

# SOULSCREAM BRIDGE

A nightmarish fusion of bone and tortured spirit-stuff, a Soulscream Bridge disintegrates and consumes the souls of the fallen in order to tear open a makeshift pathway across reality.

## DESCRIPTION

A Soulscream Bridge is a single endless spell that consists of 2 models (if it is dispelled, remove both models).

## MAGIC

**Summon Soulscream Bridge:** *A chorus of agonised screams fills the air as an osseous bridge rears up from the earth like a skeletal serpent.*

Summon Soulscream Bridge has a casting value of 6. If successfully cast, set up the first Soulscream Bridge model wholly within 6" of the caster, and then set up the second Soulscream Bridge model wholly within 12" of the first.

## ABILITIES

**Deathly Passage:** *Those who pass across a Soulscream Bridge travel the tides of deathly magic, bypassing physical obstructions.*

At the start of your movement phase, friendly units wholly within 6" of one Soulscream Bridge model from this endless spell can travel across the Soulscream Bridge. If they do so, remove that unit from the battlefield and set it up again wholly within 6" of the other Soulscream Bridge model from this endless spell, more than 9" from any enemy units. That unit cannot make a normal move that phase.

**Nightmarish Construct:** *The screams of those souls obliterated to fuel this invocation are terrible to hear.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of a Soulscream Bridge model. This ability has no effect on **DEATH** units.

**Empowered by Shyish:** *Spirits are abundant in the Realm of Death, and so there the reach of a Soulscream Bridge is greatly increased.*

If your battle is taking place in the Realm of Death, the second Soulscream Bridge model can be set up wholly within 24" of the first, instead of within 12" of the first.