of any edge of the battlefield and more than 9" from enemy models. It cannot move in the subsequent movement phase.

KEYWORDS

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