

GREY SEER

ON SCREAMING BELL

Mounted atop the creaking carriage of a Screaming Bell, a Grey Seer hurls dark sorcery into the enemy ranks. The ensorcelled bell tolls again and again, its warped peals shattering stone and bone, splintering sanity and rending reality itself.



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-------------------------|-------|---------|--------|----------|------|--------|
| Warpstone Staff | 2" | 3 | 4+ | 4+ | -1 | 1 |
| Tearing Claws and Fangs | 1" | 4 | 4+ | 3+ | -1 | 2 |
| Rusty Spikes | 1" | D6 | ☀ | 3+ | -1 | 1 |

| DAMAGE TABLE | | | |
|-----------------|------|--------------|--------------|
| Wounds Suffered | Move | Rusty Spikes | Peal of Doom |
| 0-3 | 6" | 2+ | 26" |
| 4-5 | 6" | 3+ | 22" |
| 6-8 | 4" | 4+ | 18" |
| 9-10 | 4" | 4+ | 14" |
| 11+ | 3" | 5+ | 10" |

DESCRIPTION

A Grey Seer on Screaming Bell is a single model armed with a Warpstone Staff.

MOUNT: This model's Screaming Bell attacks with its Rusty Spikes.

CREW: This model has a Rat Ogor crew that attacks with its Tearing Claws and Fangs. For rules purposes, the Rat Ogor is treated in the same manner as a mount.

ABILITIES

Altar of the Horned Rat: *Those skaven that scurry to battle in the shadow of a Screaming Bell are filled with the certainty of victory.*

Do not take battleshock tests for friendly **SKAVENTIDE** units while they are wholly within 13" of this model.

Protection of the Horned Rat: *An eerie sense of watchfulness surrounds this war engine, and an unholy warding protects it from harm.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that wound or mortal wound is negated.

Pushed into Battle: *The Screaming Bell's wheeled carriage is heaved into battle by the massed skaven that swarm about it.*

This model cannot move unless it starts the move within 6" of 10 or more friendly **SKAVENTIDE** models. In addition, this model's Rusty Spikes have an Attacks characteristic of 2D6 instead of D6 if this model made a charge move in the same turn.

Peal of Doom: *The ominous tolling of a Screaming Bell resounds above the clamour of battle, crying out 'Doom! Doom! Doom!'.*

At the start of your hero phase, roll 2D6 for this model and look up the result on the table below. The range of the Peal of Doom is shown on the damage table opposite.

2D6 Result

- | | |
|-------|---|
| 2 | <i>Magical Backlash:</i> Each unit within 3" of this model suffers D3 mortal wounds. |
| 3-4 | <i>Unholy Clamour:</i> Add D6" to this model's Move characteristic until your next hero phase. |
| 5-6 | <i>Deafening Peals:</i> Roll a dice for each enemy unit within range of this model's Peal of Doom. On a 4+ that unit suffers 1 mortal wound. |
| 7 | <i>Avalanche of Energy:</i> Until the end of this hero phase, add 1 to casting rolls for friendly SKAVENTIDE WIZARDS that are within range of this model's Peal of Doom. |
| 8-9 | <i>Apocalyptic Doom:</i> Roll a dice for each enemy unit within range of this model's Peal of Doom. On a 4+ that unit suffers D3 mortal wounds. |
| 10-11 | <i>Wall of Unholy Sound:</i> Until your next hero phase, subtract 1 from hit rolls for attacks made by enemy units while they are wholly within range of this model's Peal of Doom. |

- 12 *A Stirring Beyond the Veil:* You can summon a **VERMINLORD** to the battlefield and add it to your army. The summoned unit must be set up within range of this model's Peal of Doom and more than 9" from any enemy units. If you roll this result a second or subsequent time during a battle, heal up to 12 wounds allocated to this model instead of summoning a **VERMINLORD**.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Cracks Call spells.

Cracks Call: *Harnessing the thunderous peals of the Screaming Bell, the Grey Seer channels a reverberating sorcerous blast into the ground beneath the enemy's feet. Gaping chasms and fume-gouting rents yawn wide, sending screaming victims vanishing into the depths.*

Cracks Call has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them, and roll 2D6. If the roll is greater than that unit's Move characteristic, that unit suffers a number of mortal wounds equal to the difference between its Move characteristic and the roll. This spell has no effect on units that can fly.