



GREY SEER



MELEE WEAPONS

Warpstone Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Grey Seer is a single model. He carries a Warpstone Staff to battle and a stash of Warpstone Tokens.

ABILITIES

Warpstone Tokens: When a Grey Seer attempts to cast a spell he can consume a piece of unrefined warpstone. If he does so, roll a dice; on a 2 or more you can re-roll the subsequent casting attempt if it fails. On the roll of a 1, the warpstone ravages the Grey Seer's body and he suffers a mortal wound.

MAGIC

A Grey Seer is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Vermintide spells.

VERMINTIDE

The Grey Seer summons a tide of voracious rats that scurry forth and gnaw a swathe of ruin across the battlefield. Vermintide has a casting value of 6. If successfully cast, select an enemy unit that is within 26" of the caster. Roll a dice for each model in the selected unit; it suffers a mortal wound for each result of a 6 you roll.

COMMAND ABILITY

'Underlings Will not Flee, must Fight-fight!': If a Grey Seer uses this ability, then until your next hero phase you can roll a dice whenever a **SKAVEN** model from your army flees whilst within 26" of the Grey Seer. On a 4 or more that model is more scared of the Grey Seer's wrath than the enemy and does not flee.

KEYWORDS

CHAOS, SKAVEN, MASTERCLAN, HERO, WIZARD, GREY SEER