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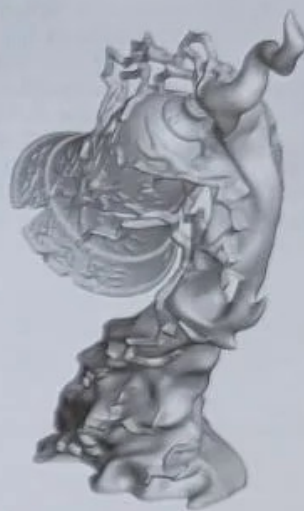
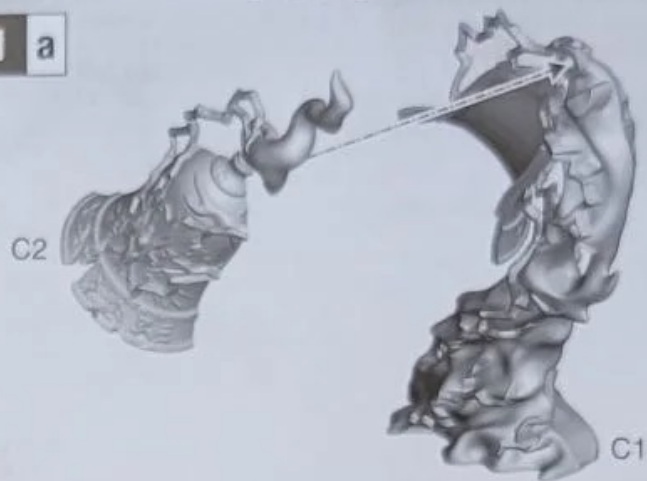
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SKAVEN ENDLESS SPELLS

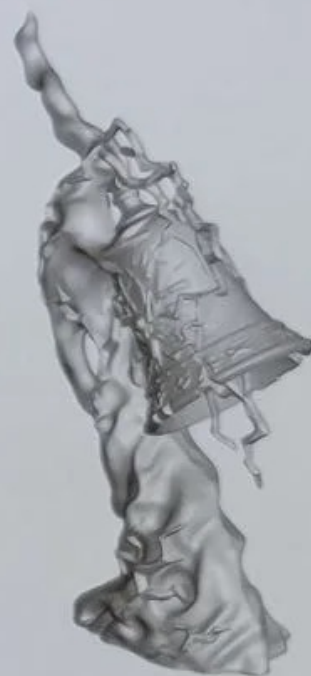


BELL OF DOOM

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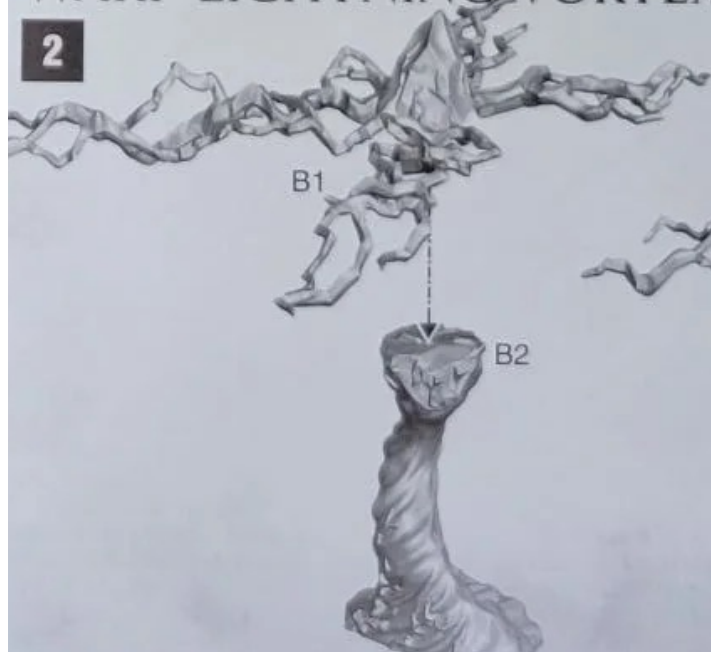


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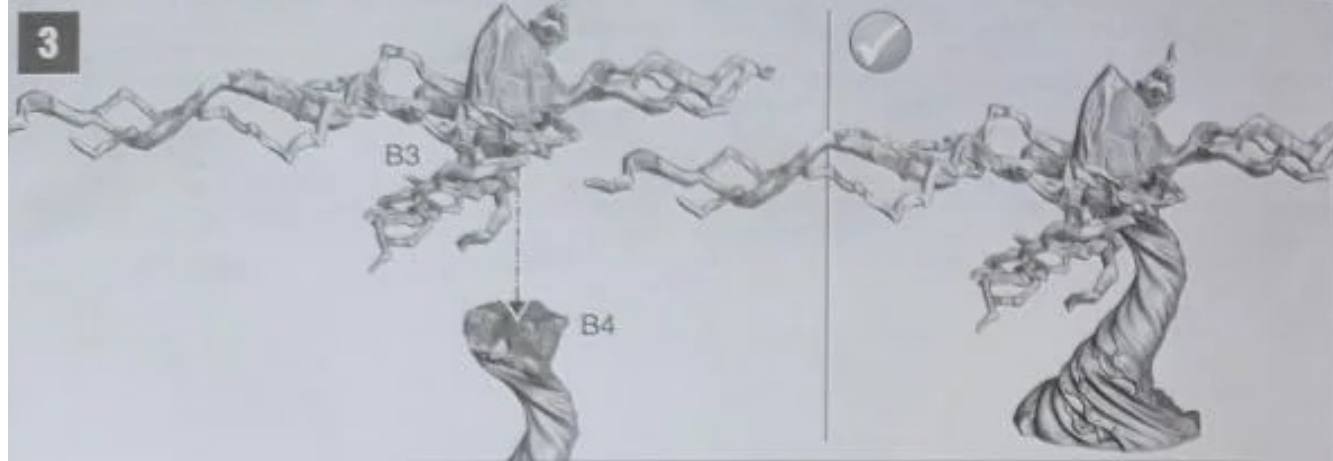


WARP LIGHTNING VORTEX

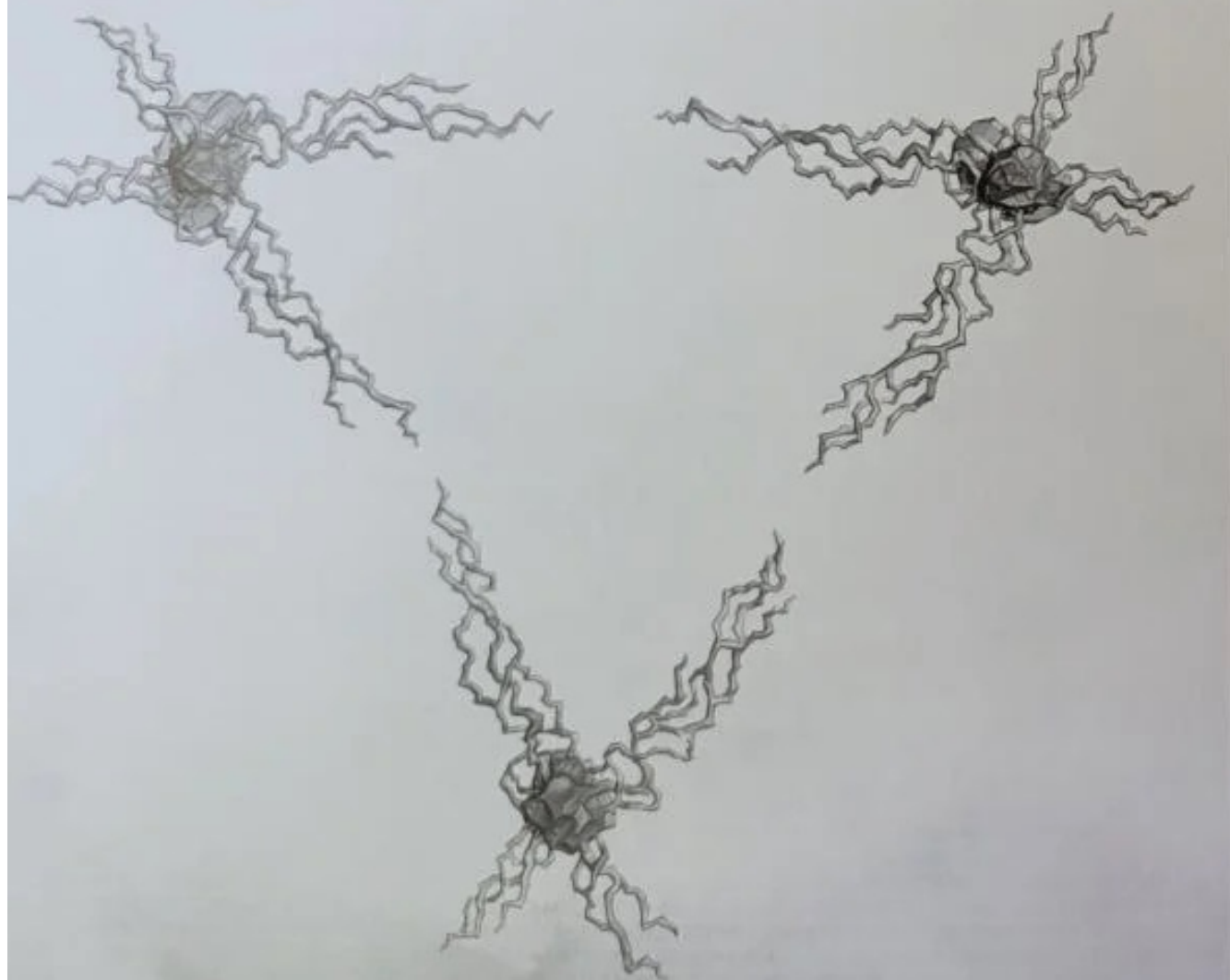
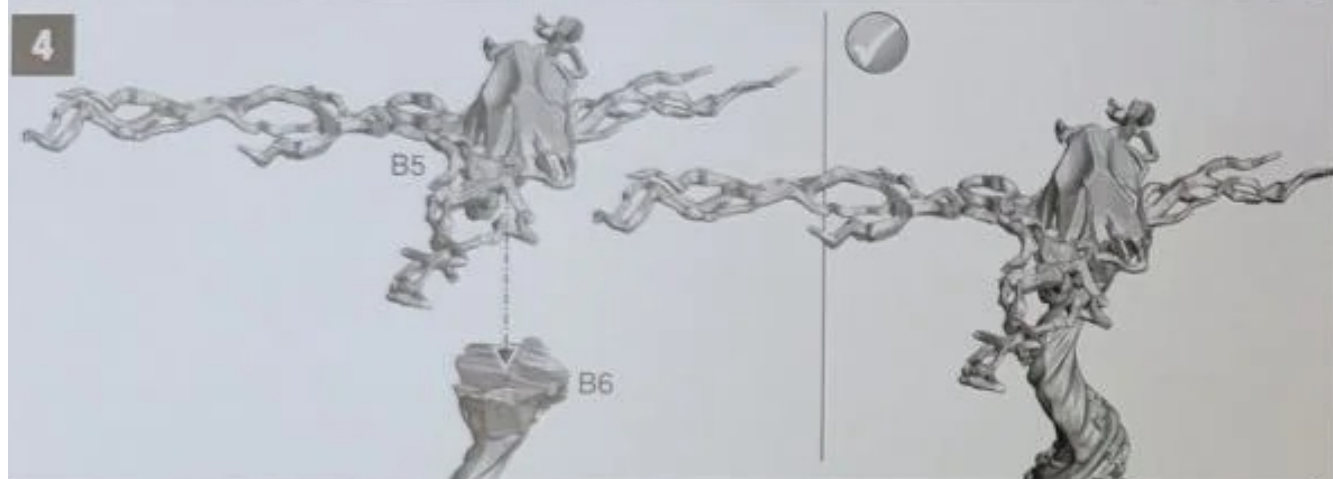
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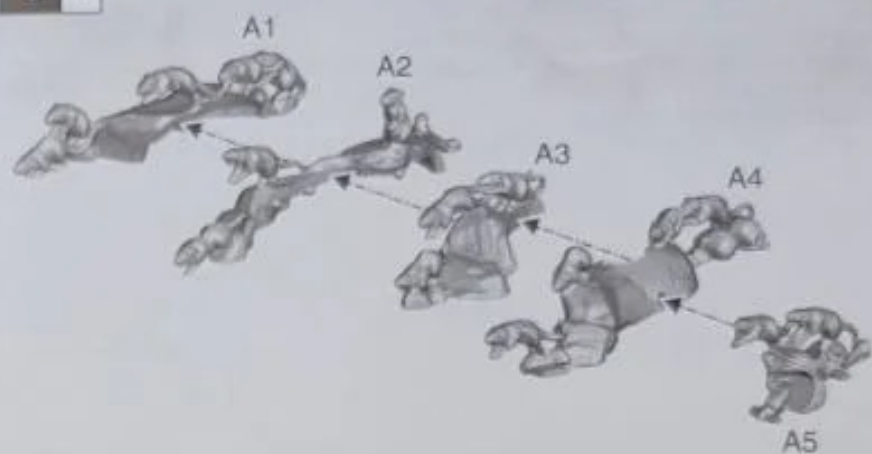


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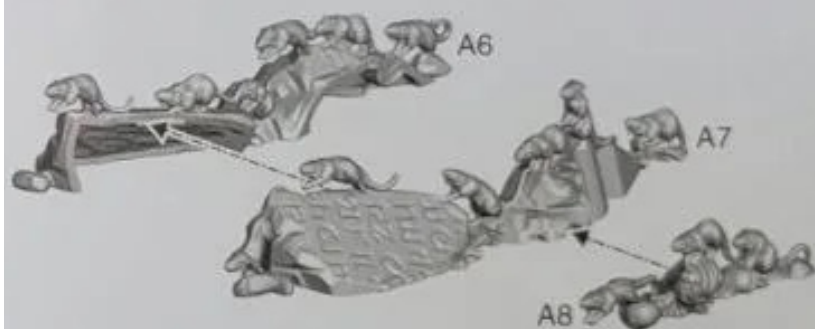


VERMINTIDE

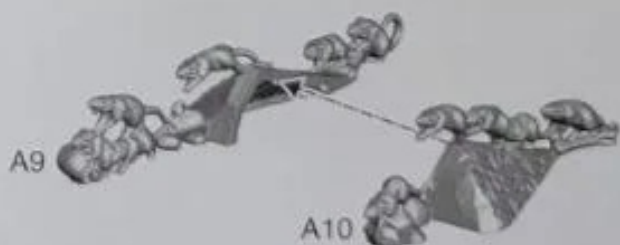
5 a



5 b



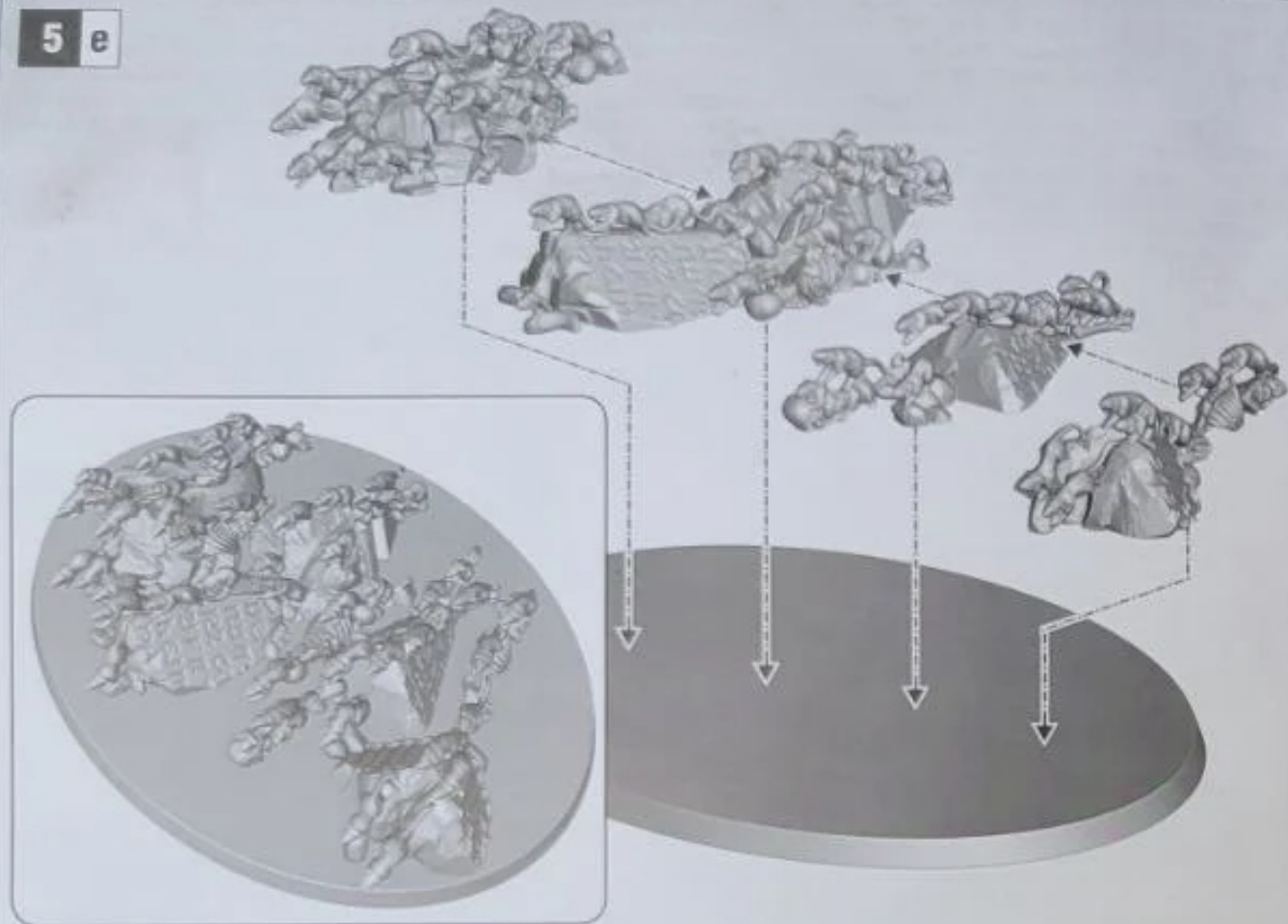
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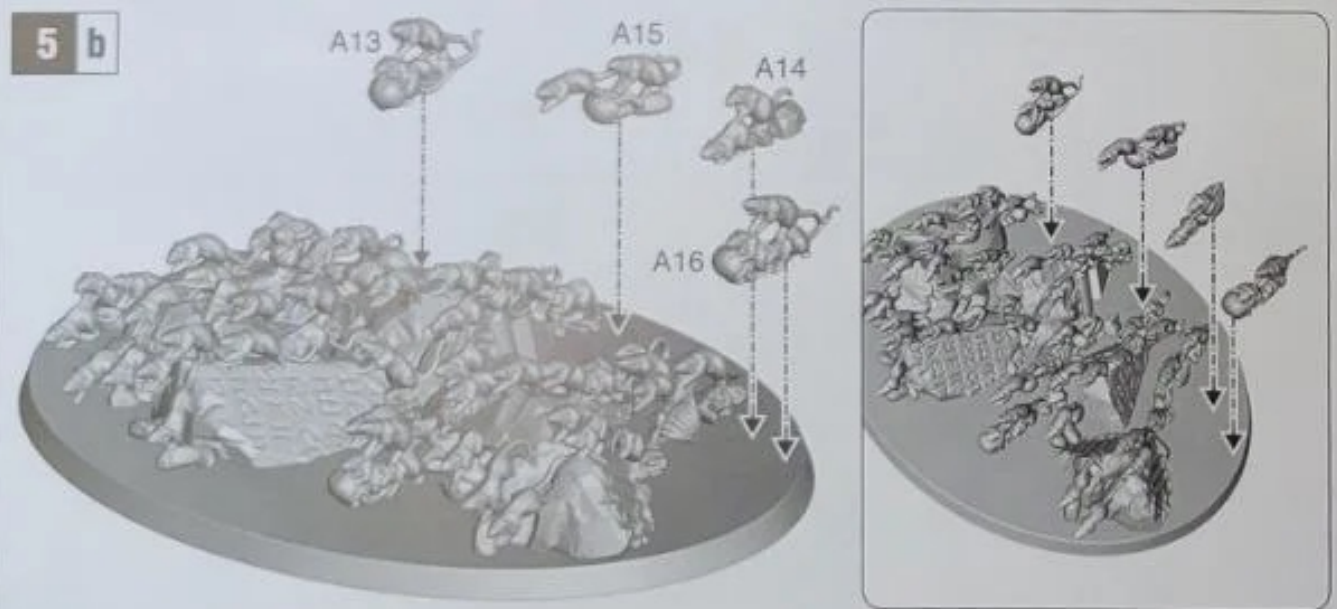
5 d



5 e



5 b



VERMINTIDE

An endless tide of unholy vermin pours through the cracks in reality, their eyes aglow and their fangs unnaturally sharp. This conjured swarm can strip even an armoured warrior to the bone in moments.

DESCRIPTION

Vermintide is a single model.

PREDATORY: Vermintide is a predatory endless spell. It can move up to 7".

MAGIC

Summon Vermintide: A skaven spellcaster can summon forth a seething mass of arcane rodents and vermin that consumes everything in its path.

Summon Vermintide has a casting value of 7. Only **SKAVENTIDE WIZARDS** can attempt to cast this spell. If successfully cast, set up a Vermintide model wholly within 13" of the caster.

KEYWORDS ENDLESS SPELL, VERMINTIDE

ABILITIES

Ravaging Horde: A Vermintide rips and tears indiscriminately at anything in its path.

After this model has moved, the player that moved it can pick 1 unit within 3" of this model and roll 13 dice. For each 6, that unit suffers 1 mortal wound.

In addition, roll 13 dice for each unit that finishes a normal move or a charge move within 3" of this model. For each 6, that unit suffers 1 mortal wound.

Voracious Hunger: The unnatural creatures of a Vermintide possess a terrible hunger that only the consumption of raw flesh can satiate.

When this model is set up, the player who set it up can immediately make a move with it.

Ratkin: A Vermintide will not harm other rodent-beasts, and will allow them to pass by unhindered.

SKAVENTIDE units are not affected by the Ravaging Horde ability. In addition, **SKAVENTIDE** models can move across this model in the same manner as a model that can fly.

WARP LIGHTNING VORTEX

A hurled clawful of warpstone shards swell rapidly in size until they become hovering prisms that crackle furiously with warp lightning. Green-black bolts flash back and forth, forming a lethal cage of energy that blasts apart any who approach too closely.

DESCRIPTION

Warp Lightning Vortex is a single endless spell that consists of 3 models (if it is dispelled, remove all 3 models).

MAGIC

Summon Warp Lightning Vortex: Warpstone shards are cast into the air, growing impossibly large and discharging bolts of warp lightning.

Summon Warp Lightning Vortex has a casting value of 8. Only **SKAVENTIDE WIZARDS** can attempt to cast this spell. If successfully cast, set up 1 Warp Lightning Vortex model wholly within 26" of the caster, then set up the second and third Warp Lightning Vortex models exactly 7" from the first model and exactly 7" from each other (the models will form a triangle with each model exactly 7" from the other two models).

KEYWORDS ENDLESS SPELL, WARP LIGHTNING VORTEX

ABILITIES

Warp Lightning Bolts: Coruscating bolts of warp lightning leap outwards from the Warp Lightning Vortex, annihilating those nearby.

When this model is set up, and at the end of each movement phase, roll 1 dice for each unit within 6" of any of the models from this endless spell. Add 1 to the dice roll if that unit is within 6" of two of the models from this endless spell. Add 2 to the dice roll instead of 1 if that unit is within 6" of all three models from this endless spell. On a 4+ that unit suffers D3 mortal wounds. On an unmodified roll of 6, that unit suffers D6 mortal wounds instead of D3 mortal wounds.

Warp Vortex: The sheer destructive anarchy that surrounds a Warp Lightning Vortex slows the progress of warriors caught in its midst.

Units cannot run or fly when they make a normal move that starts within 6" of any models from this endless spell.

BELL OF DOOM

Swirling vapours boil from the yawning maw of the spell's caster, billowing into an unnatural cloud. Lightning flashes amidst the gloomy mass, silhouetting a huge bell that swings in mid-air, tolling out the doom of those who dare resist the skaventide.

DESCRIPTION

Bell of Doom is a single model.

PREDATORY: Bell of Doom is a predatory endless spell. It can move up to 13" and can fly.

MAGIC

Summon Bell of Doom: Invoking ancient creation myths, the spellcaster causes a great Bell of Doom to manifest upon the battlefield.

Summon Bell of Doom has a casting value of 6. Only **SKAVENTIDE WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bell of Doom model wholly within 13" of the caster.

KEYWORDS ENDLESS SPELL, BELL OF DOOM

ABILITIES

Apocalyptic Doom: With a deafening explosion, the Bell of Doom splits asunder.

Roll 3D6 after this model is set up or finishes a move. On a roll of 13, each unit within 13" of this model suffers D3 mortal wounds. This model is then dispelled.

Boldness or Despair: The dreadful ringing of the Bell of Doom fills the minds of the skaven's foes with a deep despair, while emboldening the normally cowardly ratmen.

Do not take battleshock tests for **SKAVENTIDE** units while they are within 13" of this model. Subtract 1 from the Bravery characteristic of any other units while they are within 13" of this model.