

# SCUTTLETIDE

First comes a weird whispering, a rising scrape and skitter like a wind through dry leaves. Then the Scuttletide spills out onto the battlefield, sorcerous spiders by the thousand squeezing from cracks in the ground and surging from shadows and undergrowth to overrun and frenziedly bite everything in their path.

## DESCRIPTION

A Scuttletide is a single model.

**PREDATORY:** A Scuttletide is a predatory endless spell. A Scuttletide can move up to 6".

## MAGIC

**Summon Scuttletide:** *The shaman grasps a small jade amulet in which a skullback spider is imprisoned, and uses it to call forth a seething mass of the trapped creature's kin.*

Summon Scuttletide has a casting value of 7. Only **GLOOMSPITE GITZ WIZARDS** can attempt to cast this spell. Add 1 to casting rolls for this spell if the caster is a **SPIDERFANG WIZARD**. If successfully cast, set up a Scuttletide model wholly within 6" of a terrain feature.

## ABILITIES

**Scuttling Horde:** *A Scuttletide seethes across the battlefield, biting and poisoning anything that gets in its way or that approaches too closely.*

After setting up or moving this model, you can pick 1 unit within 1" of this model and roll 6 dice. For each roll of 5+ that unit suffers 1 mortal wound.

In addition, roll 6 dice for each unit that finishes a normal move or a charge move within 6" of this model. For each roll of 5+ that unit suffers 1 mortal wound.

**Spider-kin:** *A Scuttletide will not harm other spiders, and will allow them to pass by unhindered.*

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