

LORD-VERITANT



Lord-Veritants are the eyes of Sigmar, the inescapable vengeance of the Heavens. By the searing light of their lanterns of abjuration they burn away the shadows, cutting a merciless path through cultists and daemons until nothing remains of the foe.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Judgement Blade	1"	4	3+	3+	-1	2

DESCRIPTION

A Lord-Veritant is a single model armed with a Judgement Blade.

ABILITIES

Faithful Gryph-hound: *A Lord-Veritant is often accompanied into battle by a loyal beast of Azyr.*

The first time this model is set up on the battlefield, you can call a **GRYPH-HOUND** unit consisting of a single model to the battlefield and add it to your army. Set up the **GRYPH-HOUND** wholly within 3" of this model and more than 9" from any enemy units.

Lantern of Abjuration: *The blessed light that shines from this lantern can banish even the most potent sorcery.*

This model can unbind one spell in each enemy hero phase in the same manner as a **WIZARD**.

Sanction: *A Lord-Veritant can beseech Sigmar to smite the wielders of fell magic, the raw energies of Azyr casting them down.*

In your hero phase, you can pick 1 enemy **WIZARD** within 7" of this model and roll a dice. On a 4+ that enemy unit suffers D3 mortal wounds.

Bound in Service: *Lord-Veritants often train Gryph-hounds to help them track down spellcasters across the realms.*

Add 3 to the unbinding roll for this model's Lantern of Abjuration if there is a friendly **GRYPH-HOUND** model within 6" of the enemy **WIZARD** attempting to cast the spell.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, PRIEST, LORD-VERITANT