

# WAR ALTAR OF SIGMAR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Light of Banishment	20"	D3	3+	☀	-1	3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Greathammer	1"	3	4+	3+	-1	1
Sigmarite Warhammer	1"	4	4+	4+	-	1
Staff of Sigmar	1"	1	4+	3+	-	D3
Warhorses' Steel-shod Hooves	1"	4	4+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Sigmar's Shield	Light of Banishment
0-2	10"	15"	2+
3-4	9"	12"	3+
5-6	8"	9"	3+
7-8	7"	6"	4+
9+	6"	3"	4+

## DESCRIPTION

A War Altar of Sigmar is a single model. It is a vast battle altar pulled into battle by a pair of Warhorses who trample those in their path with Steel-shod hooves. Atop the altar is a Golden Griffon – a vast statue imbued with holy magic that can cast forth the burning Light of Banishment. On a platform at the War Altar's fore stands an Arch Lector – a senior Warrior Priest who smites the foes even as he prays to mighty Sigmar for aid. Most Arch Lectors are armed with a mighty double-handed Sigmarite Greathammer, but a few instead carry a Warhammer alongside a Staff of Sigmar which serves as both a weapon and a badge of office. The War Altar also mounts a Devotional Horn, that heralds the foe's doom.

## ABILITIES

**Divine Power:** The Arch Lector atop a War Altar of Sigmar can attempt to unbind 2 spells in each enemy hero phase as if it were a wizard.

**Sigmar's Shield:** You can roll a dice each time a **DEVOTED OF SIGMAR** model from your army is slain within range of this model (as shown on the damage table above). On a 6, that model has been miraculously saved from harm and ignores the wound that slew it.

**The Power of Faith:** **DEVOTED OF SIGMAR** units from your army do not need to take battleshock tests if they are within 10" of a War Altar.

**Light of Banishment:** The holy light that emanates from the Golden Griffon is anathema to the followers of the Dark Gods. When you make a Light of Banishment attack against a **CHAOS** unit, double any wounds it suffers. The holy light is especially dangerous to **CHAOS DAEMONS**, who cannot abide its searing touch. Furthermore, attacks against these units are resolved with a Rend of -2 instead of -1.

**Devotional Horn:** Once per battle, the Devotional Horn can be blown in a battleshock phase. When it is blown, all enemy units within 10" of the War Altar must subtract 1 from their Bravery until the end of that phase.

**Battle Prayers:** In your hero phase, the Arch Lector can pray to Sigmar. If he does so, pick a **DEVOTED OF SIGMAR** unit within 10", select one of the following blessings and roll a dice. On a 1 or a 2, his prayers go unanswered, but on a 3 or more they have been heard:

**Soulfire:** Roll a dice for each enemy unit within 3" of the unit you picked; on a 4 or more it is struck by soulfire and suffers a mortal wound.

**Righteous Fury:** Until your next hero phase you can re-roll failed hit rolls for the unit in the combat phase.

**Holy Fervour:** Until your next hero phase, you can add 1 to the unit's run rolls, charge rolls, and hit rolls in the combat phase.

## KEYWORDS

ORDER, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, TOTEM, HERO, PRIEST, WAR ALTAR OF SIGMAR