

FLAMESPYRE PHOENIX



# FLAMESPYRE PHOENIX

MOVE

WOUNDS

12

5+

SAVE

8

BRAVERY

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flaming Talons	2"	☀	4+	3+	-1	2
Great Phoenix Halberd	2"	4	3+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Flaming Talons	Wake of Fire
0-2	16"	6	D6 mortal wounds
3-4	14"	5	D3 mortal wounds
5-7	12"	4	D3 mortal wounds
8-9	10"	3	1 mortal wound
10+	8"	2	1 mortal wound

## FLAMESPYRE PHOENIX

KEYWORDS	ORDER, PHOENIX TEMPLE, MONSTER, FLAMESPYRE PHOENIX
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## DESCRIPTION

A Flamespyre Phoenix is a single model. It attacks with its Flaming Talons while enemies burn in its Wake of Fire.

## ANOINTED

Some Flamespyre Phoenixes are ridden by an Anointed. Flamespyre Phoenixes ridden by an Anointed gain the Great Phoenix Halberd, the Witness to Destiny ability and the Captain of the Phoenix Guard command ability.

## FLY

A Flamespyre Phoenix can fly.

## ABILITIES

**Phoenix Reborn:** If this model is slain, roll a dice in your next hero phase. On a result of 4 or more, it is reborn with all its wounds restored! Set up the model anywhere on the battlefield that is more than 9" from the enemy. This counts as the model's move for that turn's movement phase.

**Wake of Fire:** A Flamespyre Phoenix can attack enemies with a Wake of Fire as it flies over them. To do so, pick one enemy unit that the Flamespyre Phoenix flew over in the movement phase. Then, consult the damage table opposite to see how many mortal wounds are inflicted on the unit as they are engulfed in flame.

**Attuned to Magic:** If a model within 12" of this model successfully casts a spell, whether or not the spell is unbound, roll a dice. If the result is 2 or more, you can add 1 to all save rolls for the Flamespyre Phoenix until your next hero phase.

**Witness to Destiny:** Whenever a Flamespyre Phoenix ridden by an Anointed suffers a wound or mortal wound, roll a dice. If the result is 4 or more, the wound or mortal wound is ignored.

## COMMAND ABILITY

**Captain of the Phoenix Guard:** If the Anointed uses this ability, then until your next hero phase you can re-roll failed wound rolls for **PHOENIX TEMPLE** units from your army if they are within 8" of this model when they attack in the combat phase.

## ANOINTED ON FLAMESPYRE PHOENIX

### KEYWORDS

ORDER, AELF, FLAMESPYRE PHOENIX, PHOENIX TEMPLE, HERO, MONSTER, ANOINTED