

# ABHORRANT GHOUL KING ON TERRORGHEIST



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

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

## DESCRIPTION

An Abhorrant Ghoul King on Terrorgheist is a single model. The 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

**Bound by Necromancy:** An Abhorrant Ghoul King on Terrorgheist heals a wound in each of your hero phases, or D3 wounds if it slew any enemy models in the previous turn.

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

**Infested:** When a Terrorgheist is finally destroyed, it explodes into a multitude 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.

## 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 Grave Call spells.

## GRAVE CALL

The Ghoul King calls out to his cannibalistic kin lurking in the dark corners of the battlefield. Grave Call has a casting value of 6. If successfully cast, you can add D6 models to every unit of Crypt Ghouls within 9" (roll for each unit).

## COMMAND ABILITY

**Feast on Flesh:** If a Ghoul King on Terrorgheist uses this ability, pick a **FLESH-EATER COURTS** unit within 18". That unit can run and charge during this turn.

## KEYWORDS

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