

QUICKSILVER SWORDS

Borne aloft on currents of Chemonic energy, the Quicksilver Swords fly across the battlefield in tight formations before fanning out to eviscerate and behead those in their path.

DESCRIPTION

Quicksilver Swords is a single model.

Summon Quicksilver Swords: *With the Smith Queen of Anvrok's dying promise of vengeance against the forces of Chaos incanted, a dozen of her most finely wrought blades slice their way into the realmsphere to assail their conjurer's enemies.*

Summon Quicksilver Swords has a casting value of 6. If successfully cast, set up a Quicksilver Swords model wholly within 10" of the caster.

PREDATORY: Quicksilver Swords is a predatory endless spell. It can move up to 8" and can fly.

ABILITIES

Volley of Blades: *The spellcaster sends the Quicksilver Swords straight into the heart of the enemy.*

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

Dancing Blades: *With startling rapidity and efficiency, and seemingly possessed of vengeful purpose, the Quicksilver Swords cut through the enemy lines, their keen-edged blades severing not only limbs but spirits from their bodies.*

After this model has moved, you can pick 1 unit within 6" of it and roll 12 dice. For each roll of 6+ that unit suffers 1 mortal wound. If the unit being rolled for is a **CHAOS** unit, it suffers 1 mortal wound for each roll of 5+ instead.

Empowered by Chamon: *In the realm in which they were forged, these masterwork blades move with still greater speed, the embedded spirit of their creator driving them to fell those who trespass upon her homeland.*

If your battle is taking place in the Realm of Metal, you can roll 15 dice for this model's Dancing Blades ability instead of 12.