

# FELL CHASM

The ground splits under the ceaseless maelstrom of war. Fell Chasms yawn wide to reveal gaping pits whose depths promise a spectacularly grisly demise. Warriors must leap across these new perils, the slightest misstep sending them tumbling to their doom, while cunning wizards can use their powers to call forth volatile flaming skulls from the deeps.

## DESCRIPTION

A Fell Chasm is a piece of scenery. It is extremely dangerous to attempt to cross the Fell Chasm anywhere other than the bridge that spans it – a chokepoint where mighty heroes can defiantly attempt to hold back hordes of foes. Furthermore, wizards can harness the mystical energies that flow through the yawning chasm to cast the Exploding Direskulls spell.

## SCENERY RULES

The following rules are used for this piece of scenery (do not roll on the Scenery Table on the *Warhammer: Age of Sigmar* rules sheet).

**Gaping Chasm:** You must roll a dice for any model that crosses the Fell Chasm, unless it can fly or uses the bridge. On a roll of 1 that model falls to its doom and is slain.

**I'll Hold Them Back:** If a **HERO** is standing on the Fell Chasm's bridge at the start of their hero phase, they can prepare to defend the bridge. If they do so, they cannot move, charge or pile in until their next hero phase. Until then, however, you can re-roll all failed hit rolls, wound rolls and save rolls for that **HERO**.

**Summon Direskulls:** **WIZARDS** within 3" of the Fell Chasm know the Exploding Direskulls spell, below, in addition to any other spells that they know.

## EXPLODING DIRESKULLS

The wizard conjures forth flaming skulls from the depths of the Fell Chasm and hurls them into the ranks of the foe. Exploding Direskulls has a casting value of 6. If successfully cast, pick a point on the battlefield that is visible to the caster and within 24" of him.

Each unit within 1" of that point suffers D3 mortal wounds on a dice roll of 2 or more, while all other units within 6" of that point suffer D3 mortal wounds on a roll of 4 or more.