



FROSTHEART PHOENIX

MOVE
 WOUNDS 12
 SAVE 5+
 BRAVERY 9

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

Wounds Suffered	DAMAGE TABLE		
	Move	Ice-cold Talons	Blizzard Aura
0-2	16"	8	9"
3-4	14"	6	6"
5-7	12"	5	3"
8-9	10"	4	2"
10+	8"	3	1"

FROSTHEART PHOENIX

KEYWORDS

ORDER, PHOENIX TEMPLE, MONSTER, FROSTHEART PHOENIX



DESCRIPTION

A Frostheart Phoenix is a single model. It attacks with its Ice-hard Talons while enemies freeze solid in its Blizzard Aura.

ANOINTED

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

FLY

A Frostheart Phoenix can fly.

ABILITIES

Blizzard Aura: Enemy models are chilled within this model's Blizzard Aura, which extends out from it a number of inches as shown on the damage table opposite. Your opponent must subtract 1 from any wound rolls for models within range of any Blizzard Auras when they attack.

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 Frostheart Phoenix until your next hero phase.

Witness to Destiny: Whenever a Frostheart Phoenix ridden by an Aointed 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 Aointed 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 FROSTHEART PHOENIX

KEYWORDS ORDER, AELF, FROSTHEART PHOENIX, PHOENIX TEMPLE, HERO, MONSTER, ANOINTED