

MALEVOLENT MOON

The Malevolent Moon is conjured when a shaman raises high a carved loonstone simulacrum of the Bad Moon and jabbbers the right words. The statue swells into a cackling, glowing abomination that sweeps across the battlefield wreaking havoc.

DESCRIPTION

A Malevolent Moon is a single model.

PREDATORY: A Malevolent Moon is a predatory endless spell. A Malevolent Moon can move up to 12" and can fly.

MAGIC

Summon Malevolent Moon: *The shaman transforms his loonstone statue into a huge glowing terror and lets it loose.*

Summon Malevolent Moon has a casting value of 6. Only **GLOOMSPITE GITZ WIZARDS** can attempt to cast this spell. If successfully cast, set up a Malevolent Moon model wholly within 12" of the caster.

ABILITIES

Swirling Doom: *When a Malevolent Moon is summoned forth, it immediately hurtles across the battlefield leaving devastation in its wake.*

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

Malevolent Intentions: *A Malevolent Moon crashes through its foes, biting or crushing them as it goes.*

After this model moves, roll a dice for each unit that has any models that this model passed across. On a 2+ that unit suffers D3 mortal wounds.

Moon of Ill Omen: *A Malevolent Moon distorts magic, drawing lesser spells towards itself where they are swallowed up by its glowing mass.*

Subtract 1 from casting rolls made for casters within 9" of this model. Subtract 2 from casting rolls instead for casters within 3" of this model. If the caster is a **GLOOMSPITE GITZ WIZARD**, then it is not affected by this ability.