

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.

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.