



PHOENIX GUARD



MELEE WEAPONS

Phoenix Halberd

Range

2"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-

Damage

1

DESCRIPTION

A unit of Phoenix Guard has 5 or more models. They wield finely crafted Phoenix Halberds.

KEEPER OF THE FLAME

The leader of this unit is a Keeper of the Flame. A Keeper of the Flame makes 3 attacks rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **PHOENIX TEMPLE** unit from your army that includes a Standard Bearer.

DRUMMERS

Models in this unit may be Drummers. You can re-roll any dice rolls of 1 when determining how far this unit can run or charge if it includes any Drummers.

ABILITIES

Witness to Destiny: Whenever a Phoenix Guard suffers a wound or mortal wound, roll a dice. If the result is 4 or more, the wound or mortal wound is ignored.

Aura of Dread: If an enemy unit within 3" of any Phoenix Guard fails a battleshock test, one extra model will flee.

Emboldened: This unit does not need to take battleshock tests whilst it is within 8" of a **PHOENIX TEMPLE HERO** from your army.

KEYWORDS

ORDER, AELF, PHOENIX TEMPLE, PHOENIX GUARD