

VANARI BANNERBLADE

The central point of many a Vanari battleline, each Bannerblade is a locus of surety in the maelstrom of battle. The World Banners they bear are priceless artefacts, for they can unleash the power of a Hyshian dawn to blind, melt and even kill.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bannerblade's Sword	1"	4	2+	3+	-1	1

DESCRIPTION

A Vanari Bannerblade is a single model armed with a Bannerblade's Sword.

ABILITIES

World Banner: *This mighty standard is adorned with symbols of great importance to the Lumineth. In extremis, it can be used to unleash a blast of Hyshian energy to smite enemies.*

Add 1 to the Bravery characteristic of friendly **LUMINETH REALM-LORDS** units that are wholly within 18" of any friendly **BANNERBLADES**. Add 3 instead of 1 if any of those **BANNERBLADES** is within 3" of any enemy units.

In addition, once per battle at the start of any phase, you can say that this model will draw on the power of its World Banner. If you do so, roll a dice for each enemy unit within 18" of this model. If the roll is equal to or less than the number of the current battle round, that unit suffers D3 mortal wounds, and subtract 1 from hit rolls for that unit until the end of that phase.

Sunmetal Weapons: *The swords carried by Vanari Bannerblades are forged from sunmetal, which can burn a victim from the inside out.*

If the unmodified hit roll for an attack made with a Bannerblade's Sword is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, VANARI, HERO, TOTEM, BANNERBLADE