

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.

ABILITIES

Ravenging 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 sate.

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 Ravenging Horde ability. In addition, **SKAVENTIDE** models can move across this model in the same manner as a model that can fly.