



WIGHT KING

WITH BALEFUL TOMB BLADE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleful Tomb Blade	1"	4	3+	3+	-1	1
Skeletal Steed's Hooves and Teeth	1"	2	4+	5+	-	1

DESCRIPTION

A Wight King is a single model bearing a Baleful Tomb Blade. Many Wight Kings bear an Ancient Shield to batter aside the enemy's blows, but some instead bear an Infernal Standard.

SKELETAL STEED

Some Wight Kings ride a Skeletal Steed. They move 12" rather than 4", and their steed attacks with its Hooves and Teeth.

ABILITIES

Infernal Standard: Infernal Standards are saturated with death magic, which can sustain the undead. A Wight King with an Infernal Standard has the **TOTEM** keyword. Roll a dice each time a **DEATH** model from your army is slain within 9" of an Infernal Standard. On a 6, the magic of the Infernal Standard sustains that warrior and the wound that slew him is ignored. In your hero phase, a Wight King can plant his standard; if he does so, you cannot move him until your next hero phase, but until then the Infernal Standard's influence is extended to 18".

Beheading Strike: If the wound roll for an attack made with a Baleful Tomb Blade is 6 or more, that attack inflicts D3 damage rather than 1.

Ancient Shield: A Wight King with an Ancient Shield has a Save of 3+.

COMMAND ABILITY

Lord of Bones: If a Wight King uses this ability, pick one **DEATHRATTLE** unit within 18". All models in that unit make one extra attack with each of their weapons until your next hero phase.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, HERO, WIGHT KING