

SIGMARITE DAIS

Each of the Stormvaults was filled with the statues and iconography of Azyr, its halls consecrated by the greatest of the God-King's priests. This hallowed ground still radiates that ancient power.

DESCRIPTION

A Sigmarite Dais is a single terrain feature. It is an obstacle.

SCENERY RULES

Bastion of Order: *To stand in this chamber under the stern gaze of the God-King's statue is to feel the righteousness of Order and the inevitability of justice.*

ORDER units treat this terrain feature as having the Inspiring scenery rule (see right) from the Scenery table in the core rules. **CHAOS**, **DESTRUCTION** and **DEATH** units treat this terrain feature as having the Sinister scenery rule (see right) from the Scenery table in the core rules.

Inspiring: Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

Sinister: Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.