

SUFFOCATING GRAVETIDE

The spirits of the dead rise from the ground and surge forwards in a Suffocating Gravetide to smother the living, burying their victims and dragging their souls down to the Realm of Death.

DESCRIPTION

A Suffocating Gravetide is a single model.

Summon Suffocating Gravetide:

With a whispered curse, the ground, and the dead buried within it, rises up in a destructive tidal wave.

Summon Suffocating Gravetide has a casting value of 6. If successfully cast, set up a Suffocating Gravetide model wholly within 4" of the caster.

PREDATORY: A Suffocating Gravetide is a predatory endless spell. It can move up to 8" and can fly.

ABILITIES

Necrotic Tide: *Those casters who give form to Suffocating Gravetides are careful to ensure that the bitter fury of the souls within is – initially, at least – directed at the foe.*

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

Pulled to the Grave:

Those warriors caught in the path of a Suffocating Gravetide find themselves buffeted by churning earth and dragged into the ground by the spectral forms of the restless dead.

After this model has moved, each unit that has any models it passed across suffers D3 mortal wounds. In addition, subtract 1 from the Bravery characteristic of each unit that has any models it passed across until the end of the battle round.

Roiling Barricade: *Those caught beneath this terrible deluge are shrouded from the their foes.*

When a missile weapon targets a unit that has all of its models within 1" of this model, the target unit receives the benefit of cover if the attacking unit is closer to this model than it is to the target unit.

Empowered by Shyish:

When surrounded by the amethyst magic of Shyish, the realm of endings, the dead are truly at their deadliest.

If your battle is taking place in the Realm of Death, this model can move up to 12" instead of 8".