

# CORPSEMARE STAMPEDE

Imparted with grisly vigour by the insane magics of the abhorrants, the undead beasts of a Corpsemare Stampede burst from the blood-soaked ground. Once loosed they trample across the battlefield with reckless abandon, crushing any foolish enough to be caught in their path.

## DESCRIPTION

A Corpsemare Stampede is a single model.

**PREDATORY:** A Corpsemare Stampede is a predatory endless spell. It can move up to 14" and can fly.

## MAGIC

**Summon Corpsemare Stampede:** *The wizard hurls a rusty horseshoe. Where it lands, a herd of ferocious ghostly horses spring forth from the ground.*

Summon Corpsemare Stampede has a casting value of 7. Only Nagash, Supreme Lord of the Undead and **ABHORRANTS** can attempt to cast this spell. If successfully cast, set up a Corpsemare Stampede model wholly within 3D6" of the caster.

## ABILITIES

**Crazed Gallop:** *When a Corpsemare Stampede is called forth, it immediately gallops furiously across the battlefield.*

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

**Trampled Underfoot:** *As a Corpsemare Stampede charges across the battlefield, it tramples over anyone that gets in its way.*

After this model has moved, roll 5 dice for each unit that has any models it passed across. For each roll that is more than that unit's Wounds characteristic, that unit suffers 1 mortal wound. For each roll of 6, that unit suffers D3 mortal wounds instead (whatever its Wounds characteristic is).