

REALMSCOURGE RUPTURE

Even by the standards of Chaos sorceries, Realmscourge Ruptures are not subtle weapons. When the necessary magical power has been channelled and released by a tribal shaman, the land itself writhes in the grip of Chaos, sharpened spikes surging forth like an accursed tidal wave to overwhelm anything in their path.

DESCRIPTION

A Realmscourge Rupture is a single model.

PREDATORY: A Realmscourge Rupture is a predatory endless spell. It can move up to 9" and can fly.

MAGIC

Summon Realmscourge Rupture: *Slamming their staff against the earth, the sorcerer calls forth the power of a Realmscourge Rupture.*

Summon Realmscourge Rupture has a casting value of 7. Only **SLAVES TO DARKNESS WIZARDS** can attempt to cast this spell. If successfully cast, set up a Realmscourge Rupture model wholly within 9" of the caster.

ABILITIES

Oncoming Annihilation: *Once a Realmscourge Rupture has been conjured and let loose, it is almost impossible to stop.*

When this model is set up, the player who set it up can immediately make a move with it.

Tide of Ruin: *Realmscourge Ruptures surge across the battlefield as an inevitable wave of death, their jagged spikes retracting into the earth only to erupt once more further along the path of destruction.*

Whenever you set up a Realmscourge Rupture, you must place it widthways in the direction you wish it to move. Whenever it moves, move it in a straight line in that direction (it cannot move backwards).

Debilitating Shockwave: *The vicious spikes that erupt from an onrushing Realmscourge Rupture not only impale any unfortunate enough to be struck by them, but also send those nearby staggering through the tremors that rock the tortured earth.*

After this model has moved, each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move, suffers D3 mortal wounds.

In addition, until the end of the battle round, halve the Move characteristic of each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move.

KEYWORDS ENDLESS SPELL, REALMSCOURGE RUPTURE



The magic of the Dark Gods floods the battlefield with malefic energy, twisting the realms into an image more pleasing to the Ruinous Powers.