

# WIGHT KING

## WITH BLACK AXE

Called forth from his restless slumber by the promise of conquest and slaughter, this skeletal lord of undeath clutches a massive Black Axe. This many-notched blade, deconsecrated with the blood of innocents, has sent the souls of countless foes howling into the abyss.



### MELEE WEAPONS

Black Axe

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

### DESCRIPTION

This Wight King is a single model bearing a Black Axe and wearing a heavy suit of Barrow Armour.

### ABILITIES

**Black Axe:** If a model is allocated any wounds from attacks made using the Black Axe but is not slain, roll a dice after the Wight King has finished making all of its attacks. On a 6+ that model is slain.

**Barrow Armour:** Halve the number of wounds allocated to this model from each attack, rounding up (the remainder are negated).

**Deathly Invocation:** At the start of your hero phase, pick up to 2 different friendly **SUMMONABLE** units within 6" of this model. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number

of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

### COMMAND ABILITY

**Lord of Bones:** If this model uses this ability, pick a friendly **DEATHRATTLE** unit within 18" of it. Until your next hero phase, add 1 to the Attacks characteristic of that unit's melee weapons.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, HERO, WIGHT KING